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Olympic
Committee

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Olympic Data Feed



Rugby Sevens ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Rugby Sevens 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 Rugby Sevens 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 |



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2 Messages

2.1 Rugby Sevens Overview

MESSAGES IN EACH EVENT

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

SCHEDULE

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

2.2 Applicable Messages

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

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

| Message Type | Message Name | Message nextend ed |
|---|--|--------------------------|
| DT_SCHEDULE DT_SCHEDULE_UPDATE | / Competition schedule / Competition schedule update | X |
| DT_PARTIC / DT_PARTIC_UPDATE | List of participants by discipline / List of participants by discipline update | X |
| DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE | / List of teams / List of teams update | X |
| DT_RESULT | Event Unit Start List and Results | X |
| DT_CURRENT | Current Information | X |
| DT_PLAY_BY_PLAY | Play by Play | X |
| DT_POOL_STANDING | Pool Standings | X |
| DT_BRACKETS | Brackets | X |
| DT_STATS | Statistics | X |
| DT_RANKING | Event Final Ranking | X |
| DT_MEDALLISTS | Event's Medallists | |
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | |
| DT_MEDALS | Medal standings | |



| | | |
|------------------|-------------------------------------|-------------------|
| DT_COMMUNICATION | Communication | |
| DT_WEATHER | Weather conditions | X |
| DT_PRESENTER | Medal Presenters | |
| DT_LOCAL_ON | Discipline/venue start transmission | |
| DT_LOCAL_OFF | Discipline/venue stop transmission | |
| DT_KA | Keep Alive | |
| DT_ALERT | Alert | |
| DT_BCK | Background Document | |
| DT_BIO_PAR | Participant Biography | |
| DT_BIO_TEA | Team Biography | |
| DT_NEWS | News Document | |
| DT_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 | Unit | HideStartDate | Location | Order |
|------------|---------|--------|---------------|----------|-------|
| 12:00 | 12:00 | Unit 1 | N | Court 2 | 1 |



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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

Where the discipline is defined as LOC:

1. By day (or filter by day)
2. Session Code
3. By location
4. By Time (regardless if HideStartDate="Y")
5. By Order

Where the discipline is defined as SESSION OR DATE:

1. By day (or filter by day)
2. Session Code
3. By Time (regardless if HideStartDate="Y")
4. By Order

- The Order can be match number for simplicity and show correct order for two matches at the same time.

- End users should display StartText if HideStartDate="Y"

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

Competition schedule update:

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

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

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

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

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application



2.3.1.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|-----------------------------------|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | CC @Discipline | Full RSC at the discipline level |
| DocumentType | DT_SCHEDULE DT_SCHEDULE_UPDATE | Competition schedule bulk / update |
| DocumentSubtype | S(20) | SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). Never included in _UPDATE messages. |
| Version | 1...V | Version number associated to the message's content. Ascending number |
| FeedFlag | "P" - Production "T" - Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.3.1.3 Trigger and Frequency

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

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

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

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

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



2.3.1.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 |
|-----------------------------------|-------------------------------|-----------------------------------|----------|---------|---------|---------|
| Competition (0,1) | Gen | | | | | |
| | Sport | | | | | |
| | Codes | | | | | |
| | Session (0,N) | SessionCode | | | | |
| | | StartDate | | | | |
| | | EndDate | | | | |
| | | Leadin | | | | |
| | | Venue | | | | |
| | | VenueName | | | | |
| | | ModificationIndicator | | | | |
| | | SessionStatus | | | | |
| | | SessionType | | | | |
| | | Medal | | | | |
| | | FOP | | | | |
| | | SessionName (1,N) | | | | |
| | | | Language | | | |
| | | | Value | | | |
| | Unit (0,N) | Code | | | | |
| | | PhaseType | | | | |
| | | UnitNum | | | | |
| | | ScheduleStatus | | | | |
| | | StartDate | | | | |
| | | HideStartDate | | | | |
| | | EndDate | | | | |
| | | HideEndDate | | | | |
| | | ActualStartDate | | | | |
| | | ActualEndDate | | | | |
| | | Order | | | | |
| | | Medal | | | | |
| | | Venue | | | | |
| | | Location | | | | |
| | | MediaAccess | | | | |
| | | SessionCode | | | | |



| | | | | |
|--|-------------------------------|--------------------|-------------------------|--------------------------|
| | ModificationIndicator | | | |
| | <u>StartText (0,N)</u> | | | |
| | | Language | | |
| | | Value | | |
| | <u>ItemName (1,N)</u> | | | |
| | | Language | | |
| | | Value | | |
| | <u>ItemDescription (0,N)</u> | | | |
| | | Language | | |
| | | - | | |
| | <u>VenueDescription (0,1)</u> | | | |
| | | VenueName | | |
| | | LocationName | | |
| | <u>StartList (0,1)</u> | | | |
| | | <u>Start (1,N)</u> | | |
| | | | StartOrder | |
| | | | SortOrder | |
| | | | <u>Competitor (1,1)</u> | |
| | | | | Code |
| | | | | Type |
| | | | | Organisation |
| | | | | <u>Description (0,1)</u> |
| | | | | TeamName |
| | | | | IFId |

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 (Session)

```
<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 Number |



| | | | |
|-----------------|---|------------------------------------|---|
| 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 incorrrert (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) | <p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>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.</p> |
| ActualStartDate | O | DateTime | <p>This attribute is expected once the event unit has started.</p> <p>Example: 2006-02-26T10:03:22+01:00</p> |
| ActualEndDate | O | DateTime | <p>This attribute is expected once the event unit has finished.</p> <p>Example: 2006-02-26T12:43:51+01:00</p> |
| Order | O | Numeric ###0 | <p>Order of the units when displayed. This field is considered in two situations:</p> |



| | | | |
|-----------------------|---|-----------------------------------|--|
| | | | <p>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.</p> <p>2. If some units start at the same time and a particular order of the units is expected.</p> <p>Can use match number so the units are displayed in the correct order when at the same time.</p> |
| Medal | O | SC @UnitMedalType | Indicator of medal awarded for this unit. |
| Venue | O | CC @VenueCode | Venue where the unit takes place Mandatory unless UNSCHEDULED. |
| Location | O | CC @Location | Location where the unit takes place. Mandatory unless UNSCHEDULED. |
| MediaAccess | O | S(6) | Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO". |
| SessionCode | O | S(10) | Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. |
| ModificationIndicator | O | N, U | <p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p> <p>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.</p> <p>If ModificationIndicator="U", then update the event unit.</p> |

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) | <p>Item Name / Unit Description.</p> <p>For competition units show the unit Description from common codes which matches the RSC. As in all messages with a description.</p> |



| | | | |
|--|--|--|--|
| | | | Only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description. |
|--|--|--|--|

| Element: Competition /Unit /ItemDescription (0,N) | | | |
|---|-----|------------------------------|---|
| Attribute | M/O | Value | Description |
| Language | M | CC @Language | Code Language of the @Value |
| - | M | Free Text | Item Description for non-competition schedule |

| Element: Competition /Unit /VenueDescription (0,1) | | | |
|--|-----|-------|---|
| Mandatory when Unit/Venue is included | | | |
| Attribute | M/O | Value | Description |
| VenueName | M | S(25) | Venue ENG Description (not code) from Common Codes |
| LocationName | M | S(30) | Location ENG Description (not code) from Common Codes |

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

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

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.



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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 Gender Organisation BirthDate Height | | | |



| |
|---------------------------------------|
| Weight |
| PlaceofBirth |
| CountryofBirth |
| PlaceofResidence |
| CountryofResidence |
| Nationality |
| MainFunctionId |
| Current |
| OlympicSolidarity |
| ModificationIndicator |
| Discipline (1,1) |
| Code |
| IFId |
| RegisteredEvent (0,N) |
| Event |
| Bib |
| Status |
| Substitute |
| EventEntry (0,N) |
| Type |
| Code |
| Pos |
| Value |

2.3.2.5 Message Values

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

Sample (Versions)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-RU7-1.10" Codes="SOG-2020-1.20" >

Element: Competition /Participant (1,N)



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



| | | | |
|-----------------------|---|-------------------------------------|---|
| Organisation | M | CC @Organisation | Organisation ID |
| BirthDate | O | YYYY-MM-DD | Date of birth. Expected for athletes, not expected for all groups of officials. |
| Height | O | S(3) | Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available. |
| Weight | O | S(3) | Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data 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. |
| IFld | O | S(16) | IF ID (competitor's federation number for the discipline if it is assigned). |

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

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

| Attribute | M/O | Value | Description |
|------------|-----|-----------------------------------|--|
| Event | M | CC @Event | Full RSC of the Event |
| Bib | O | S(2) | Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10... |
| Status | O | SC @AthleteStatus | Participant status. As soon as information is known. |
| 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 (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | CC @Position | Position Code in the Team |
| ENTRY | | CLUB_NAME | N/A | Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Club name |
| ENTRY | | CLUB_CITY | N/A | Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Club City |
| ENTRY | | INTERNAT_TOU_PLAYE D | N/A | Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | International tournaments played |
| ENTRY | | CAPTAIN | N/A | Element Expected: As soon as it is known (this information can be sent in both messages). |



| | Attribute | M/O | Value | Description |
|-------|-----------|------------|-------|--|
| | Value | M | S(1) | Send "Y" in case the participant is a captain else do not send. |
| ENTRY | | SHIRT_NAME | N/A | Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Shirt Name of the player |
| ENTRY | | U19 | N/A | Element Expected: As soon as it is known (from OVR only). |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Send Y if the athlete is U19 at the start of the Tournament |

Sample (Participants)

```
<Discipline Code="RU7-----" IFid="203258" >  
<RegisteredEvent Event="RU7MTEAM7-----" >  
  <EventEntry Type="ENTRY" Code="POSITION" Value="B" />  
  <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />  
  <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />  
  <EventEntry Type="ENTRY" Code="INTERNAT_TOU_PLAYED" Value="34" />
```

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(s) 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 (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T". |
| Organisation | M | CC @Organisation | Team organisation's ID |
| Number | O | Numeric #0 | Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams. |
| Name | M | S(73) | Team 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 ID of the listed team member. |
| Order | O | Numeric | Team member order |

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

Send if there are specific officials for the team. Does not apply to historical teams.

| Attribute | M/O | Value | Description |
|-----------|-----|-------------------------------------|--|
| Code | M | S(20) with no leading zeroes | Official's ID of the listed team official. For all team officials |
| Function | M | CC @ResultsFunction | Official's function for the team. |
| Order | O | Numeric #0 | Official's order in the team. |

Element: Competition /Team /Discipline (0,1)

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

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

Element: Competition /Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

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

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

Send if there are specific team's event entries.

| Type | | Code | Pos | Description |
|-------|-----------|---------|--------------|---|
| ENTRY | | UNIFORM | Numeric 0 | Pos Description: Send 1, 2 to indicate the number of the shirt: 1- Primary 2-Alternate. Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Shirt Colour |
| ENTRY | | SHORTS | Numeric 0 | Pos Description: Send 1, 2 to indicate the number of the short: 1- Primary 2-Alternate. Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Shorts Colour |
| ENTRY | | SOCKS | Numeric 0 | Pos Description: Send 1, 2 to indicate the number of the |



| | | | | |
|-------|------------------|------------|---------------|---|
| | | | | socks: 1- Primary 2-Alternate. Element Expected: If the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Socks colour |
| ENTRY | | SEED | N/A | Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | The position in which the team is seeded for the competition. |
| ENTRY | | DRAW | N/A | Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric 0 | Draw position for the team within the group |
| ENTRY | | GROUP | N/A | Element Expected: As soon as it is known (this information can be sent in both messages). |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Team's Preliminary Group |

Sample (Teams)

```
<Team Code="RU7MTEAM7-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  ....
  </Composition>
  <TeamOfficials>
    <Official Code="7380748" Function="COACH"/>
    <Official Code="7380750" Function="PHYSIO"/>
  </TeamOfficials>
  <Discipline Code="RU" >
    <RegisteredEvent Event=" RU7MTEAM7-----" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
    ...
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.



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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

* START LIST: As soon as the team/teams are known.



- * START LIST: As soon as any of the line-up and starters are known and any change/addition to these.
- * LIVE: At the beginning of each period.
- * LIVE: After every change in any data [scores, substitute, DQ etc].
- * INTERMEDIATE: After each period (if it is not the last period).
- * UNOFFICIAL / OFFICIAL: After the match (unit).

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 | | | | |
| | | SportDescription (0,1) | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | Gender | | | | |
| | | | SubEventName | | | | |
| | | | UnitNum | | | | |
| | | VenueDescription (0,1) | | | | | |
| | | | Venue | | | | |
| | | | VenueName | | | | |
| | | | Location | | | | |
| | | | LocationName | | | | |
| | | | Attendance | | | | |
| | Officials (0,1) | | | | | | |
| | | Official (1,N) | | | | | |
| | | | Code | | | | |
| | | | Function | | | | |
| | | | Order | | | | |
| | | | Description (1,1) | | | | |



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

| | | |
|--------------------------|-----------------------------|--|
| | Code | |
| | Pos | |
| | Value | |
| <u>StatsItems (0,1)</u> | | |
| | <u>StatsItem (1,N)</u> | |
| | Type | |
| | Code | |
| | Pos | |
| | Value | |
| | Attempt | |
| <u>Composition (0,1)</u> | | |
| | <u>Athlete (0,N)</u> | |
| | Code | |
| | Order | |
| | StartSortOrder | |
| | Bib | |
| | <u>Description (1,1)</u> | |
| | GivenName | |
| | FamilyName | |
| | Gender | |
| | Organisation | |
| | BirthDate | |
| | IFId | |
| | <u>EventUnitEntry (0,N)</u> | |
| | Type | |
| | Code | |
| | Pos | |
| | Value | |
| | <u>StatsItems (0,1)</u> | |
| | <u>StatsItem (1,N)</u> | |
| | Type | |
| | Code | |
| | Pos | |
| | Value | |
| | Attempt | |

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 | | 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 | | String | Numeric 0 | Code Description: Send the @Code of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: CONV, PTY, DROP, PTRY 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 competitor ID of the athlete or team who was updated |
| Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable (for PTRY) and only when the unit is LIVE. Send multiple if applicable | | | | |
| | Attribute | Value | Description | |
| | Code | String | Send the @ExtendedStat Code of the last updated Result /Competitor /StatsItems /StatItem. May be: PTS. Only applies to PTRY. | |
| | Pos | N/A | | |
| | Value | S(1) | Send Y | |

Sample (ExtendedInfos)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-25T17:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="H2" />
  <ExtendedInfo Type="DISPLAY" Code="CONV" Pos="1" Value="2518090" />
</ExtendedInfos>
```

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

Sport Descriptions in Text.

| Attribute | M/O | Value | Description |
|----------------|-----|-----------------|---|
| DisciplineName | M | S(40) | Discipline ENG Description (not code) from Common Codes |
| EventName | M | S(40) | Event ENG Description (not code) from Common Codes. |
| Gender | M | CC @SportGender | Gender code for the event unit |
| SubEventName | M | S(40) | EventUnit ENG Description (not code) from Common Codes |
| UnitNum | O | S(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 | Numeric #####0 | Total attendance (do not send if unknown) |

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

| Attribute | M/O | Value | Description |
|-----------|-----|-------------------------------------|---|
| Code | M | S(20) with no leading zeroes | Official's code |
| Function | M | CC @ResultsFunction | Official's function. Can be different from the function sent in the DT_PARTIC message. |
| Order | M | Numeric | Send by Order as on official score sheet |

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

Officials extended information.

| Attribute | M/O | Value | Description |
|------------|-----|----------------------------------|---|
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | CC @PersonGender | Gender of the official |



| | | | |
|--------------|---|----------------------------------|-------------------------|
| Organisation | M | CC @Organisation | Official's organisation |
|--------------|---|----------------------------------|-------------------------|

| Element: Competition /Periods (0,1) | | | |
|-------------------------------------|-----|------------------------------|---|
| Attribute | M/O | Value | Description |
| Home | M | S(20) with no leading zeroes | Competitor code of the home competitor. Must be sent if known |
| Away | M | S(20) with no leading zeroes | Competitor code of the away competitor. Must be sent if known |

| Element: Competition /Periods /Period (1,N) | | | |
|---|-----|----------------------------|---|
| Period in which the event unit message arrives. | | | |
| Attribute | M/O | Value | Description |
| Code | M | SC @Period | Period's code Send for each period and each overtime (not cumulative overtime) |
| HomeScore | M | Numeric ##0 | Overall score of the home competitor at the end of the period |
| AwayScore | M | Numeric ##0 | Overall score of the away competitor at the end of the period |
| HomePeriodScore | O | Numeric #0 | Score of the home competitor just for this period |
| AwayPeriodScore | O | Numeric #0 | Score of the away competitor just for this period |

| Element: Competition /Result (1,N) | | | |
|---|-----|--------------------------------|--|
| For each Event Unit Results message, there must be at least one competitor with a result element in the event unit. | | | |
| Attribute | M/O | Value | Description |
| Result | O | Numeric ##0 | IRM of the Team for the particular event unit |
| IRM | O | SC @IRM | IRM of the Team for the particular event unit If match abandoned, then send ABD for both else there is usually only one IRM (if applicable) |
| WLT | O | SC @WLT | The code whether a competitor won, lost or tied. |
| SortOrder | M | Numeric | This attribute is a sequential number with the order of the First named (1) and the Visitor (2) |
| StartOrder | M | Numeric | Send 1 for first named team, send 2 for second named team |
| StartSortOrder | M | Numeric | Same @StartOrder |
| ResultType | O | SC @ResultType | Result type |

| 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 | Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options |



| | | | |
|--------------|---|----------------------------------|--|
| | | or SC @CompetitorPlace | 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 | 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 | Order of the officials sent |
| Function | M | CC @ResultsFunction | Official 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 | Description |
| | Value | M | SC @Home | Send Home or Away designator |
| EUE | | UNIFORM | Numeric 0 | Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available |
| | Attribute | M/O | Value | Description |
| | Value | M | String | Shirt colour of the team |



| | | | | |
|-----|------------------|------------|--------------|---|
| EUE | | SHORTS | N/A | Element Expected: If it is available |
| | Attribute | M/O | Value | Description |
| | Value | M | String | Shorts/Skirts colour of the team |
| EUE | | SOCKS | N/A | Element Expected: If available |
| | Attribute | M/O | Value | Description |
| | Value | M | String | Socks colour of the team |

Sample (Entries)

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Red" />
<EventUnitEntry Type="EUE" Code="SHORTS" Value="Blue" />
```

| Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N) | | | | |
|---|------------------|------------|---------------|---|
| Type | | Code | Pos | Description |
| ST | | PTS | N/A | Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Points scored |
| ST | | TRY | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Tries made |
| ST | | CONV | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Conversions made |
| | Attempt | O | Numeric #0 | Conversion attempts |
| ST | | DROP | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Drop goals |
| | Attempt | O | Numeric #0 | Drop goal attempts |
| ST | | PTY | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric | Penalty goals |



| | | | | |
|--|------------------|---------------|----------------------|---|
| | | | #0 | |
| | Attempt | O | Numeric #0 | Penalty goal attempts |
| ST | | PTRY | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Penalty Tries |
| Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available. | | | | |
| | Attribute | Value | Description | |
| | Code | PTS | | |
| | Pos | N/A | | |
| | Value | Numeric #0 | Penalty Tries Points | |
| ST | | YC | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Yellow Cards |
| ST | | RC | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Red Cards |

Sample (Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Value="14" />
  <StatsItem Type="ST" Code="TRY" Value="2" />
  <StatsItem Type="ST" Code="CONV" Attempt="2" Value="1" />
  <StatsItem Type="ST" Code="DROP" Attempt="2" Value="2" />
  <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />
</StatsItems>
```

| 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 ##0 | Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition the competitors should be sorted as on the Match Result in ORIS. |
| StartSortOrder | M | Numeric | Order attribute used to sort team members in a team on the start list. Order defined as in ORIS. |



| | | | |
|-----|---|------|--------------|
| Bib | M | S(2) | Shirt number |
|-----|---|------|--------------|

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

Athletes extended information.

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

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

Individual athletes entry information.

| Type | | Code | Pos | Description |
|------|-----------|----------|-----------------------------------|---|
| EUE | | STATUS | N/A | Element Expected: Send just for those suspended players |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @AthleteStatus | Send "SUSPEND" if the player is suspended |
| EUE | | HIA | N/A | Element Expected: Send only for those with HIA status |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Send Y if the participant has HIA status |
| EUE | | CAPTAIN | N/A | Element Expected: Send the code just for the captain (when this information is known) |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Send "Y" only if the player is captain |
| EUE | | STARTER | N/A | Element Expected: Send just for those Starter players |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Send "Y" if the competitor is a Starter |
| EUE | | POSITION | N/A | Element Expected: For starting players |
| | Attribute | M/O | Value | Description |
| | Value | M | CC @Position | Position for the players |
| EUE | | U19 | N/A | Element Expected: If applicable. |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Send Y if the athlete is U19 at the start of the Tournament |



Sample (Athlete entries)

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

| Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) | | | | |
|---|-----------|------|---------------|---|
| Type | | Code | Pos | Description |
| ST | | PTS | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Points scored |
| ST | | TRY | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Tries made |
| ST | | CONV | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Conversions made |
| | Attempt | O | Numeric #0 | Conversion attempts |
| ST | | DROP | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Drop goals |
| | Attempt | O | Numeric #0 | Drop goal attempts |
| ST | | PTY | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Penalty goals |
| | Attempt | O | Numeric #0 | Penalty Goal Attempts |
| ST | | YC | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric | Yellow cards |



| | | | | |
|----|------------------|------------|---------------|---|
| | | | #0 | |
| ST | | RC | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Red cards |
| ST | | MINS | N/A | Element Expected: Always, if the information is available. |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Minutes played |

Sample (Player stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Value="14" />
  <StatsItem Type="ST" Code="TRY" Value="2" />
  <StatsItem Type="ST" Code="CONV" Attempt="2" Value="1" />
  <StatsItem Type="ST" Code="DROP" Attempt="2" Value="2" />
  <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />
  <StatsItem Type="ST" Code="MINS" Value="90" />
</StatsItems>
```

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 (game) |
| 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 penalties.
- * Every time the clock starts and stops
- * During play i.e. after start and not during breaks in play, every 2 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) | | | |
|-----------------------------------|-----|----------------------------|---|
| Attribute | M/O | Value | Description |
| Period | O | SC @Period | Current Period |
| Time | M | mm:ss | Value of the clock |
| Running | M | S(1) | Indicates if the clock is currently running. Y to indicate the clock is running, N to indicate the clock is stopped. |

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



| | | | |
|--|--|--|--------------------------|
| | | | corresponding event unit |
|--|--|--|--------------------------|

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

Competitor related to the result of one event unit.

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

Sample (Current)

```
Competition Code="OG2020">  
<Clock Period="Q2" Time="1:34" Running="Y" />
```

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 (game) |
| DocumentSubcode | SC @Period or not sent | Period code if sent for one period only. Only halves or OTn for each overtime if applicable. (H1, H2, OT1 ..) Messages by period include all applicable actions for the period. If message sent without DocumentSubcode then the message includes the full match |
| DocumentType | DT_PLAY_BY_PLAY | Play by Play message |
| DocumentSubtype | S(8) | Send "ACTION" |
| Version | 1..V | Version number associated to the message's content. Ascending number |
| ResultStatus | CC @ResultStatus | Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL |
| FeedFlag | "P" - Production "T" - Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |



2.3.6.3 Trigger and Frequency

Message with DocumentSubcode

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

Message without DocumentSubcode

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

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

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

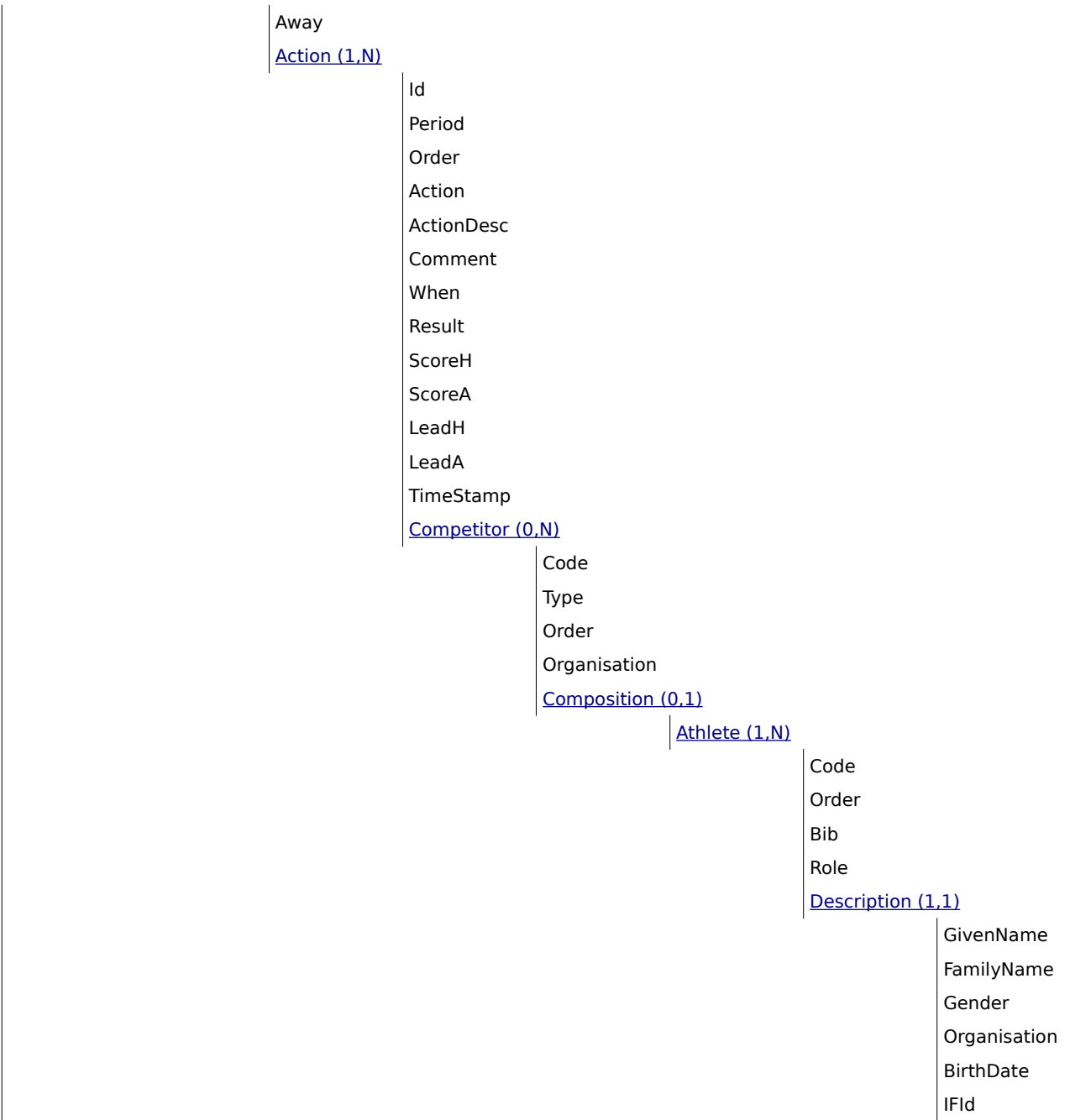
The message is sent with all periods when the match is OFFICIAL (OFFICIAL)

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

2.3.6.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | Gen | | | | | | |
| | Sport | | | | | | |
| | Codes | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | ExtendedInfo (0,N) | | | | | |
| | | | Type | | | | |
| | | | Code | | | | |
| | | | Pos | | | | |
| | | | Value | | | | |
| | | SportDescription (0,1) | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | SubEventName | | | | |
| | | | Gender | | | | |
| | | | UnitNum | | | | |
| | | VenueDescription (0,1) | | | | | |
| | | | Venue | | | | |
| | | | VenueName | | | | |
| | | | Location | | | | |
| | | | LocationName | | | | |
| | Actions (0,1) | | | | | | |
| | | Home | | | | | |



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 | Description |
| | Value | M | SC @Period | Send the applicable OT code |
| Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always | | | | |
| | Attribute | Value | Description | |
| | Code | MAX_TIME | | |
| | Pos | N/A | | |
| | Value | Numeric #0 | Maximum length of OT in minutes | |

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. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages. |
| Period | M | SC @Period | Period 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 |
| ActionDesc | O | S(200) | Text information related to the action (in ENG) |
| Comment | O | SC @ActionComment | Included when Action = STARTP or ENDP |
| When | O | mm:ss | Time in minutes and seconds in which the action occurred. Example (2:05) Do not send leading zeros in minutes over 1 minute |
| 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 | Lead of the home team. Difference between the numbers of goals for the Home Team. Use + for home team lead, and - for visitor team lead or just 0 is equal. Send if there is a score change for either team. |
| LeadA | O | Numeric [+/-]##0 | Lead of the away team. Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead or just 0 is equal. Send if there is a score change for either team. |
| TimeStamp | O | DateTime | Time of the action (for alignment to video) |

| Element: Competition /Actions /Action /Competitor (0,N) | | | |
|--|-----|-----------------------|-----------------|
| Competitor participating in the Action. Used when the Action is related to a competitor. | | | |
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading | Competitor's ID |



| | | | |
|--------------|---|----------------------------------|---|
| | | zeroes | |
| 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. Send 1 if only one. |
| 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. Send 1 if only one. |
| Bib | O | S(2) | Shirt number |
| Role | O | SC @ActionRole | Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions. |

| 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 |

Sample (Action)

```
<Action Id="123456" Period="H1" Order="3" Action="TRY" When="2:00" ScoreH="0" ScoreA="5" LeadH="-5" LeadA="+5" Text="Text example" >
  <Competitor Code="RU7WTEAM7-----SA01" 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>
```

2.3.6.6 Message Sort

Actions /Action @Order.



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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 (game, match, etc.).

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 including both for each group and combined ranking |
| DocumentSubcode | N/A | N/A |
| DocumentType | DT_POOL_STANDING | Pool Standings message |
| DocumentSubtype | N/A | N/A |
| Version | 1..V | Version number associated to the message's content. Ascending number |
| ResultStatus | CC @ResultStatus | Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (before and during the phase for separate pools) 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 | | | |
| ExtendedResults (0,1) | | | |
| ExtendedResult (1,N) | | | Type |
| | | | Code |
| | | | Pos |
| | | | Value |
| Competitor (1,1) | | | |
| | | | Code |
| | | | Type |
| | | | Organisation |
| | | | Description (0,1) |
| | | | TeamName |
| Opponent (0,N) | | | Code |
| | | | Type |
| | | | Pos |
| | | | Organisation |
| | | | Date |
| | | | Time |
| | | | Unit |
| | | | HomeAway |
| | | | Result |
| | | | Description (0,1) |
| | | | TeamName |

2.3.7.5 Message Values

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

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



| Type | Code | Pos | Description |
|-----------|-----------|--------------|---|
| UI | QUAL_RULE | N/A | Element Expected: Always |
| Attribute | M/O | Value | Description |
| Value | M | SC @QualRule | Send the code for the qualification rule. |

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

| Attribute | M/O | Value | Description |
|---------------|-----|--------------------------|--|
| LastUnit | O | CC @Unit | Send the full RSC of the most recently unit made official for the pool included in this message. |
| UnitsTotal | O | Numeric ##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 of the Event Phase, not code |
| 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 For the combined ranking send A1 etc. as appropriate |
| RankEqual | O | S(1) | Send Y in case of the Rank has been equalled else do not send. |
| ResultType | M | SC @ResultType | Result type, either points or IRM with points obtained by the competitor at all the games of the group (or all groups depending on the group) |
| Result | O | Numeric or "CANCELLED" | Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. In case of combined ranking, do not send for the top 6 seeding places. Send "CANCELLED" in case of team disqualification during the Pool Round. |
| IRM | O | SC @IRM | IRM Send just in the case @ResultType is points and IRM |
| QualificationMark | O | SC @QualificationMark | Qualified indicator in all groups, individual and overall. |
| 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. In case of combined ranking, do not send for the top 6 seeding places. |
| Lost | O | Numeric #0 | Number of games lost by the team in the group Do not send if the team has not played. In case of combined ranking, do not send for the top 6 seeding places. |
| Tied | O | Numeric #0 | Number of games tied by the team in the group Do not send if the team has not played. In case of combined ranking, do not send for the top 6 seeding places. |
| Played | O | Numeric #0 | Number of games played by the team in the group Do not send if the team has not played. |
| For | O | Numeric ##0 | Total number of points for In case of combined ranking, do not send for the top 6 seeding places. Do not send if the team has not played. |
| Against | O | Numeric ##0 | Total number of points against In case of combined ranking, do not send for the top 6 seeding places. Do not send if the team has not played. |
| Diff | O | Numeric ##0 or -##0 | Difference of points for/against In case of combined ranking, do not send for the top 6 seeding places. Do not send if the team has not played. |

| Element: Competition /Result /ExtendedResults /ExtendedResult (1,N) | | | | |
|---|--|------------------------------|---------------------------------|-----------------------------------|
| Type | | Code | Pos | Description |
| ER | | SUB_RES | N/A | Element Expected: If available |
| | Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In case of combined ranking, do not send for the top 6 seeding places. | | | |
| | Attribute | Value | Description | |
| | Code | DIFF | | |
| | Pos | N/A | | |
| | Value | Numeric ##0 or -##0 | Difference of tries for/against | |
| | Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In case of combined ranking, do not send for the top 6 seeding places. | | | |
| | Attribute | Value | Description | |
| | Code | LOST | | |
| | Pos | N/A | | |
| | Value | Numeric #0 | Total number of tries against | |



| Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In case of combined ranking, do not send for the top 6 seeding places. | | | | |
|---|-----------|---------------|---------------------------|--|
| | Attribute | Value | Description | |
| | Code | WON | | |
| | Pos | N/A | | |
| | Value | Numeric #0 | Total number of tries for | |
| ER | | SUB_RANK | N/A | Element Expected: Always for the combined group |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric 0 | Rank in the original pool |

| 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 (Pool Standings)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1"
For="3" Against="3" Diff="0">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SUB_RES">
      <Extension Code="WON" Value="2" />
      <Extension Code="LOST" Value="11" />
      <Extension Code="DIFF" Value="-9" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="RU7MTEAM7-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="RU7MTEAM7-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Unit="RU7MTEAM7-----GPA-000200--" HomeAway="H" Result="2:0">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="RU7MTEAM7-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" Unit="RU7MTEAM7-----GPA-000400--" HomeAway="A" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="RU7MTEAM7-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Unit="RU7MTEAM7-----GPA-000500--" HomeAway="A" Result="1:3">
      <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 one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

- * Before the competition. (START_LIST)
- * After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
- * After every match during final phases. (INTERMEDIATE)
- * After the last match (OFFICIAL)

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. |

| 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 | S(6) | 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 | Date of match (example: YYYY-MM-DD). Must include if the data is available |
| Time | O | S(5) | Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved. |
| Unit | O | CC @Unit | Full RSC of the unit for the BracketItem |
| Result | O | S(50) | Fill when match is complete, filled and formatted in the same format as in ORIS (example "26-12"). May include an IRM. |

| Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N) | | | |
|---|-----|-------------------------|---|
| - If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...) | | | |
| Attribute | M/O | Value | Description |
| Pos | M | Numeric 0 | This attribute is a sequential number to place the different competitors in the bracket (1 or 2). |
| Code | O | SC @CompetitorPlace | 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 |
| 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 or | Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. |



| | | | |
|-------|---|----------------------|--|
| | | RSC of Pool/Combined | 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 SC @Pool code or the match number if not from pool. |
| WLT | O | S(1) | Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool. |

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

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

| Attribute | M/O | Value | Description |
|--------------|-----|----------------------------------|-------------------------------------|
| Code | M | S(20) with no leading zeroes | Competitor's ID |
| Type | M | S(1) | T for team |
| Organisation | O | CC @Organisation | Competitors' organisation if known. |

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

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

Sample (Brackets)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00"
Unit="RU7WTEAM7-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="RU7WTEAM7-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="RU7WTEAM7-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

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 TOU IND_RANKING | CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. TOU: For Tournament statistics (like Tournaments Total statistics) IND_RANKING: Ranking of individual tournament statistics, for the best athletes. |
| Version | 1..V | Version number associated to the message's content. Ascending number |
| ResultStatus | CC @ResultStatus | It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) PROVISIONAL |
| FeedFlag | "P" - Production "T" - Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |



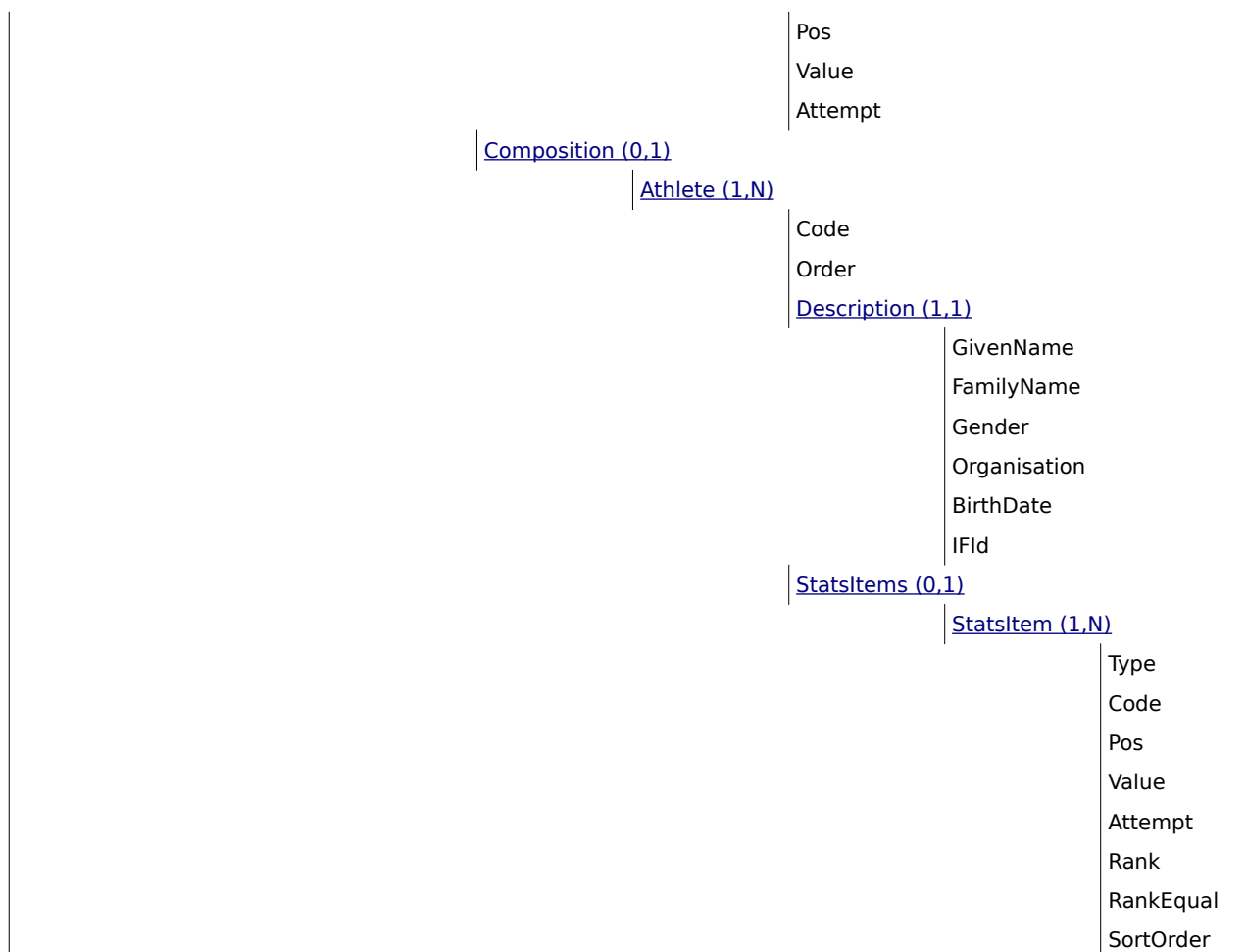
2.3.9.3 Trigger and Frequency

After each match

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



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 and |



| | | | |
|---------------|---|----------------|---|
| | | | IND_RANKING messages. |
| UnitsTotal | O | Numeric ##0 | 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 and IND_RANKING messages. |
| UnitsComplete | O | Numeric ##0 | 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 and IND_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 | O | S(40) | Event ENG Description (not code) from Common Codes. |
| Gender | O | CC @SportGender | Gender code for the event unit |

Element: Competition /Stats (1,1)

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------|---|
| Code | M | SC @Statistics | A code to identify the statistics being listed. |

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

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

| Type | | Code | Pos | Description |
|------|-----------|------|-----------------|--|
| ST | | PTS | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ###0 | Points scored |
| ST | | TRY | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Tries made |
| ST | | CONV | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Conversions made |
| | Attempt | O | Numeric ##0 | Conversion Attempts |
| ST | | DROP | N/A | Element Expected: |



| | | | | |
|--|------------------|--------------|----------------------|---|
| | | | | Always, if the information is available for the DocumentSubtype = TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Drop goals |
| | Attempt | O | Numeric ##0 | Drop goal attempts |
| ST | | PTY | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Penalty goals |
| | Attempt | O | Numeric ##0 | Penalty goal attempts |
| ST | | PTRY | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Penalty tries |
| Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM | | | | |
| | Attribute | Value | Description | |
| | Code | PTS | | |
| | Pos | N/A | | |
| | Value | Numeric ##0 | Penalty Tries points | |
| 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 | Yellow cards |
| ST | | RC | N/A | Type Description: Element Expected: Always, if the information is available for the DocumentSubtype = TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Red cards |

Element: Competition /Stats /Competitor (0,N)

Competitor of the statistics.

| Attribute | M/O | Value | Description |
|------------------|------------|-----------------------|---|
| Code | M | S(20) with no leading | Competitor's ID to be assigned a specific type of |



| | | | |
|--------------|---|----------------------------------|---|
| | | zeroes | statistic. |
| Type | M | S(1) | T for team |
| Order | M | Numeric ##0 | Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list |
| Organisation | O | CC @Organisation | Competitor's organisation if known |

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

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

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

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

| Type | | Code | Pos | Description |
|--|-----------|------------------------|---|--|
| ST | | IRM | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @IRM | Disqualification / IRM code for the team |
| ST | | MP | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Matches played |
| ST | | PTS | Numeric 0 | Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (against) Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ###0 | Points scored |
| Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = CUM and Pos = 1 | | | | |
| | Attribute | Value | Description | |
| | Code | DIFF | | |
| | Pos | N/A | | |
| | Value | Numeric ##0 or -##0 | Points Difference send "-" in front if negative | |
| ST | | TRY | Numeric 0 | Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (against) Element Expected: Always, if the information is available for the DocumentSubtype = CUM |



| | Attribute | M/O | Value | Description |
|--|-----------|-----------------|--|---|
| | Value | M | Numeric ##0 | Tries |
| Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM and Pos = 1 | | | | |
| | Attribute | Value | Description | |
| | Code | DIFF | | |
| | Pos | N/A | | |
| | Value | Numeric ###0 | Tries Difference send - in front if negative | |
| ST | | CONV | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Conversions made |
| | Attempt | O | Numeric ##0 | Conversion attempts |
| ST | | DROP | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Drop goals |
| | Attempt | O | Numeric ##0 | Drop goal attempts |
| 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 | Penalty goals |
| | Attempt | O | Numeric ##0 | Penalty goal attempts |
| ST | | PTRY | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Penalty tries |
| Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM | | | | |
| | Attribute | Value | Description | |
| | Code | PTS | | |
| | Pos | N/A | | |
| | Value | Numeric ##0 | Penalty Tries points | |



| | | | | |
|----|------------------|------------|---------------|---|
| 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 yellow cards |
| 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 red cards |

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 a team member |
| Order | M | Numeric ##0 | Sort order for CUM: Uniform number or disqualification, family name, given name Sort order for IND_RANKING: 1 Rank, 2 family name, 3 given name |

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

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

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

Team member's stats item according to competitors' rules.

| Type | Code | Pos | Description |
|------|------------------|------------|---|
| ST | | IRM | N/A |
| | | | Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value |
| | Value | M | SC @IRM |
| | | | Disqualification / IRM code for the athlete |
| ST | | MP | N/A |
| | | | Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value |
| | Value | M | SC @IRM |
| | | | Disqualification / IRM code for the athlete |



| | | | | |
|----|------------------|------------|----------------|--|
| | Value | M | Numeric #0 | Matches played |
| ST | | PTS | 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 | Points scored |
| | Rank | O | S(3) | Athlete's Ranking based on Points scored |
| | RankEqual | O | S(1) | Send Y in case of the Rank has been equalled else do not send. |
| | SortOrder | M | Numeric | Sort Order for @Rank |
| ST | | TRY | 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 | Tries made |
| | Rank | O | S(3) | Athlete's Ranking based on Tries made |
| | RankEqual | O | S(1) | Send Y in case of the Rank has been equalled else do not send. |
| | SortOrder | M | Numeric | Sort Order for @Rank |
| ST | | CONV | 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 | Conversions made |
| | Attempt | O | Numeric ##0 | Conversion attempts |
| | Rank | O | S(3) | Athlete's Ranking based on Conversions made |
| | RankEqual | O | S(1) | Send Y in case of the Rank has been equalled else do not send. |
| | SortOrder | M | Numeric | Sort Order for @Rank |
| ST | | DROP | 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 | Drop goals |
| | Attempt | O | Numeric ##0 | Drop goal attempts |



| | | | | |
|----|------------------|------------|----------------|--|
| | Rank | O | S(3) | Athlete's Ranking based on Drop Goals made |
| | RankEqual | O | S(1) | Send Y in case of the Rank has been equalled else do not send. |
| | SortOrder | M | Numeric | Sort Order for @Rank |
| ST | | PTY | 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 | Penalty goals |
| | Attempt | O | Numeric ##0 | Penalty goal attempts |
| | Rank | O | S(3) | Athlete's Ranking based on Penalty Goals made |
| | RankEqual | O | S(1) | Send Y in case of the Rank has been equalled else do not send. |
| | SortOrder | M | 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 Yellow Cards |
| 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 red cards |
| ST | | MINS | N/A | Element Expected: Always, if the information is available for the DocumentSubtype = CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | mmm:ss | Minutes played |

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) | | | | | | |

[illegible]



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 | Full RSC of the last unit completed (or in progress if applicable) related to the message's content |
| UnitsTotal | O | Numeric ##0 | Total number of units to be played in the event |
| UnitsComplete | O | Numeric ##0 | Total number of units which are official of the UnitsTotal. |

| Element: Competition /ExtendedInfos /SportDescription (0,1) | | | |
|---|-----|-----------------|--|
| Sport Description in text | | | |
| Attribute | M/O | Value | Description |
| DisciplineName | M | S(40) | Discipline ENG Description (not code) from Common Codes |
| EventName | M | S(40) | Event ENG Description (not code) from Common Codes. Must be included if it is a single event |
| Gender | M | CC @SportGender | Gender code for the event. Must be included if it is a single gender |

| 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 in case of the Rank has been equalled else do not send. |
| Played | O | Numeric #0 | Number of matches played by the competitor in the event |
| Won | O | Numeric #0 | Number of matches won by the competitor in the event |
| Lost | O | Numeric #0 | Number of matches lost by the competitor in the event |
| Tied | O | Numeric #0 | 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 | Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded. |
| Type | M | S(1) | T for team |
| Organisation | O | CC @Organisation | Organisation of the competitor |

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

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

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

| Attribute | M/O | Value | Description |
|-----------|-----|------------------------------|--|
| Code | M | S(20) with no leading zeroes | Athlete's ID, corresponding to a team member. Team members should be participating in the event. |
| Order | M | Numeric #0 | Order attribute used to sort team members in a team |
| Bib | O | S(2) | Shirt number. |

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

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

Sample (Final Ranking)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
  <Competitor Code="RU7MTEAM7-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.10.6 Message Sort

Sort by Result @SortOrder



2.3.11 Weather conditions

2.3.11.1 Description

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

2.3.11.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|--|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | CC @Discipline | Full RSC at discipline level |
| DocumentSubcode | CC @Location | Location code (venue level) |
| DocumentType | DT_WEATHER | Weather conditions in the venue or location as referred to in DocumentSubcode. |
| Version | 1..V | Version number associated to the message's content. Ascending number |
| FeedFlag | "P" - Production "T" - Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.3.11.3 Trigger and Frequency

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

2.3.11.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 |
|-----------------------------------|-----------------------|---------|---------|---------|
| Competition (0,1) | Gen Sport Codes | | | |



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

2.3.11.5 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 conditions type |
| Value | M | CC @WeatherCondition | Codes that describe the Weather Condition. |

Element: Competition /Weather /Conditions /Precipitation (0,N)

| Attribute | M/O | Value | Description |
|-----------|-----|---------------------------------------|--|
| Unit | M | SC @PrecipitationUnit | Precipitation unit |
| Value | M | Numeric ###0.0 | Precipitation quantity in the past 6 hours |

Element: Competition /Weather /Conditions /Pressure (0,N)

| Attribute | M/O | Value | Description |
|-----------|-----|-----------------|---------------------------------|
| Unit | M | S(3) | Send "hPa" as unit for pressure |
| Value | M | Numeric ###0 | Air pressure in hPa |

Element: Competition /Weather /Conditions /Temperature (0,N)

| Attribute | M/O | Value | Description |
|-----------|-----|-------------------------------------|--|
| Code | M | AIR, WBGT | Air & Heat Stress Indicator (WBGT) |
| 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.



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3 Message Timeline

3.1 Preparation Phase

| Trigger | Message | Status | D | E | P | S | U |
|--|------------------------------------|--------|---|---|---|---|---|
| As soon as ODF operations start | DT_CODES | | | | | | |
| Periodically as soon as ODF operations start | DT_PARTIC | | x | | | | |
| | DT_PARTIC_TEAMS | | x | | | | |
| | DT_SCHEDULE | | x | | | | |
| | DT_PDF C08 - Competition Schedule | | x | | | | |
| | DT_PDF C35 - Competition Officials | | x | | | | |

3.2 Before competition

| Trigger | Message | Status | D | E | P | S | U |
|---|----------------------------------|------------|---|---|---|---|---|
| As soon as Participant verification process finish (ORIS C38 process) | DT_PARTIC_UPDATE | | x | | | | |
| For any Competition Schedule change | DT_SCHEDULE_UPDATE | | x | | | | o |
| After the Technical Meeting | DT_PARTIC_TEAMS_UPDATE | | x | | | | |
| Before the start of the competition to build in the initial tables | DT_POOL_STANDING | START_LIST | | | x | | |
| | DT_BRACKETS | START_LIST | | x | | | |
| As soon as the teams are known or if there is any change in the line-up | DT_RESULT | START_LIST | | | | | x |
| Send empty when the start list is available | DT_PLAY_BY_PLAY | START_LIST | | | | | x |
| | DT_PDF C33 - Team Roster | | | x | | | |
| | DT_PDF C76 - Competition Summary | START_LIST | | x | | | |
| | DT_PDF C58 - Daily Schedule | | x | | | | |
| No later than thirty (30) minutes before the scheduled start of the match | DT_PDF C51 - Start List | START_LIST | | | | | x |

3.3 During competition

| Trigger | Message | Status | D | E | P | S | U |
|------------------------------------|--------------------|---------------|---|---|---|---|---|
| When Competition is ready to start | DT_SCHEDULE_UPDATE | GETTING_READY | x | | | | o |
| When Competition starts | DT_SCHEDULE_UPDATE | RUNNING | x | | | | o |



| | | | | | | | |
|---|--------------------|-----------------|---|--|--|--|---|
| At the start/end of every Period | DT_CURRENT | | | | | | x |
| Every time the score changes | DT_CURRENT | | | | | | x |
| Every 2 minutes after the last DT_CURRENT message when there is no other activity triggering this message | DT_CURRENT | | | | | | x |
| After every action/period/extra time/match | DT_RESULT | LIVE | | | | | x |
| | DT_PLAY_BY_PLAY | LIVE | | | | | x |
| When Competition has a planned break | DT_SCHEDULE_UPDATE | SCHEDULED_BREAK | x | | | | o |
| After each period | DT_RESULT | INTERMEDIATE | | | | | x |
| When Competition resumes | DT_SCHEDULE_UPDATE | RUNNING | x | | | | o |

3.4 After competition

| Trigger | Message | Status | D | E | P | S | U |
|---|---|--------------|---|---|---|---|---|
| When Competition finishes | DT_SCHEDULE_UPDATE | FINISHED | x | | | | o |
| | DT_CURRENT | | | | | | x |
| | DT_RESULT | UNOFFICIAL | | | | | x |
| | DT_PLAY_BY_PLAY | UNOFFICIAL | | | | | x |
| When Competition results are validated | DT_RESULT | OFFICIAL | | | | | x |
| | DT_PLAY_BY_PLAY | OFFICIAL | | | | | x |
| After every match in the preliminaries which determines a position in the bracket AND after every match during final phases | DT_BRACKETS | INTERMEDIATE | | x | | | |
| After each match | DT_STATS | | | x | | | |
| | DT_POOL_STANDING | INTERMEDIATE | | | x | | |
| | DT_PDF C73 - Match Report | OFFICIAL | | | | | x |
| | DT_PDF C76 - Competition Summary | INTERMEDIATE | | x | | | |
| | DT_PDF C84A - Cumulative statistics | INTERMEDIATE | | x | | | |
| | DT_PDF C84B - Overall Team Statistics | INTERMEDIATE | | x | | | |
| | DT_PDF C85A - Individual Overall Scoring Statistics | INTERMEDIATE | | x | | | |
| | DT_PDF C85B - Best Performers | INTERMEDIATE | | x | | | |
| End of Day or end of Pool Round, Quarterfinals and Semifinals | DT_PDF C76 - Competition Summary | INTERMEDIATE | | x | | | |
| | DT_PDF C58 - Daily Schedule | | x | | | | |
| After the Bronze Medal unit | DT_MEDALLISTS | PARTIAL | | x | | | |
| | DT_MEDALS | | x | | | | |



| | | | | | | | |
|---------------------------|---|----------|---|---|--|--|--|
| | DT_MEDALLIST_DISCIPLINE | | x | | | | |
| | DT_RANKING | | | x | | | |
| | DT_PDF C92C - Medallists | PARTIAL | | x | | | |
| | DT_PDF C93 - Medallist by Event | | x | | | | |
| | DT_PDF C95 - Medal Standing | | x | | | | |
| After the Gold Medal unit | DT_MEDALLISTS | OFFICIAL | | x | | | |
| | DT_MEDALS | | x | | | | |
| | DT_MEDALLIST_DISCIPLINE | | x | | | | |
| | DT_RANKING | OFFICIAL | | x | | | |
| | DT_PDF C76 - Competition Summary | OFFICIAL | | x | | | |
| | DT_PDF C84A - Cumulative statistics | OFFICIAL | | x | | | |
| | DT_PDF C84B - Overall Team Statistics | OFFICIAL | | x | | | |
| | DT_PDF C85A - Individual Overall Scoring Statistics | OFFICIAL | | x | | | |
| | DT_PDF C85B - Best Performers | OFFICIAL | | x | | | |
| | DT_PDF C92C - Medallists | OFFICIAL | | x | | | |
| | DT_PDF C93 - Medallist by Event | | x | | | | |
| | DT_PDF C95 - Medal Standing | | x | | | | |

Legend:

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



4 Document Control

| Version history | | |
|-----------------|-------------|---|
| Version | Date | Comments |
| V1.0 | 2 Mar 2017 | First version |
| V1.1 | 24 Mar 2017 | Updated |
| V1.2 | 1 Aug 2017 | Approved |
| V1.3 | 12 Mar 2018 | Updated |
| V2.0 | 18 Apr 2019 | Updated |
| V2.1 | 14 Aug 2019 | Updated |
| V2.2 | 11 Nov 2019 | Updated |
| V2.3 | 10 Dec 2019 | Updated |
| V2.4 | 13 Mar 2020 | Updated |
| V3.0 | 7 Jan 2022 | First version for Paris 2024 |
| V3.01 | 18 Mar 2022 | Minor updates to align with other team sports |
| V3.02 | 14 Apr 2022 | Typographical errors |
| V3.03 | 1 Jul 2022 | Updated |
| V3.04 | 30 Sep 2020 | Updated |
| V3.1 | 25 Nov 2022 | Approved |
| V3.2 | 28 Jul 2023 | CR025912 |
| V3.3 | 29 Sep 2023 | CR26675 |
| V3.4 | 24 May 2024 | CR028092 |

File Reference: SOG-2024-RU7-3.4 APP

| Change Log | | |
|------------|--------|--|
| Version | Status | Changes on version |
| V1.0 | SFR | First version |
| V1.1 | SAF | DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription |
| V1.2 | APP | DT_PARTIC_TEAMS/DT_RESULT: Add Socks |
| V1.3 | APP | DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games |
| V2.0 | SFA | DT_PARITC: Add SHIRT_NAME DT_RESULT: Add Pos for EUE/UNIFORM, add EUE/HIA DT_PLAY_BY_PLAY: Updated to send by Period and TimeStamp. Updated When attribute. DT_POOL_STANDING: Update Result/Diff value and SUB_RESULT/DIFF 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. CR16914: Change DT_WEATHER message to venue level. |



| | | |
|-------|-----|---|
| | | CR16928: DT_RESULTS and DT_STATS: Simplify by using new Attributes to replace extensions. DT_IMAGE: Message added DT_BRACKETS: Add START_LIST status DT_PARTIC/DT_RESULT: Add U19 CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY |
| V2.1 | APP | CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Typographical corrections |
| V2.2 | APP | CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE |
| V2.3 | APP | CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight Remove ExtendedInfos/VenueDescription from DT_POOL_STANDINGS, DT_BRACKETS, DT_RANKING DT_PLAY_BY_PLAY: Add Bib at Actions /Action /Competitor /Composition /Athlete Typographical Corrections |
| V2.4 | APP | DT_RESULT: Update description of Code at Periods/Period [188176] DT_STATS: DocumentSubcode clarified |
| V3.0 | SFA | DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAM: Add ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update EUE/POSITION at Result /Competitor /Composition /Athlete /EventUnitEntry to always include DT_RESULT: Update Result /Competitor /Composition /Athlete /Order DT_RESULT: Update Result /Competitor /Composition /Athlete /StartOrder Result /Competitor /Composition /Athlete DT_PLAY_BY_PLAY: Update Actions/Action/Id & Order Descriptions (editorial) DT_PLAY_BY_PLAY: Update triggering DT_PLAY_BY_PLAY: Remove leading zeros in play by play "When" (editorial) DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_POOL_STANDING: Add Result/QualificationMark DT_POOL_STANDING: Update DocumentCode in the header DT_POOL_STANDING: Update ResultStatus in the header DT_POOL_STANDING: Update Result/Rank DT_POOL_STANDING: Add ER/SUB_RANK at ExtendedResults /ExtendedResult DT_POOL_STANDING: Add Result/QualificationMark DT_BRACKETS: Update message sort DT_STATS: Add ST/2YC at both levels DT_STATS: Add ST/PTRY/PTS at Stats /StatsItems /StatsItem DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) |
| V3.01 | SFA | DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit DT_IMAGE: Delete |
| V3.02 | SFA | DT_RESULT: Result/@Result - typographical error DT_STATS: DocumentSubcode - typographical error DT_POOL_STANDINGS: Update Results/QualificationMark |
| V3.03 | SFA | DT_RESULT: Update EUE/POSITION at Result /Competitor /Composition /Athlete /EventUnitEntry DT_PLAY_BY_PLAY: Undate DocumentSubcode DT_PLAY_BY_PLAY: Update triggering DT_POOL_STANDING: Update Result/QualificationMark to include in all groups including overall. DT_STATS: Remove ST/2YC at both levels |



| | | |
|-------|-----|---|
| | | DT_BRACKETS: Update Message Sort Editorial improvements |
| V3.04 | SFA | DT_RESULT: Update Result /Competitor /Composition /Athlete /Order and Result /Competitor /Composition /Athlete /StartSortOrder DT_POOL_STANDING: Update Result/Won, Result/Lost, Result/Tied and Result/Against DT_POOL_STANDING: Update ER/SUB_RANK at Result /ExtendedResults /ExtendedResult |
| V3.1 | APP | DT_WEATHER: Add WBGT and wind speed DT_WEATHER: Update triggering |
| V3.2 | APP | DT_WEATHER: Updated to be common [CR025912] |
| V3.3 | APP | DT_RESULT: Update Officials /Official /Function to remove named functions (greater flexibility) [CR26675] |
| V3.4 | APP | DT_POOL_STANDING: Update ER/SUB_RANK at Result /ExtendedResults /ExtendedResult [CR028092] |