International Olympic Committee



# Olympic Data Feed

## Beach Volleyball
## ODF Data Dictionary

Technology and Information Department

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# Table of Contents

1 Introduction ..... 5
1.1 This document ..... 5
1.2 Objective ..... 5
1.3 Main Audience ..... 5
1.4 Glossary ..... 5
1.5 Related Documents ..... 5
2 Messages ..... 6
2.1 Beach Volleyball Overview ..... 6
2.2 Applicable Messages ..... 6
2.3 Messages ..... 8
2.3.1 Competition schedule / Competition schedule update ..... 8
2.3.1.1 Description ..... 8
2.3.1.2 Header Values ..... 10
2.3.1.3 Trigger and Frequency ..... 10
2.3.1.4 Message Structure ..... 10
2.3.1.5 Message Values ..... 12
2.3.1.6 Message Sort ..... 17
2.3.2 List of participants by discipline / List of participants by discipline update ..... 18
2.3.2.1 Description ..... 18
2.3.2.2 Header Values ..... 18
2.3.2.3 Trigger and Frequency ..... 19
2.3.2.4 Message Structure ..... 19
2.3.2.5 Message Values ..... 20
2.3.2.6 Message Sort ..... 23
2.3.3 List of teams / List of teams update ..... 24
2.3.3.1 Description ..... 24
2.3.3.2 Header Values ..... 24
2.3.3.3 Trigger and Frequency ..... 24
2.3.3.4 Message Structure ..... 25
2.3.3.5 Message Values ..... 25
2.3.3.6 Message Sort ..... 28
2.3.4 Event Unit Start List and Results ..... 29
2.3.4.1 Description ..... 29
2.3.4.2 Header Values ..... 29
2.3.4.3 Trigger and Frequency ..... 29
2.3.4.4 Message Structure ..... 30
2.3.4.5 Message Values ..... 33
2.3.4.6 Message Sort ..... 43
2.3.5 Current Information ..... 44
2.3.5.1 Description ..... 44
2.3.5.2 Header Values ..... 44
2.3.5.3 Trigger and Frequency ..... 44
2.3.5.4 Message Structure ..... 44
2.3.5.5 Message Values ..... 45
2.3.5.6 Message Sort ..... 47
2.3.6 Play by Play ..... 48

2.3.6.1 Description....48
2.3.6.2 Header Values....48
2.3.6.3 Trigger and Frequency....48
2.3.6.4 Message Structure....49
2.3.6.5 Message Values....50
2.3.6.6 Message Sort....53
2.3.7 Pool Standings....54
2.3.7.1 Description....54
2.3.7.2 Header Values....54
2.3.7.3 Trigger and Frequency....54
2.3.7.4 Message Structure....55
2.3.7.5 Message Values....56
2.3.7.6 Message Sort....60
2.3.8 Brackets....61
2.3.8.1 Description....61
2.3.8.2 Header Values....61
2.3.8.3 Trigger and Frequency....61
2.3.8.4 Message Structure....61
2.3.8.5 Message Values....63
2.3.8.6 Message Sort....65
2.3.9 Statistics....66
2.3.9.1 Description....66
2.3.9.2 Header Values....66
2.3.9.3 Trigger and Frequency....66
2.3.9.4 Message Structure....67
2.3.9.5 Message Values....68
2.3.9.6 Message Sort....74
2.3.10 Event Final Ranking....75
2.3.10.1 Description....75
2.3.10.2 Header Values....75
2.3.10.3 Trigger and Frequency....75
2.3.10.4 Message Structure....75
2.3.10.5 Message Values....76
2.3.10.6 Message Sort....78
2.3.11 Weather conditions....79
2.3.11.1 Description....79
2.3.11.2 Header Values....79
2.3.11.3 Trigger and Frequency....79
2.3.11.4 Message Structure....79
2.3.11.5 Message Values....80
2.3.11.6 Message Sort....81
3 Message Timeline....83
3.1 Preparation Phase....83
3.2 Before competition....83
3.3 During competition....84
3.4 After competition....84
4 Document Control....86

# 1 Introduction

## 1.1 This document

This document includes the ODF Beach Volleyball 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 Beach Volleyball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

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

# 2 Messages

## 2.1 Beach Volleyball 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.
* The detailed schedule will not be known prior to the draw and as a result the scheduled units will be temporary ones until the draw. The temporary units for later rounds will remain until the teams are known and the matches allocated. The temporary units are easily identified as all use the phase TMRY. These units will be unscheduled when the matches are determined.

## 2.2 Applicable Messages

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

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

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

| | | |
|---|---|---|
| DT_MEDALS | Medal standings | |
| DT_COMMUNICATION | Communication | |
| DT_WEATHER | Weather conditions | X |
| DT_PRESENTER | Medal Presenters | |
| DT_LOCAL_ON | Discipline/venue start transmission | |
| DT_LOCAL_OFF | Discipline/venue stop transmission | |
| DT_KA | Keep Alive | |
| DT_ALERT | Alert | |
| DT_BCK | Background Document | |
| DT_BIO_PAR | Participant Biography | |
| DT_BIO_TEA | Team Biography | |
| DT_NEWS | News Document | |
| DT_PIC | Pictures | |
| DT_PDF | PDF Message | |

## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

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

### 2.3.1.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|---|---|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | CC @Discipline | Full RSC at the discipline level |
| DocumentType | DT_SCHEDULE / DT_SCHEDULE_UPDATE | Competition schedule bulk / update |
| DocumentSubtype | S(20) | SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included).<br>Never included in _UPDATE messages. |
| Version | 1...V | Version number associated to the message's content. Ascending number |
| FeedFlag | "P" - Production<br>"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.<br>See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

### 2.3.1.3 Trigger and Frequency

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

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

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

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

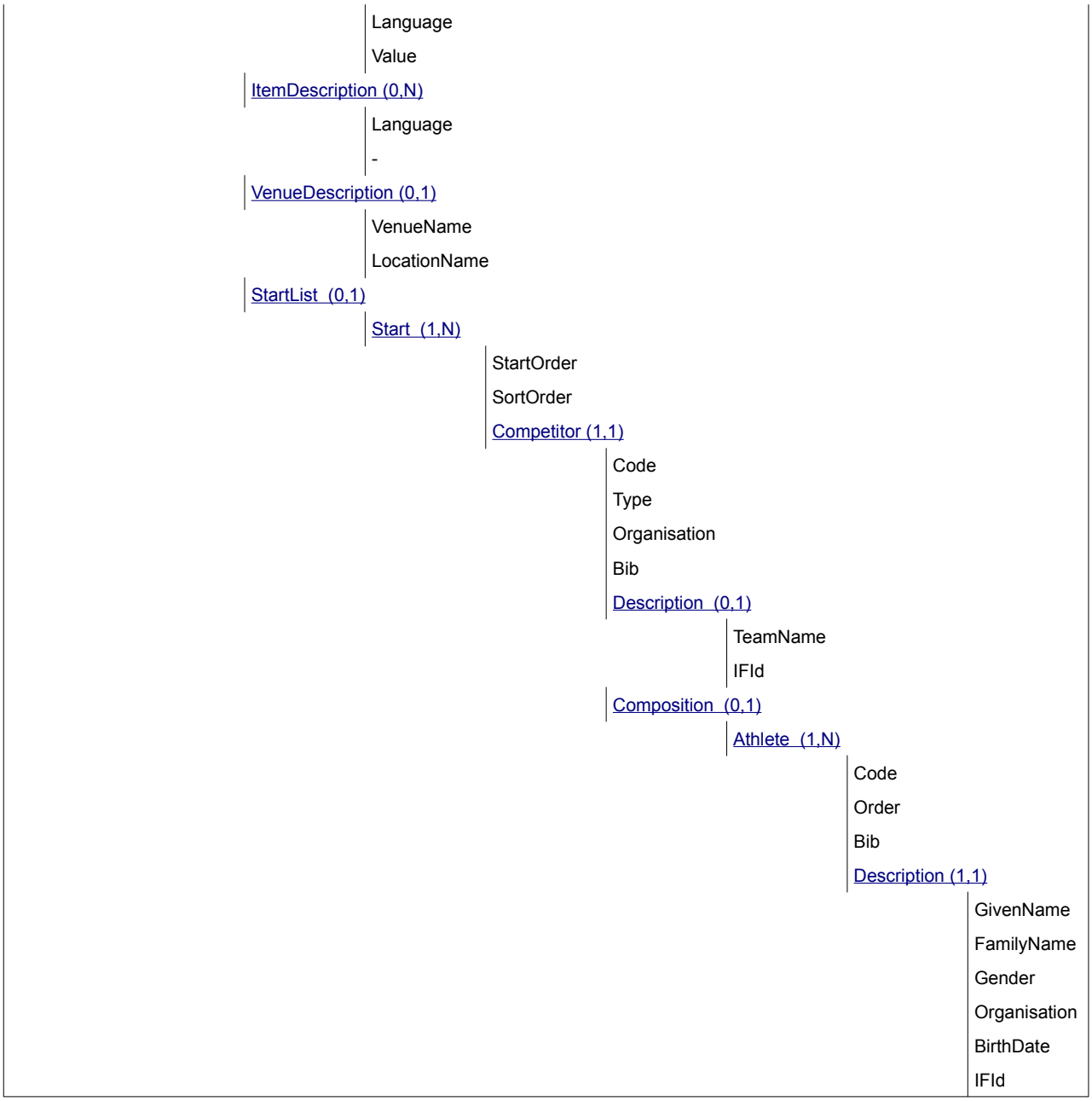
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 | Level 9 |
|---|---|---|---|---|---|---|---|---|
| Competition (0,1) | | | | | | | | |
| | Gen | | | | | | | |

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




### 2.3.1.5 Message Values

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

| | | | |
|---|---|---|---|
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

| Element: Competition /Session (0,N) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| SessionCode | M | S(10) | Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. |
| StartDate | M | DateTime | Start date.<br>Example: 2006-02-26T10:00:00+01:00 |
| EndDate | M | DateTime | End date.<br>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) | Name of venue |
| ModificationIndicator | O | S(1) | Attribute is mandatory in the DT_SCHEDULE_UPDATE message.<br><br>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<br>#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<br>#0 | The number of fields of play planned to be used in this session.<br>This data is only included in the message in the pre-Games period before the schedule is known.<br>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 | O | S(40) | Name of the sports competition session |

**Sample (General)**

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

| Element: Competition /Unit (0,N) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | M | CC @Unit | Full RSC for the unit |
| PhaseType | M | CC @PhaseType | Phase type for the unit |
| UnitNum | O | S(15) | Match Number |
| ScheduleStatus | M | CC @ScheduleStatus | Unit Status |
| StartDate | O | DateTime | Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering in display is incorrect (including CANCELLED and POSTPONED.<br><br>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)<br><br>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.<br><br>Example: 2006-02-26T10:00:00+01:00 |
| HideStartDate | O | S(1) | Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time.<br>Do not send if StartDate (scheduled start time) is to be displayed.<br><br>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'.<br><br>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed. |
| EndDate | O | DateTime | This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)<br><br>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.<br><br>Example: 2006-02-26T10:00:00+01:00 |
| HideEndDate | O | S(1) | Send 'Y' if EndDate scheduled end time is not to be displayed. |

| | | | |
|---|---|---|---|
| | | | Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed. |
| ActualStartDate | O | DateTime | This attribute is expected once the event unit has started.<br>Example: 2006-02-26T10:03:22+01:00 |
| ActualEndDate | O | DateTime | This attribute is expected once the event unit has finished.<br>Example: 2006-02-26T12:43:51+01:00 |
| Order | O | Numeric<br>###0 | Order of the units when displayed. This field is considered in two situations:<br><br>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.<br><br>2. If some units start at the same time and a particular order of the units is expected.<br><br>Can use match number so the units are displayed in the correct order when at the same time. |
| Medal | O | SC @UnitMedalType | Indicator of medal awarded for this unit. |
| Venue | O | CC @VenueCode | Venue where the unit takes place<br>Mandatory unless UNSCHEDULED<br>Can use TBD if the Venue is not known yet (CC). |
| Location | O | CC @Location | Location where the unit takes place.<br>Mandatory unless UNSCHEDULED.<br>Can use TBD if the Location is not known yet or a generic code for the discipline (CC). |
| MediaAccess | O | S(6) | Only applicable for non-competition.<br>If unit is open to media send "OPE", if the unit is closed then send "CLO". |
| SessionCode | O | S(10) | Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. |
| ModificationIndicator | O | N, U | Attribute is mandatory in the DT_SCHEDULE_UPDATE message only<br><br>N-New event unit<br>U-Update event unit<br>If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.<br><br>If ModificationIndicator="U", then update the event unit. |

| **Element: Competition /Unit /StartText (0,N)**<br>**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 | SC @StartText | Text to be displayed in the case that StartDate is not to be displayed. |

| **Element: Competition /Unit /ItemName (1,N)** | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Language | M | CC @Language | Code Language of the @Value |
| Value | M | S(40) | Item Name / Unit Description.<br><br>For competition units show the unit Description from common codes which matches the RSC. As in all messages with a description.<br>Only the ENG description is expected.<br><br>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)**<br>**Mandatory when Unit/Venue is included** | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| VenueName | M | S(25) | Venue name in first language. This is the CC value from unit/venue |
| LocationName | M | S(30) | Location name in first language. This is the CC value from unit/ location. |

| **Element: Competition /Unit /StartList /Start (1,N)**<br>**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, SC @Pool or TBD or NOCOMP | 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 |
| Bib | O | Same as in the Start List | Team bib number (if Competitor @Type="T") |

| | | | |
|---|---|---|---|
| | | message for each discipline | |

| 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 |

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

| Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| GivenName | O | S(25) | Given name in WNPA format (mixed case). Send if not null. |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | CC @PersonGender | Participant's gender |
| Organisation | M | CC @Organisation | Organisation ID |
| BirthDate | O | YYYY-MM-DD | Date of birth. |
| IFId | O | S(16) | Athlete IF number, send if available, only for the current discipline. |

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

### 2.3.2.1 Description

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

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

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

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

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

### 2.3.2.2 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).<br>HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included).<br>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<br>"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.<br>See full explanation in ODF Foundation. |

| | | |
|---|---|---|
| Source | SC @Source | Code indicating the system which generated the message. |

### 2.3.2.3 Trigger and Frequency

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

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

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

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

MainFunctionId
Current
OlympicSolidarity
ModificationIndicator
Discipline (1,1)
Code
IFId
RegisteredEvent (0,N)
Event
Bib
EventEntry (0,N)
Type
Code
Pos
Value

### 2.3.2.5 Message Values

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

**Sample (General)**

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

| Element: Competition /Participant (1,N) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | M | S(20) with no leading zeroes | Participant's ID.<br><br>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.<br><br>It is used to link other messages to the participant's information.<br><br>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. |

| | | | |
|---|---|---|---|
| | | | When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official. |
| Parent | M | S(20) with no leading zeroes | Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.<br><br>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.<br>The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false". |
| Status | O | CC @ParticStatus | Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".<br><br>To delete a participant, a specific value of the Status attribute is used. |
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| PassportGivenName | O | S(25) | Passport Given Name (Uppercase). |
| PassportFamilyName | O | S(25) | Passport Family Name (Uppercase). |
| PrintName | M | S(35) | Print name (family name in upper case + given name in mixed case) |
| PrintInitialName | M | S(18) | Print Initial name (for the given name it is sent just the initial, without dot) |
| TVName | M | S(35) | TV name |
| TVInitialName | M | S(18) | TV initial name |
| TVFamilyName | M | S(25) | TV family name |
| LocalFamilyName | O | S(25) | Family name in the local language in the appropriate case for the local language (usually mixed case) |
| LocalGivenName | O | S(25) | Given name in the local language in the appropriate case for the local language (usually mixed case) |
| Gender | M | CC @PersonGender | Participant's gender |
| Organisation | M | CC @Organisation | Organisation ID |
| BirthDate | O | YYYY-MM-DD | Date of birth.<br>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.<br>"-" may be used where the data is not available. |
| PlaceofBirth | O | S(75) | Place of Birth |
| CountryofBirth | O | CC @Country | Country ID of Birth |

| | | | |
|---|---|---|---|
| PlaceofResidence | O | S(75) | Place of Residence |
| CountryofResidence | O | CC @Country | Country ID of Residence |
| Nationality | O | CC @Country | Participant's nationality.<br><br>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<br><br>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) | 'Y' or 'N'<br>Flag to indicating if the participant participates in the Olympic Scholarship program. |
| ModificationIndicator | M | S(1) | 'N' or 'U'<br>Attribute is mandatory in the DT_PARTIC_UPDATE message only<br><br>N-New participant (in the case that this information comes as a late entry)<br>U-Update participant<br><br>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants<br><br>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants<br><br>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 |
| IFId | O | S(16) | IF ID (Competitor's federation number for the corresponding discipline) |

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

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

| Attribute | M/O | Value | Description |
|---|---|---|---|
| Event | M | CC @Event | Full RSC of the Event |
| Bib | O | S(2) | Shirt number.<br>Although this attribute is optional, it will be updated and informed as soon as this information is known.<br>Example: 1, 2 |

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

| Send if there are specific athlete's event entries. | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| ENTRY | | CAPTAIN | N/A | Element Expected:<br>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" if the competitor is the Captain. |
| ENTRY | | HAND | N/A | Element Expected:<br>As soon as it is known (this information can be sent in both messages). |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | SC @Hand | Handedness of the Player |
| ENTRY | | POSITION | N/A | Element Expected:<br>As soon as it is known (this information can be sent in both messages). |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | CC @Position | Send the athlete role |
| ENTRY | | SHIRT_NAME | N/A | Element Expected:<br>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 |

**Sample ( )**

```
<Discipline Code="VBV" IFId="203258" >
  <RegisteredEvent Event="VBVMTEAM2----------" >
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="Dido" />
    <EventEntry Type="ENTRY" Code="CAPTAIN" Value="Y" />
    <EventEntry Type="ENTRY" Code="POSITION" Value="RB" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
  </RegisteredEvent>
</Discipline>
```

### 2.3.2.6 Message Sort

The message is sorted by Participant @Code

## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

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

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|---|---|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | CC @Discipline | Full RSC at the discipline level |
| DocumentType | DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE | List of participant teams message |
| DocumentSubtype | S(20) | SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included).<br>HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included).<br>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<br>"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.<br>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 | |
| | | 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<br>When the Team is an historical one, then this ID starts with "T". |
| Organisation | M | CC @Organisation | Team organisation's ID |
| Number | O | Numeric<br>#0 | Team's number.<br><br>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.<br>Required in the case of current teams. |
| Name | O | S(73) | Team's name. |
| ShortName | M | S(40) | Team Short Name |
| TVTeamName | M | S(21) | TV Team Name |
| Gender | M | CC @SportGender | Gender Code of the Team |
| Current | M | boolean | It defines if a team is participating in the games (true) or it is a Historical team (false) |
| TeamType | M | SC @TeamType | Send the team type.<br>This is how the name is constructed to allow clients to build in other languages. Use CUSTOM. |
| ModificationIndicator | M | N, U, D | Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only<br><br>N-New team (in the case that this information comes as a late entry)<br>U-Update team<br>D-Delete team<br><br>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams<br><br>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams<br><br>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams |

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

| **Element: Competition /Team /Discipline (0,1)**<br>**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)<br>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)<br>Send if there are specific team's event entries. | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| ENTRY | | GROUP | N/A | Element Expected:<br>As soon as it is known (this information can be sent in both messages). |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | S(1) | Preliminary Group of the team |
| ENTRY | | SEED | N/A | Element Expected:<br>As soon as it is known (this information can be sent in both messages). |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0 | Event seed |
| ENTRY | | UNIFORM | Numeric<br>0 | Pos Description:<br>1st / 2nd /3rd team shirt colour<br>Send 1, 2, 3 to indicate the number of shirt<br><br>Element Expected:<br>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 |

### Sample ( )

```
<Team Code="VBVMTEAM2---BLR01" Organisation="BLR" Number="1" Name="Smith/Jones" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="VBV------------------------------" >
    <RegisteredEvent Event="VBVMTEAM2-------------------------" >
      <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.

## 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).<br>START_LIST<br>LIVE<br>INTERMEDIATE (after each period or unplanned break in play)<br>OFFICIAL<br>UNOFFICIAL<br>PROVISIONAL |
| FeedFlag | "P" - Production<br>"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.<br>See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

### 2.3.4.3 Trigger and Frequency

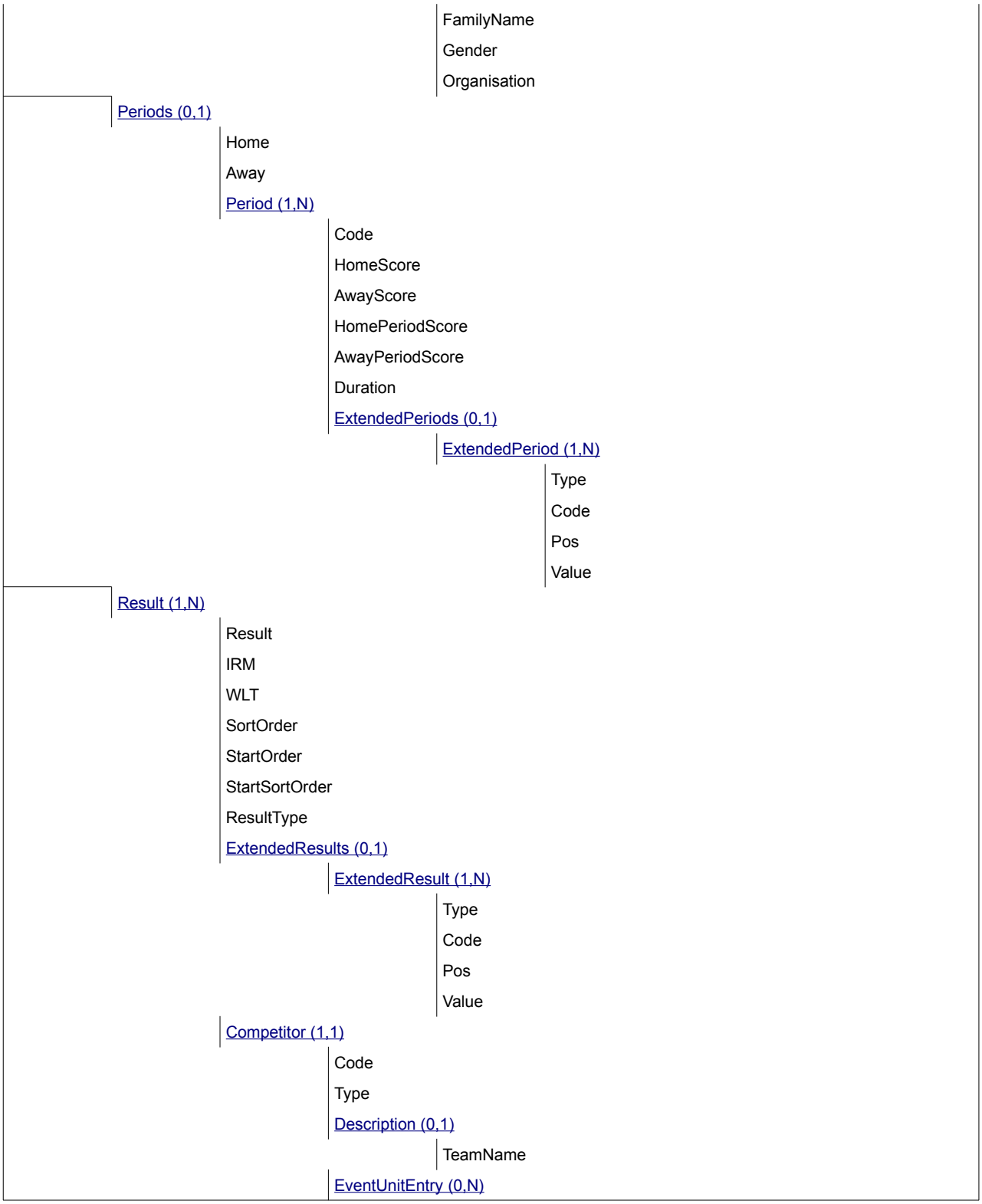
* START LIST: As soon as the team/teams are known and any change to these (ExtendedInfos, Event Unit competitors, IRMs prior to the start of the unit,...).
* LIVE: At the beginning of each set.
* LIVE: After every rally (score change) and after any data correction (scores, match info, stats,...).
* INTERMEDIATE: After each period (set).

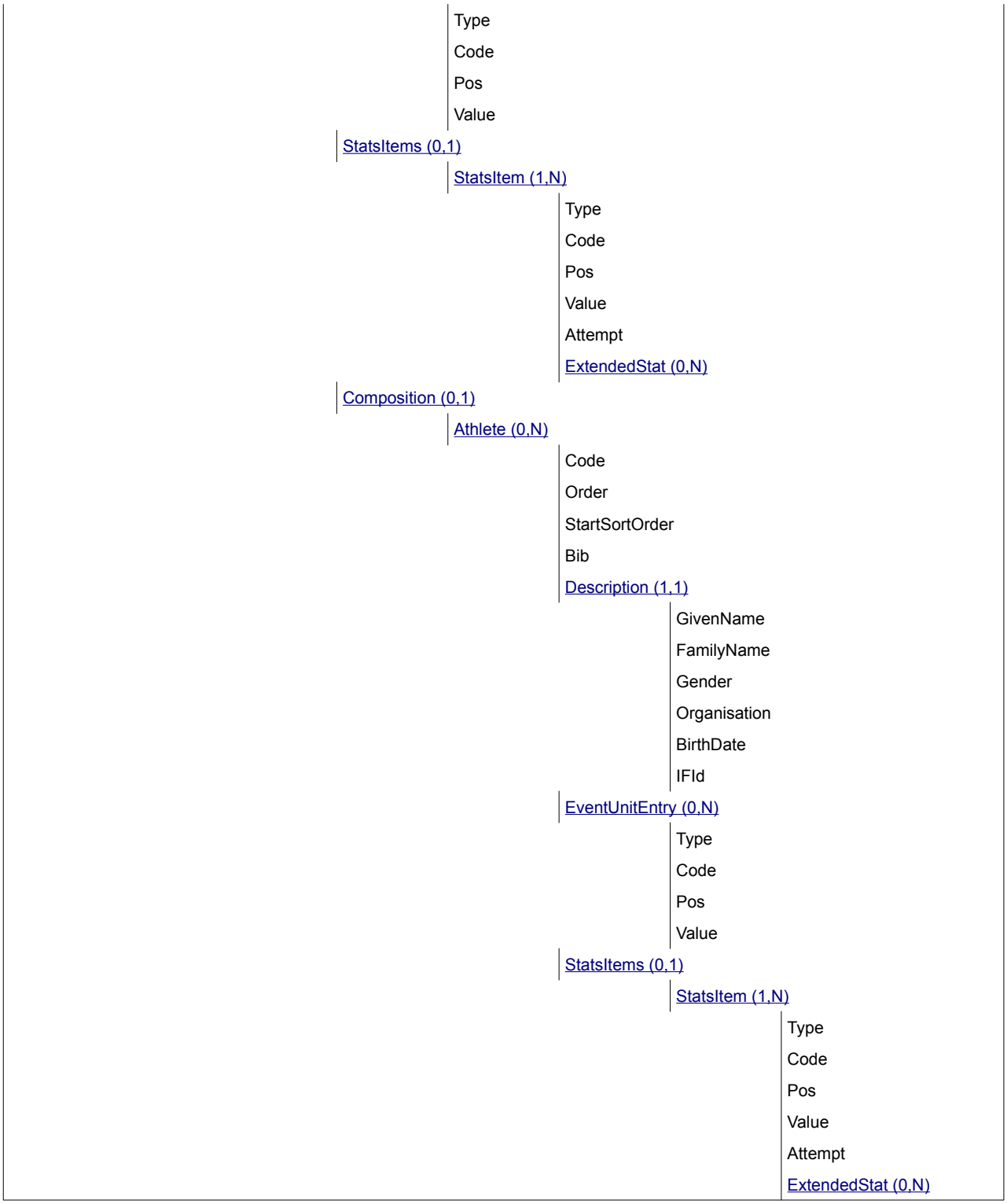
* UNOFFICIAL / OFFICIAL: After the match (unit).
Send on any other change.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

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


FamilyName
Gender
Organisation
Periods (0,1)
Home
Away
Period (1,N)
Code
HomeScore
AwayScore
HomePeriodScore
AwayPeriodScore
Duration
ExtendedPeriods (0,1)
ExtendedPeriod (1,N)
Type
Code
Pos
Value
Result (1,N)
Result
IRM
WLT
SortOrder
StartOrder
StartSortOrder
ResultType
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Competitor (1,1)
Code
Type
Description (0,1)
TeamName
EventUnitEntry (0,N)


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

### 2.3.4.5 Message Values

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

| Element: Competition /ExtendedInfos /UnitDateTime (0,1)<br>Actual times. Include when the unit starts. | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| StartDate | M | DateTime | Actual start date and time. |
| EndDate | O | DateTime | Actual end date-time. It should only be sent at the end of each unit. |
| Duration | O | h:mm | Match duration.<br>Do not send hours if zero. |

| Element: Competition /ExtendedInfos /ExtendedInfo (0,N) | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| UI | | DURATION_PLAYING | N/A | Element Expected:<br>Update with each version of the message after the match starts |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | h:mm | Total playing time.<br>Do not send hours if zero. |
| UI | | PERIOD | N/A | Element Expected:<br>Always when LIVE |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | SC @Period | Current period |
| UI | | SERVE | S(1) | Pos Description:<br>Team serve indicator, send H for Home, A for Away<br>Element Expected:<br>When available when LIVE |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | S(20) | Send the ID of the athlete who is serving. |
| UI | | MATCH_POINT | N/A | Element Expected:<br>When available when LIVE |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | S(1) | Match point indicator<br>Send H for Home Team<br>Send A for Away Team |
| UI | | SET_POINT | N/A | Element Expected:<br>When available when LIVE |
| | **Attribute** | **M/O** | **Value** | **Description** |

| | | | | |
|---|---|---|---|---|
| | Value | M | S(1) | Match point indicator<br>Send H for Home Team<br>Send A for Away Team |
| DISPLAY | | SRV<br>ATC<br>BLC<br>DIG<br>PTY | Numeric<br>#0 | Code Description:<br>Send the @Code of the last updated Result / Competitor /StatsItems /StatItem<br>or<br>Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: SRV, ATC, BLC, DIG, PTY.<br><br>Pos Description:<br>Unique sequential number for all the statistics to highlight<br><br>Element Expected:<br>When available and only when unit is LIVE.<br>Send multiple if applicable |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | S(20) | Send the ID of the athlete/team who was updated in the @Code attribute |
| | **Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension**<br>**Expected When available and only when the unit is LIVE. Send multiple if applicable.** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | String | Possible values with SRV & ATC only: ACE, ATT, FLT, SCS. | |
| | Pos | N/A | Do not send anything | |
| | Value | S(1) | Send 'Y' | |

### Sample (ExtendedInfos)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="SRV" Pos="1" Value="2518090">
    <Extension Code="ATT" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="SRV" Pos="2" Value="VBVMTEAM2---GER01">
    <Extension Code="ATT" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="3" Value="3748065"/>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="4" Value="VBVMTEAM2---GER01"/>
  <ExtendedInfo Type="DISPLAY" Code="ATC" Pos="5" Value="3748065">
    <Extension Code="SCS" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="ATC" Pos="6" Value="VBVMTEAM2---GER01">
    <Extension Code="SCS" Value="Y" />
  </ExtendedInfo>
....
```

| **Element: Competition /ExtendedInfos /SportDescription (0,1)**<br>**Sport Descriptions in Text.** | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| DisciplineName | M | S(40) | Discipline ENG Description (not code) from Common Codes |

| | | | |
|---|---|---|---|
| EventName | M | S(40) | Event ENG Description (not code) from Common Codes. |
| Gender | M | CC @SportGender | Gender code for the event unit |
| SubEventName | M | S(40) | EventUnit ENG Description (not code) from Common Codes |
| UnitNum | O | S(6) | Match number |

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

**Venue Names in Text.**

| Attribute | M/O | Value | Description |
|---|---|---|---|
| Venue | M | CC @VenueCode | Venue Code |
| VenueName | M | S(25) | Venue ENG Description (not code) from Common Codes |
| Location | M | CC @Location | Location code |
| LocationName | M | S(30) | Location ENG Description (not code) from Common Codes |
| Attendance | O | ####0 | Total attendance |

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

| Attribute | M/O | Value | Description |
|---|---|---|---|
| Code | M | S(20) with no leading zeroes | Official's code |
| Function | M | CC @ResultsFunction | Official's function (example: referee, etc.).<br><br>Can be different from the function sent in the DT_PARTIC message. |
| Order | M | Numeric | Order of officials |

**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 | Home Competitor ID. Must be sent if known |
| Away | M | S(20) with no leading zeroes | Away Competitor ID. 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 | Set number.<br>Also always send TOT. |
| HomeScore | O | Numeric<br>##0 | Overall score (total points) of the first named competitor to this point in the match. |
| AwayScore | O | Numeric<br>##0 | Overall score (total points) of the second named competitor to this point in the match. |
| HomePeriodScore | O | Numeric<br>#0 | Points score of the first named competitor just for each period. |
| AwayPeriodScore | O | Numeric<br>#0 | Points score of the second named competitor just for each period. |
| Duration | O | mm | Playing time of each set. (not for TOT) |

**Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)**

**ExtendedPeriod information.**

| Type | Code | Pos | Description |
|---|---|---|---|
| OFFICIAL | HOME | N/A | Element Expected:<br>If the match is not completed and “official” period scores are used, send all periods except TOT. |

| Attribute | M/O | Value | Description |
|---|---|---|---|
| Value | M | Numeric<br>#0 | Score for the Period |

| Type | Code | Pos | Description |
|---|---|---|---|
| OFFICIAL | AWAY | N/A | Element Expected:<br>If the match is not completed and “official” period scores are used, send all periods except TOT. |

| Attribute | M/O | Value | Description |
|---|---|---|---|
| Value | M | Numeric<br>#0 | Score for the 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<br>##0 | Result of the Team (Sets won) for the particular event unit or "0" if exist a @IRM.<br>At the start of the game the result should be 0.<br>This is the official score (can be different to period score if match stops early for injury or similar) |
| IRM | O | SC @IRM | IRM of the Team for the particular event unit<br>Send just in the case @ResultType both Points and IRM |
| WLT | O | SC @WLT | The code whether a competitor won or lost |
| SortOrder | M | Numeric | This attribute is a sequential number with the order of the home team and away team.<br>1 - for home team; 2 - for away team |
| StartOrder | M | Numeric | Send 1 for first team, send 2 for the other team |
| StartSortOrder | M | Numeric | Same @StartOrder |
| ResultType | O | SC @ResultType | Result type, either points or IRM with points for the |

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

| **Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)** | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| ER | | MATCH_POINT_COUNT | N/A | Element Expected:<br>When the information is applicable |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br># | Match Point Count |
| ER | | SET_POINT_COUNT | SC@Period | Pos Description:<br>Sent the period<br><br>Element Expected:<br>When the information is applicable |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br># | Set Point Count |
| ER | | CHALLENGES_REMAIN | SC@Period | Pos Description:<br>Send the period code<br><br>Element Expected:<br>Always where the data is available |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br># | Send the number of remaining challenges for the competitor in the current set. |
| ER | | SETS_WON | N/A | Element Expected:<br>Always |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>0 | Sets won (actually played).<br>If the match is not completed this can be different to the periods sum. |

| **Element: Competition /Result /Competitor (1,1)**<br>**Competitor related to the result of one event unit.** | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | M | S(20) with no leading zeroes or TBD or NOCOMP | Competitor's ID or TBD in case that the competitor is unknown at this time but will be available<br><br>NOCOMP is sent when there is no competitor (and will not come later) |
| Type | M | S(1) | T for team |

| **Element: Competition /Result /Competitor /Description (0,1)**<br>**Competitors extended information.** | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| TeamName | M | S(73) | Name of the team. Only applies for teams.<br>Concatenation of shirt names. |

| Element: Competition /Result /Competitor /EventUnitEntry (0,N)<br>For team event information | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| EUE | | HOME_AWAY | N/A | Element Expected:<br>As soon as available |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | SC @Home | Home or Away designator<br>Send Home or Away |
| EUE | | UNIFORM | Numeric<br>0 | Pos Description:<br>1st / 2nd /3rd team shirt colour<br>Send 1, 2, 3 to indicate the number of shirt colour<br>Element Expected:<br>As soon as it is known |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | String | Team shirt colour |

### Sample (General)

```
<Competitor Code="VBVMTEAM2---BLR01" Type="T" Organisation="GER">
  <Description TeamName="Smith/Jones"/>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Code="UNIFORM" Pos="1" Value="Red" />
```

| Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N) | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| ST | | SRV | SC@Period | Pos Description:<br>Send for each period and TOT<br><br>Element Expected:<br>Always after period started |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Attempt | M | Numeric<br>##0<br>or “-“ | Total service attempts mada by the team in the period |
| | **Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat<br>Expected Always after period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | ACE | | |
| | Pos | N/A | Do not send anything | |
| | Value | Numeric<br>#0<br>or “-“ | Total aces made by the team in the period | |
| | **Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat<br>Expected Always after period started** | | | |
| | **Attribute** | **Value** | **Description** | |

| | | | | |
|---|---|---|---|---|
| | Code | FLT | | |
| | Pos | N/A | Do no send anything | |
| | Value | Numeric<br>#0<br>or “-“ | Total service faults by the team in the period | |
| | **Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat<br>Expected Always after period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | PLAY | | |
| | Pos | N/A | | |
| | Value | Numeric<br>#0<br>or “-“ | Total serves in play by the team in the period | |
| ST | | ATC | SC@Period | Pos Description:<br>Send for each period and TOT<br><br>Element Expected:<br>Always after the period started |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0<br>or “-“ | Total attack successes by the team in the period |
| | Attempt | M | Numeric<br>#0<br>or “-“ | Total attack attempts by the team in the period |
| | **Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat<br>Expected Always after period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | FLT | | |
| | Pos | N/A | | |
| | Value | Numeric<br>#0<br>or “-“ | Total attack faults by the team in the period | |
| | **Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat<br>Expected Always after period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | PLAY | | |
| | Pos | N/A | | |
| | Value | Numeric<br>#0<br>or “-“ | Total attacks in play by team in the period | |
| ST | | BLC<br>DIG | SC@Period | Pos Description:<br>Send for each period and TOT<br><br>Element Expected:<br>Always after the period started |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0 | Total block/dig success for the team in event unit. |

| | | | | |
|---|---|---|---|---|
| | | | or “-“ | |
| ST | | OPP_ERR<br>PTY | SC@Period | Pos Description:<br>Send for each period and TOT<br><br>Element Expected:<br>Always after the period started |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0<br>or "-" | Total opponent errors/penalties for the team in event unit. |
| ST | | TOT_TEAM | SC@Period | Pos Description:<br>Send for each period and TOT<br><br>Element Expected:<br>Always, if available |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Total points |
| ST | | TOUT | SC@Period | Pos Description:<br>Send for each period and TOT<br><br>Element Expected:<br>Always after the period started |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0<br>or "-" | Time out for the team in the event unit. |

**Sample (General)**

```
<StatsItems>
  <StatsItem Type="ST" Code="TOUT" Pos="S1" Value="0" />
  <StatsItem Type="ST" Code="TOUT" Pos="S2" Value="1" />
  <StatsItem Type="ST" Code="TOUT" Pos="S3" Value="1" />
  <StatsItem Type="ST" Code="TOUT" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="ATC" Pos="S1" Attempt="17" Value="9" />
  <StatsItem Type="ST" Code="ATC" Pos="S2" Attempt="15" Value="8" />
```

| **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<br>##0 | Order the players should appear in the Start List/Result as in ORIS. Before the unit use same as StartSortOrder, once the unit starts (and after the unit) use the order as used in results. |
| StartSortOrder | O | Numeric<br>0 | Order attribute used to sort team members in a team on the start list. Order defined as in ORIS. |
| Bib | M | S(2) | Shirt number |

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

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

| Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)<br>Individual athletes entry information. | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| EUE | | CAPTAIN | N/A | Element Expected:<br>Only for the captain when available |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | S(1) | Captain. Send 'Y' if the player is captain |
| EUE | | HAND | N/A | Element Expected:<br>Always |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | SC @Hand | Handedness of the Player |
| EUE | | POSITION | N/A | Element Expected:<br>If available |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | CC @Position | Send the athlete role |

### Sample (General)

```
<Athlete Code="1125142" Bib="8" Order="2">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
```

| Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| ST | | SRV | SC@Period | Pos Description:<br>Send for each period and TOT<br><br>Element Expected:<br>Always after the period started |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Attempt | M | Numeric<br>##0<br>or "-" | Total service attempts made by the athlete |
| | **Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat** | | | |

| | | | | |
|---|---|---|---|---|
| | **Expected Always after the period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | ACE | | |
| | Pos | N/A | Do not send anything | |
| | Value | Numeric<br>#0<br>or "-" | Total aces made by the athlete | |
| | **Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat<br>Expected Always after the period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | FLT | | |
| | Pos | N/A | Do not send anything | |
| | Value | Numeric<br>#0<br>or "-" | Total service faults by the athlete | |
| | **Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat<br>Expected Always, if the information is available.** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | SPEED | | |
| | Pos | N/A | Do not send anything | |
| | Value | Numeric<br>##0 | Fastest serve in km/h for the athlete | |
| | **Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat<br>Expected Always after period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | PLAY | | |
| | Pos | N/A | | |
| | Value | Numeric<br>#0<br>or "-" | Total serves in play by athlete in the period | |
| ST | | ATC | SC@Period | Pos Description:<br>Send for each period and TOT<br><br>Element Expected:<br>Always after the period started |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0<br>or "-" | Total attack successes by the athlete |
| | Attempt | O | Numeric<br>#0<br>or "-" | Total attack attempts by the athlete |
| | **Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat<br>Expected Always after period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | PLAY | | |
| | Pos | N/A | | |

| | | | | |
|---|---|---|---|---|
| | Value | Numeric<br>#0<br>or “-“ | Total attacks in play by athlete in the period | |
| | **Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat<br>Expected Always after period started** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | FLT | | |
| | Pos | N/A | | |
| | Value | Numeric<br>#0<br>or “-“ | Total attack faults by the athletes in the period | |
| ST | | BLC<br>DIG<br>PTY | SC@Period | Pos Description:<br>Send for each period and TOT<br>Element Expected:<br>Always after the period started |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0<br>or "-" | Total block/dig/penalty by the athlete |

**Sample (General)**

```
<StatsItems>
   <StatsItem Type="ST" Pos="TOT" Code="ATC" Attempt="17" Value="9" />
   <StatsItem Type="ST" Pos="TOT" Code="BLC" Attempt="7" Value="3" />
```

### 2.3.4.6 Message Sort

Sort by Result @SortOrder

## 2.3.5 Current Information

### 2.3.5.1 Description

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

### 2.3.5.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|---|---|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | CC @Unit | Full RSC of the unit |
| DocumentSubcode | N/A | N/A |
| DocumentType | DT_CURRENT | Current message |
| DocumentSubtype | N/A | N/A |
| Version | 1..V | Version number associated to the message's content. Ascending number |
| FeedFlag | "P" - Production<br>"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.<br>See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

### 2.3.5.3 Trigger and Frequency

* After every serve (for the serve speed).
* At the end of every rally (primarily for the score).

### 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 | | |
| | ExtendedInfos (0,1) | | |
| | | ExtendedInfo (1,N) | |
| | | | Type |

| | | | |
|---|---|---|---|
| | | | Code |
| | | | Pos |
| | | | Value |
| | Periods (0,1) | | |
| | | Home | |
| | | Away | |
| | | Period (1,N) | |
| | | | Code |
| | | | HomeScore |
| | | | AwayScore |
| | | | HomePeriodScore |
| | | | AwayPeriodScore |
| | | | Duration |
| | 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 /ExtendedInfos /ExtendedInfo (1,N) | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| UI | | MATCH_POINT | N/A | Element Expected:<br>When applicable |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | S(1) | Match point indicator:<br>Send H for home team<br>Send A for away team |
| UI | | PERIOD | N/A | Pos Description: |

| | | | | |
|---|---|---|---|---|
| | | | | N/A<br>Element Expected:<br>Always |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | SC @Period | Current period/set |
| UI | | SERVE | S(1) | Pos Description:<br>Team serve indicator, send H for Home, A for Away<br>Element Expected:<br>Always |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | S(20) | Send the ID of the athlete who is serving. |
| UI | | SET_POINT | N/A | Element Expected:<br>When applicable |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | S(1) | Set point indicator:<br>Send H for home team<br>Send A for away team |
| UI | | SPEED | N/A | Element Expected:<br>Always |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Online serve speed |

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

| **Element: Competition /Periods /Period (1,N)**<br>**Period in which the event unit message arrives.** | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | M | SC @Period | Set number |
| HomeScore | M | Numeric<br>##0 | Overall score (total points) of the first named competitor to this point in the match. |
| AwayScore | M | Numeric<br>##0 | Overall score (total points) of the second named competitor to this point in the match. |
| HomePeriodScore | O | Numeric<br>#0 | Points score of the first named competitor just for each period. |
| AwayPeriodScore | O | Numeric<br>#0 | Points score of the second named competitor just for each period. |
| Duration | O | mm | Playing time of each set. (not for TOT) |

**Sample (Current)**

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S2" />
  <ExtendedInfo Type="UI" Code="SPEED" Value="51" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
</ExtendedInfos>
<Periods Home="VBVWTEAM2---SUI02" Away="VBVWTEAM2---AUS02">
  <Period Code="S1" HomeScore="19" AwayScore="21" HomePeriodScore="19" AwayPeriodScore="21" Duration="22" />
  <Period Code="S2" HomeScore="20" AwayScore="22" HomePeriodScore="1" AwayPeriodScore="1" Duration="1" />
</Periods>
```

| **Element: Competition /Result (0,N)** | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Result | O | Numeric<br>##0 | Result of the Team (Sets won)<br>At the start of the game the result should be 0. |
| SortOrder | M | Numeric | This attribute is a sequential number with the order of the home team and away team.<br>1 - for home team; 2 - for away team |
| 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)**<br>**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 | T | T for team |
| Organisation | M | CC @Organisation | Competitor's organisation |

### 2.3.5.6 Message Sort

Sort by Period @Code.

## 2.3.6 Play by Play

### 2.3.6.1 Description

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

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

All actions are included in the message, the key actions can be filtered with Actions/Action/Loc.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|---|---|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | CC @Unit | Full RSC of the unit |
| DocumentSubcode | SC@Period<br>or<br>not sent | Period code if sent for one period (set) only. (S1 - S3)<br><br>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:<br>START_LIST<br>LIVE (used during the competition when nothing else applies)<br>INTERMEDIATE<br>UNOFFICIAL<br>OFFICIAL (when results official)<br>PROVISIONAL |
| FeedFlag | "P" - Production<br>"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.<br>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 rally 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.
* In the case of a Challenge send as soon as the challenge is requested and then again with the result

(without replacing the requested so two actions appear).

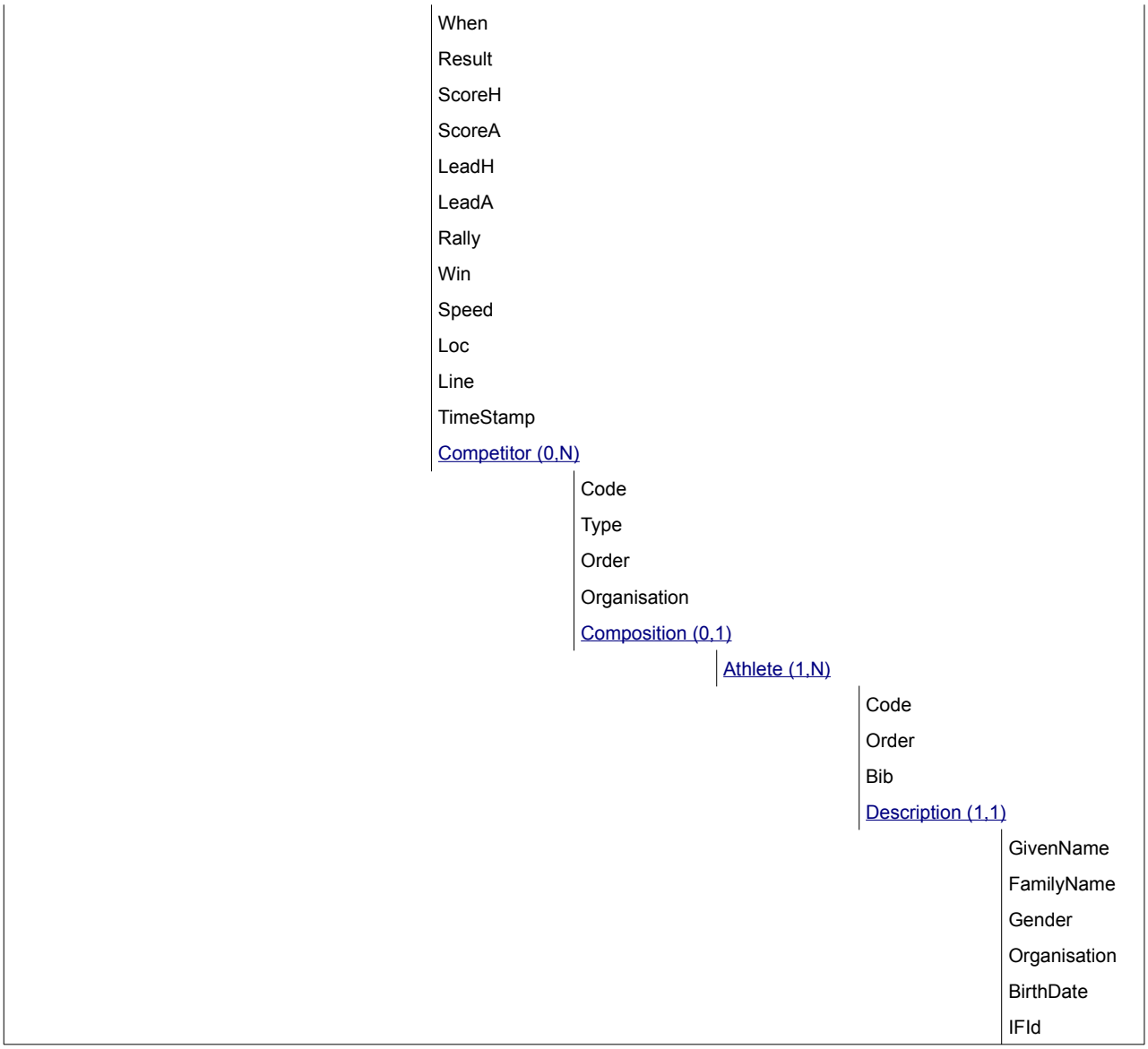
Message without DocumentSubcode
* Send empty when the start list is available (START_LIST), also used to clear all actions.
* After each period (INTERMEDIATE except the last which is UNOFFICIAL)
* If any correction for previous period is needed if the period is no longer running.
The message is sent 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) | | | | | | |
| | | SportDescription (0,1) | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | SubEventName | | | | |
| | | | Gender | | | | |
| | | | UnitNum | | | | |
| | | VenueDescription (0,1) | | | | | |
| | | | Venue | | | | |
| | | | VenueName | | | | |
| | | | Location | | | | |
| | | | LocationName | | | | |
| | Actions (0,1) | | | | | | |
| | | Home | | | | | |
| | | Away | | | | | |
| | | Action (1,N) | | | | | |
| | | | Id | | | | |
| | | | Period | | | | |
| | | | Order | | | | |
| | | | Action | | | | |
| | | | ActionAdd | | | | |
| | | | Comment | | | | |




### 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 /SportDescription (0,1) |
|---|

| Sport Descriptions in Text. | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| DisciplineName | M | S(40) | Discipline ENG Description (not code) from Common Codes |
| EventName | M | S(40) | Event ENG Description (not code) from Common Codes. |
| SubEventName | M | S(40) | EventUnit ENG Description (not code) from Common Codes |
| Gender | M | CC @SportGender | Gender code for the event unit |
| UnitNum | O | S(15) | Match number |

| Element: Competition /ExtendedInfos /VenueDescription (0,1)<br>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<br>This value is the same of a given action, regardless if sent in a period message or a message including all periods. |
| Period | M | SC @Period | Period within the match |
| Order | M | Numeric | Unique sequential ascending number for all the incidents and actions, from 1 to n considering all periods<br>It is used to sort Action<br>This value is the same of a given action, regardless if sent in a period message or a message including all periods. |
| Action | M | SC @Action | Action for the player/team |
| ActionAdd | O | SC @Challenge<br>or<br>S(1) | Type of challenge<br>Send S (for Spectacular Action) if applicable |
| Comment | O | SC @ActionComment | Included when Action = STARTP or ENDP |
| When | O | h:mm:ss | Time the action occurred.<br>Cumulative from the start of the match<br>Do net send leading zeros except min = 0 (but not 02) |
| Result | O | SC @ResAction | Result of the Action for the player/team |
| ScoreH | O | Numeric<br>#0 | Total Home Score of the set after the action<br>Send if there is a score change for either team |

| | | | |
|---|---|---|---|
| ScoreA | O | Numeric<br>#0 | Total Away Score of the set after the action<br>Send if there is a score change for either team |
| LeadH | O | Numeric<br>+/-#0 | Points lead for the Home Team in the set.<br>Send if there is a score change for either team |
| LeadA | O | Numeric<br>+/-#0 | Points lead for the Away Team in the set.<br>Send if there is a score change for either team |
| Rally | O | Numeric<br>##0 | Rally number in which the action occurs. |
| Win | O | S(1) | Winning indicator of a rally<br>Send H if the Home Team wins the current Rally<br>Send A if the Away Team wins the current Rally |
| Speed | O | Numeric<br>##0 | Serve Speed |
| Loc | O | S(3) | Send KEY if this is a key action, usually related to a score |
| Line | O | Numeric<br>#0 | Generally for associating line in the same rally |
| TimeStamp | O | DateTime | Time of the action (for alignment to video) |

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

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

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

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

| Attribute | M/O | Value | Description |
|---|---|---|---|
| Code | M | S(20) with no leading zeroes | Athlete's ID (individual athlete or team member) related to the action |
| Order | O | Numeric | Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. |
| Bib | O | S(2) | Bib number |

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

**Athletes extended information**

| Attribute | M/O | Value | Description |
|---|---|---|---|
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |

| | | | |
|---|---|---|---|
| Gender | M | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |
| IFId | O | S(16) | International Federation ID |

**Sample (Actions)**

```
<Action Id="123456" Period="S1" Order="32" Action="SRV" Result="CON" Rally="8" Line="1">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133405" Order="1" Bib="1">
        <Description GivenName="Nikita" FamilyName="Liamin" Gender="M" Organisation="RUS" BirthDate="1985-10-14" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="111111" Period="S1" Order="33" Action="ATC" Result="SCS" LeadH="2" LeadA="-2" ScoreH="5" ScoreA="3" Rally="8" Win="H" Line="2">
  <Competitor Code="VBVMTEAM2---BRA02" Type="T" Order="1" Organisation="BRA">
    <Composition>
      <Athlete Code="1157802" Order="1" Bib="2">
        <Description GivenName="Evandro" FamilyName="Goncalves Oliveira Junior" Gender="M" Organisation="BRA" BirthDate="1990-07-17" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="222222" Period="S1" Order="34" Action="DIG" Result="FLT" Rally="8" Line="2">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133406" Order="1" Bib="2">
        <Description GivenName="Dmitri" FamilyName="Barsuk" Gender="M" Organisation="RUS" BirthDate="1980-01-20" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

### 2.3.6.6 Message Sort

Actions /Action @Order.

## 2.3.7 Pool Standings

### 2.3.7.1 Description

The pool standings message contains the standings of a group in a competition. The message is triggered at the start of OVR operations and then after each event unit (match).

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|---|---|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | CC @Phase | Full Phase level RSC |
| DocumentSubcode | N/A | N/A |
| DocumentType | DT_POOL_STANDING | Pool Standings message |
| DocumentSubtype | N/A | N/A |
| Version | 1..V | Version number associated to the message's content. Ascending number |
| ResultStatus | CC @ResultStatus | Status of the message. Expected statuses are:<br>START_LIST (before start of competition)<br>INTERMEDIATE (during the phase)<br>UNOFFICIAL (if last match is unofficial)<br>OFFICIAL (after all matches official)<br>PROVISIONAL |
| FeedFlag | "P" - Production<br>"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.<br>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 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. 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 | | | |
| | | Played | | | |
| | | For | | | |
| | | Against | | | |
| | | Ratio | | | |
| | | ExtendedResults (0,1) | | | |

ExtendedResult (1,N)
Type
Code
Pos
Extension (0,N)
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<br>##0 | Total number of units to be played in the pool included in the message. |
| UnitsComplete | O | Numeric<br>##0 | Total number of units which are official in the pool included in this message. |

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

| Element: Competition /Result (1,N)<br>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.<br>It is optional because the team can be disqualified |
| RankEqual | O | S(1) | Send "Y" if the Rank is equalled else do not send. |
| ResultType | M | SC @ResultType | Result type, either points or IRM with points obtained by the competitor in all the games of the group |
| Result | O | Numeric | Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. |
| IRM | O | SC @IRM | IRM for the particular group (or phase)<br>Only send in the case @ResultType is IRM |
| QualificationMark | O | SC @QualificationMark | Qualification indicator |
| SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |
| Won | O | Numeric<br>#0 | Number of games won by the team in the group.<br>Do not send if the team has not played. |
| Lost | O | Numeric<br>#0 | Number of games lost by the team in the group.<br>Do not send if the team has not played. |
| Played | O | Numeric<br>#0 | Number of games played by the team in the group.<br>Do not send if the team has not played. |
| For | O | Numeric<br>#0 | Total number of sets won<br>Do not send if the team has not played. |
| Against | O | Numeric<br>#0 | Total number of sets lost<br>Do not send if the team has not played. |
| Ratio | O | Numeric<br>0.000 | Sets Ratio<br>The "Ratio" to be calculated to three decimal points (Format |

| | | | |
|---|---|---|---|
| | | | 0.##0). If the number of losses is zero, the value is "MAX". 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: When available |
| | **Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | LOST | | |
| | Pos | N/A | Do not send anything | |
| | Value | Numeric ##0 | Points against | |
| | **Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | RATIO | | |
| | Pos | N/A | Do not send anything | |
| | Value | Numeric 0.000 | Points ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX". | |
| | **Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available** | | | |
| | **Attribute** | **Value** | **Description** | |
| | Code | WON | | |
| | Pos | N/A | N/A | |
| | Value | Numeric ##0 | Points for | |

| 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<br>#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<br>or<br>S(3) | 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.<br>Can send TBD if appropriate |
| Time | O | S(5) | Time of match (example HH:MM) Must include if the data is available.<br>Can send TBD if appropriate |
| 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 (separator & order, example 2-0). 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 (Pools)**

```
  <Result Rank="1" ResultType="POINTS" Result="5" SortOrder="1" Played="2" Won="1" Lost="1" For="3" Against="4"
Ratio="0.123">
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="SUB_RES">
        <Extension Code="WON" Value="117" />
        <Extension Code="LOST" Value="107" />
        <Extension Code="RATIO" Value="1.093" />
      </ExtendedResult>
    </ExtendedResults>
    <Competitor Code=" VBVMTEAM2-----NOR01" Organisation="NOR" Type="T">
      <Description TeamName="SMITH/JONES"/>
      <Opponent Code="VBVMTEAM2-----BRA01" Type="T" Pos="2" Organisation="BRA" Date="2016-08-03" Time="14:00"
HomeAway="H" Unit=" VVOMTEAM6----------GPA-001000--" Result="0-2" >
        <Description TeamName="KAPAROV/BARRATT"/>
      </Opponent>
      <Opponent Code="VBVMTEAM2-----CAN01" Type="T" Pos="3" Organisation="CAN" Date="2016-08-04" Time="09:00"
HomeAway="H" Unit=" VVOMTEAM6----------GPA-001200--" Result="2-0" >
        <Description TeamName="WHITE/RYAN"/>
      </Opponent>
      <Opponent Code="VBVMTEAM2-----GBR01" Type="T" Pos="4" Organisation="GBR" Date="2016-08-01" Time="09:00"
HomeAway="A" Unit=" VVOMTEAM6----------GPA-001500--" Result="2-0" >
        <Description TeamName="GREEN/RYAN"/>
      </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:<br>START_LIST (before the competition starts)<br>INTERMEDIATE (during the competition)<br>UNOFFICIAL (when last match unofficial)<br>OFFICIAL (when all matches official)<br>PROVISIONAL |
| FeedFlag | "P" - Production<br>"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.<br>See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

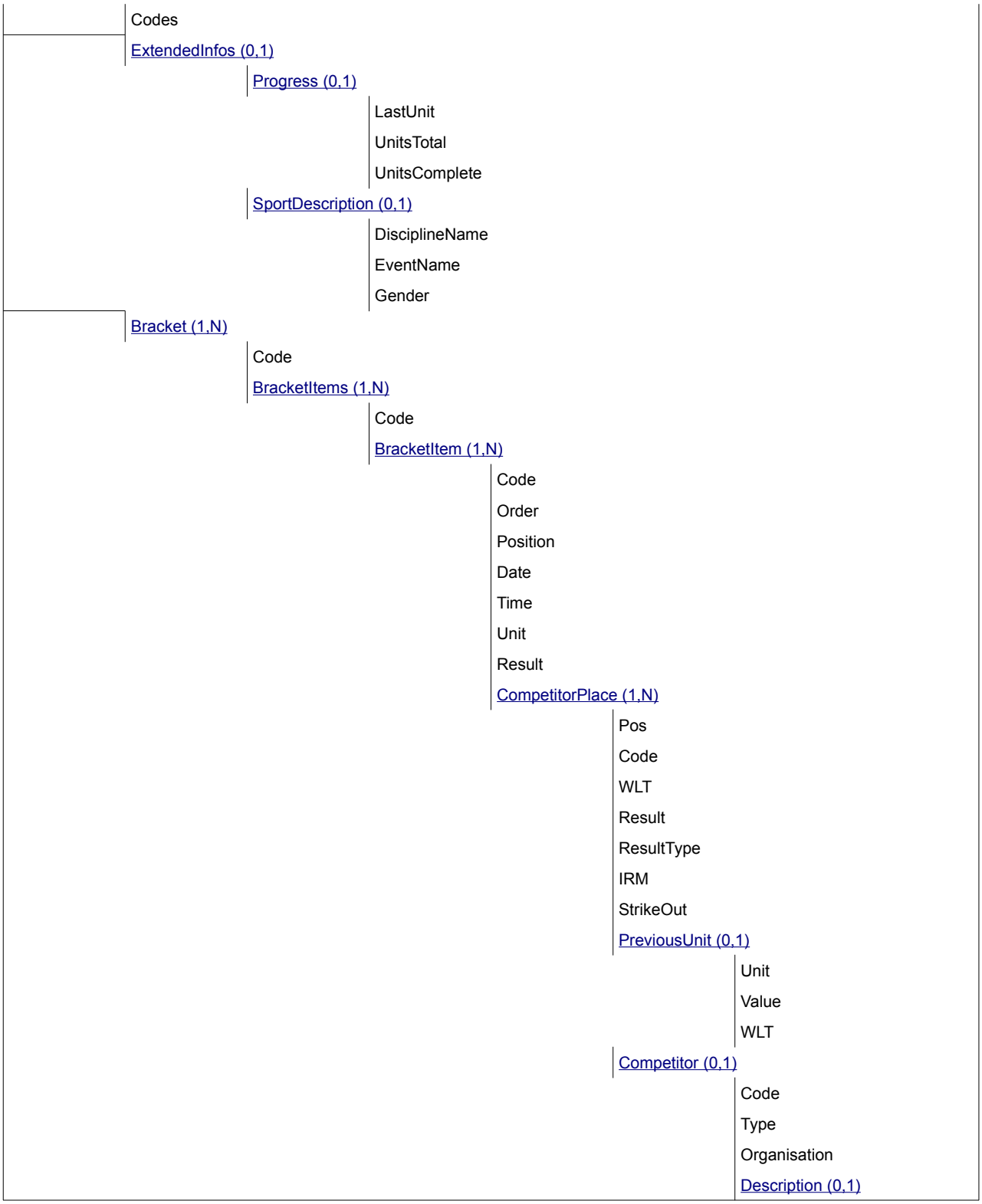
### 2.3.8.3 Trigger and Frequency

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

### 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<br>##0 | Total number of units to be played in the event |
| UnitsComplete | O | Numeric<br>##0 | Total number of units which are official of the UnitsTotal. |

| Element: Competition /ExtendedInfos /SportDescription (0,1)<br>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 (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played) |

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

| Element: Competition /Bracket /BracketItems /BracketItem (1,N) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | O | Numeric<br>#0 | Game number for each bracket item (e.g.: 17, 18, 19, 20...) |

| | | | |
|---|---|---|---|
| Order | M | Numeric<br>##0 | Sequential number inside of BracketItems to indicate the order, always start at 1 |
| Position | M | Numeric<br>##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.<br>If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4. |
| Date | O | Date | YYYY-MM-DD. Must be filled if known |
| Time | O | S(5) | HH:MM. Must be filled if known |
| Unit | O | CC @Unit | Full RSC of the unit for the BracketItem |
| Result | O | S(50) | Result of the match if the match is complete and formatted as in ORIS (including IRM if necessary). Must be included if the data is available and the match is complete. |

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

**- If the competitors are known, this element is used to place the competitors in the bracket.**
**- If they are not yet known, it contains some information (on the rule to access to this bracket...)**

| Attribute | M/O | Value | Description |
|---|---|---|---|
| Pos | M | Numeric<br>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 | Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool. |
| Value | O | SC@Pool or S(6) | If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate. (may be redefined by sport) |
| WLT | O | S(1) | Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool. |

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

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

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

| Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| TeamName | M | S(73) | Name of the team. |

**Sample (General)**

```
  <Bracket Code="FNL">
    <BracketItems Code="SFL">
      <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="VBVWTEAM2----------
SFNL000100--" >
        <CompetitorPlace Pos="1">
          <Competitor Code="VBVWTEAM2-----NED01" Type="T" Organisation="NED">
            <Description TeamName="Smith/Jones"/>
          </Competitor>
        </CompetitorPlace>
        <CompetitorPlace Pos="2">
          <Competitor Code="VBVWTEAM2-----NZL01" Type="T" Organisation="NZL">
            <Description TeamName="Black/White"/>
          </Competitor>
        </CompetitorPlace>
      </BracketItem>
```

### 2.3.8.6 Message Sort

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

## 2.3.9 Statistics

### 2.3.9.1 Description

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

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

### 2.3.9.2 Header Values

The following table describes the message header attributes.

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

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

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

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

### 2.3.9.5 Message Values

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

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

| Element: Competition /ExtendedInfos /SportDescription (0,1)<br>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 /Competitor (0,N)<br>Competitor of the statistics. | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | M | S(20) with no leading zeroes | Competitor's ID to be assigned a specific type of statistic. |
| Type | M | S(1) | T for team |
| Order | M | Numeric<br>##0 | Order of the competitor |
| 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)<br>Team competitor's stats item, according to competitors' rules. | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| ST | | SRV | N/A | Element Expected:<br>Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0 | Total service aces for the team |
| | Attempt | O | Numeric<br>##0 | Total service attempts to serve in the team |
| | Rank | O | String | Team's Rank in the service's category (by Aces).<br>If doesn't exist rank send "NR"<br>If the team disqualified send "DSQ"<br>Only for TEAM_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank is equalled else not sent. |
| | SortOrder | O | Numeric | Similar to rank but considering all competitors (those with IRM or no rank at this Item) |
| ST | | ATC | N/A | Element Expected: |

| | | | | |
|---|---|---|---|---|
| | | | | Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Total attack successes for the team |
| | Attempt | O | Numeric<br>##0 | Total attempts to attack for the team |
| | Percent | O | Numeric<br>##0 | Success percentage |
| | Rank | O | String | Team's Rank in the attack's category.<br>If doesn't exist rank send "NR".<br>If the team is disqualified send "DSQ".<br>Only for TEAM_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank is equalled else not sent. |
| | SortOrder | O | Numeric | Similar to rank but considering all competitors (those with IRM or no rank at this Item) |
| ST | | BLC | N/A | Element Expected:<br>Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Total block/ successes for the team |
| | Rank | O | String | Team's Rank in the block's category.<br>If rank doesn't exist send "NR"<br>If the team is disqualified send "DSQ"<br>Only for TEAM_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | MP | N/A | Element Expected:<br>Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0 | |
| ST | | DIG | N/A | Element Expected:<br>Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Total dig successes for the team |
| | Attempt | O | Numeric<br>##0 | Total attempts to dig for the team |
| | Rank | O | String | Team's Rank in the dig's category.<br>If rank doesn't exist send "NR"<br>If the team is disqualified send "DSQ"<br>Only for TEAM_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |

**Sample (CUM)**

```
<Stats Code="CUM">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
      <StatsItems>
        <StatsItem Type="ST" Code="MP" Value="5" />
        <StatsItem Type="ST" Code="ATC" Attempt="246" Value="146" Percent="59" />
        <StatsItem Type="ST" Code="BLC" Value="9" />
        <StatsItem Type="ST" Code="DIG" Attempt="172" Value="68" />
        <StatsItem Type="ST" Code="SRV" Attempt="223" Value="15" />
      </StatsItems>
      <Composition>
        <Athlete Code="1127813" Order="1">
          <Description GivenName="Taliqua" FamilyName="Clancy" Gender="W" Organisation="AUS" BirthDate="1992-06-25" />
            <StatsItems>
              <StatsItem Type="ST" Code="MP" Value="5" />
              <StatsItem Type="ST" Code="ATC" Attempt="134" Value="84" Percent="63" />
      ....
```

| Element: Competition /Stats /Competitor /Composition /Athlete (1,N) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | M | S(20) with no leading zeroes | Athlete's ID, corresponding to either a team member or an individual athlete |
| Order | M | Numeric<br>#0 | Sort order:<br>Within the team the players are sorted by bib. |

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

| Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) | | | | |
|---|---|---|---|---|
| **Type** | | **Code** | **Pos** | **Description** |
| ST | | SRV | N/A | Element Expected:<br>CUM, IND_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0 | Total attempts to aces won in the athlete |
| | Attempt | O | Numeric<br>##0 | Total attempts to serve in the athlete |

| | | | | |
|---|---|---|---|---|
| | Rank | O | String | Competitor's Rank in the service's category.<br>May be "DSQ".<br>If rank doesn't exist send "NR"<br>Only for IND_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | SRV_SPEED | N/A | Element Expected:<br>CUM, IND_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Fastest serve in Km/h for the athlete. |
| | Rank | O | String | Rank of fastest serve<br>Only for IND_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | ATC | N/A | Element Expected:<br>CUM, IND_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Total attack successes for the athlete |
| | Attempt | O | Numeric<br>##0 | Total attempts to attack for the athlete |
| | Rank | O | String | Competitor's Rank in the attack's category.<br>May be "DSQ".<br>If rank doesn't exist send "NR"<br>Only for IND_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | BLC | N/A | Element Expected:<br>CUM, IND_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Total block successes for the athlete |
| | Rank | O | String | Competitor's Rank in the block's category.<br>May be "DSQ".<br>If rank doesn't exist send "NR"<br>Only for IND_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | MP | N/A | Element Expected:<br>Always, if the information is available for DocumentSubtype=CUM |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>#0 | Total matches played |

| | | | | |
|---|---|---|---|---|
| ST | | SETS_PLAYED | N/A | Element Expected:<br>Always, if the information is available for DocumentSubtype=CUM |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | The number of sets (periods) for the athlete |
| ST | | TOTAL | N/A | Element Expected:<br>Always, if the information is available for DocumentSubtype = CUM and IND_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>###0 | Total points(Attacks+Blocks+Serves) |
| | Avg | O | Numeric<br>##0.00 | Average points by set (points divide number of sets). |
| | Rank | O | String | Rank of scores<br>May be "DSQ".<br>Only for IND_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank is equalled else not sent. |
| | SortOrder | O | Numeric | Similar to rank but considering all competitors (those with IRM or no rank at this Item) |
| ST | | DIG | N/A | Element Expected:<br>Always, if the information is available for DocumentSubtype= CUM and IND_RANKING |
| | **Attribute** | **M/O** | **Value** | **Description** |
| | Value | M | Numeric<br>##0 | Total dig successes for the athlete |
| | Rank | O | String | Competitor's Rank in the Dig's category.<br>May be "DSQ".<br>If rank doesn't exist send "NR"<br>Only for IND_RANKING message |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |

**Sample (IND_RANKING)**

```
<Stats Code="IND_RANKING">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
      <Composition>
        <Athlete Code="1127813" Order="1">
          <Description GivenName="Taliqua" FamilyName="Clancy" Gender="W" Organisation="AUS" BirthDate="1992-06-25" />
          <StatsItems>
            <StatsItem Type="ST" Code="ATC" Rank="1" SortOrder="1" />
            <StatsItem Type="ST" Code="BLC" Rank="27" SortOrder="27" RankEqual="Y" />
            <StatsItem Type="ST" Code="DIG" Rank="9" SortOrder="9" />
            <StatsItem Type="ST" Code="SRV" Rank="5" SortOrder="5" />
            <StatsItem Type="ST" Code="SRV_SPEED" Rank="3" SortOrder="3" />
            <StatsItem Type="ST" Code="TOTAL" Rank="6" SortOrder="6" />
          </StatsItems>
        </Athlete>
        <Athlete Code="1127812" Order="2">
          <Description GivenName="Louise" FamilyName="Bawden" Gender="W" Organisation="AUS" BirthDate="1981-08-07" />
          <StatsItems>
            <StatsItem Type="ST" Code="ATC" Rank="17" SortOrder="17" />
            <StatsItem Type="ST" Code="BLC" Rank="17" SortOrder="17" RankEqual="Y" />
            <StatsItem Type="ST" Code="DIG" Rank="25" SortOrder="25" />
            <StatsItem Type="ST" Code="SRV" Rank="31" SortOrder="31" />
            <StatsItem Type="ST" Code="SRV_SPEED" Rank="39" SortOrder="39" />
            <StatsItem Type="ST" Code="TOTAL" Rank="18" SortOrder="18" />
          </StatsItems>
        </Athlete>
```

#### 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.<br>PARTIAL<br>OFFICIAL<br>PROVISIONAL |
| FeedFlag | "P" - Production<br>"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.<br>See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

### 2.3.10.3 Trigger and Frequency

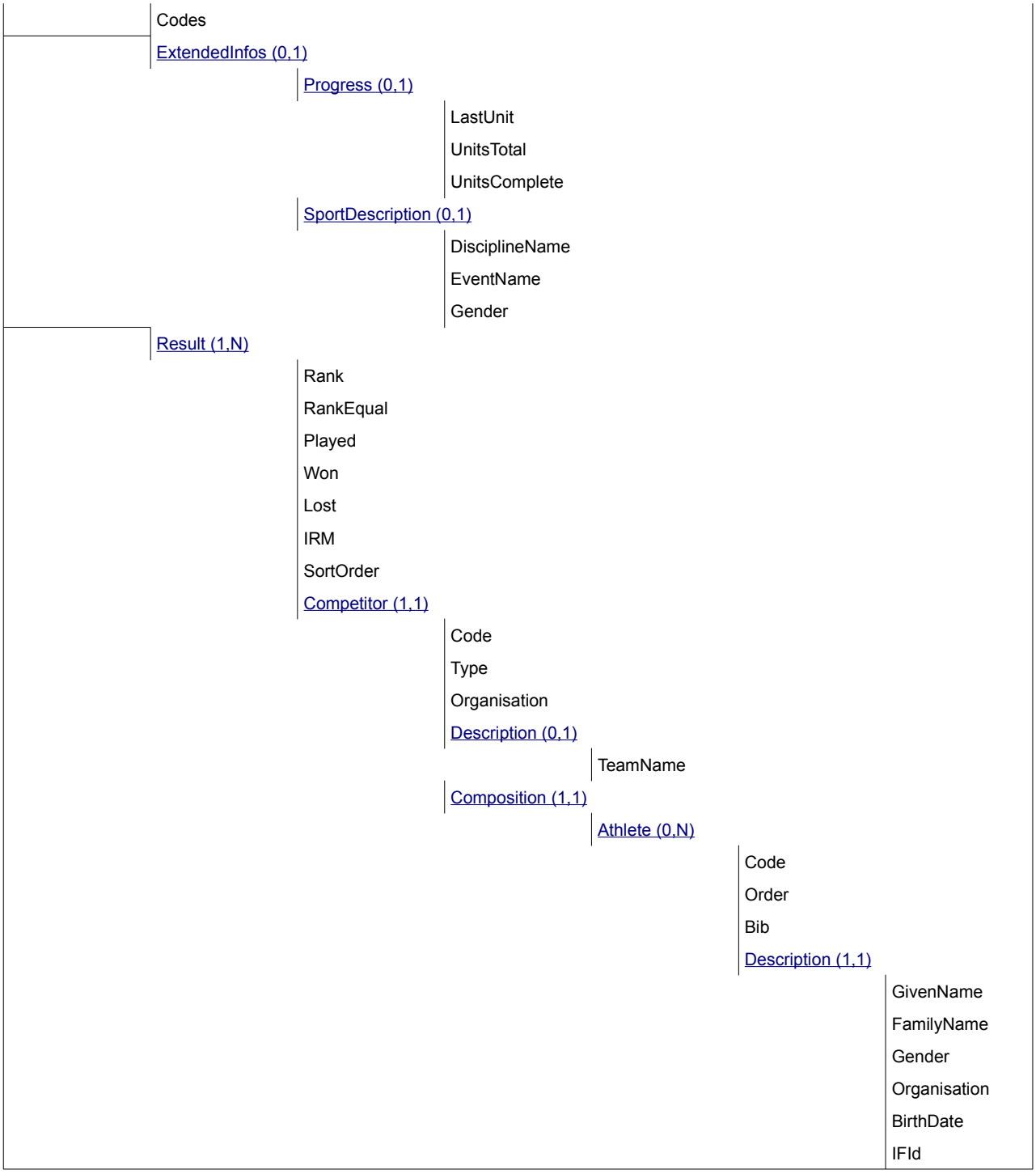
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

* After each final position is known

### 2.3.10.4 Message Structure

The following table defines the structure of the message.

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




### 2.3.10.5 Message Values

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

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

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

| Element: Competition /Result (1,N)<br>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.<br>It is optional because the team can be disqualified |
| RankEqual | O | S(1) | Send "Y" if the Rank is equalled else do not send. |
| Played | O | Numeric<br>#0 | Send number of matches played |
| Won | O | Numeric<br>#0 | Send number of matches won |
| Lost | O | Numeric<br>#0 | Send number of matches lost |
| 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)<br>Competitor related to one final event result. | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | M | S(20) with no leading | Competitor's ID or another indicator (SC @CompetitorPlace) in |

| | | | |
|---|---|---|---|
| | | zeroes<br>or SC @CompetitorPlace | the case where there is no competitor in the rank due to IRM. |
| 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 an individual athlete or a team member.<br>Team members should be participating in the event. |
| Order | M | Numeric | Order attribute used to sort team members in a team |
| Bib | O | S(2) | Shirt number |

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

**Sample (General)**

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="VBVMTEAM2-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Smith/Jones"/>
      <Composition>
        <Athlete Code="1085534" Order="1" Bib="2" >
```

### 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<br>"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.<br>See full explanation in ODF Foundation. |
| Source | SC @Source | Code indicating the system which generated the message. |

### 2.3.11.3 Trigger and Frequency

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

### 2.3.11.4 Message Structure

The following table defines the structure of the message.

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

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

## 2.3.11.5Message Values

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

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

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

| | | | |
|---|---|---|---|
| | | ##0 | |
| Wind_Direction | O | CC @WindDirection | Wind direction |

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

| Element: Competition /Weather /Conditions /Precipitation (0,N) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Unit | M | SC @PrecipitationUnit | Precipitation unit |
| Value | M | Numeric<br>###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<br>###0 | Air pressure in hPa |

| Element: Competition /Weather /Conditions /Temperature (0,N) | | | |
|---|---|---|---|
| **Attribute** | **M/O** | **Value** | **Description** |
| Code | M | AIR, WBGT, SAND | Air, WBGT and Sand |
| Unit | M | SC @TemperatureUnit | Temperature unit |
| Value | M | Numeric<br>-##0.0 or<br>##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<br>##0 | Wind speed in @Unit |

### 2.3.11.6Message Sort

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

# 3 Message Timeline

## 3.1 Preparation Phase

| Trigger | Message | Status | D | E | P | S | U |
|---|---|---|---|---|---|---|---|
| | DT_CODES | | | | | | |
| | 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 data verification process finish (ORIS C38 process) | DT_PARTIC_UPDATE | | x | | | | |
| If any Competition Schedule change | DT_SCHEDULE_UPDATE | | x | | | | o |
| After the Technical Meeting | DT_PARTIC_TEAMS_UPDATE | | x | | | | |
| At least five (5) days before the competition starts | DT_POOL_STANDING | START_LIST | | | x | | |
| | DT_BRACKETS | START_LIST | | x | | | |
| | DT_PDF C08 - Competition Schedule | | x | | | | |
| | DT_PDF C30 - Number of Entries by NOC | | x | | | | |
| | DT_PDF C32A - Entry List by NOC | | x | | | | |
| | DT_PDF C32C - Entry list by Event | | | x | | | |
| | DT_PDF C76A - Results Table - Preliminary Phase | START_LIST | | | x | | |
| | DT_PDF C75 - Results bracket - Final Phase | START_LIST | | x | | | |
| The evening before the first competition day - for all preliminary phase matches | DT_RESULT | START_LIST | | | | | x |
| The evening before | DT_PDF C58A - Competition Daily Schedule | | x | | | | |
| The evening before | DT_PDF C51 - Start List | START_LIST | | | | | x |
| The evening before first competition day and then each morning for that day | DT_PDF C58B - Competition Daily Schedule - Assignment of Match Officials | | x | | | | |

## 3.3 During competition

| Trigger | Message | Status | D | E | P | S | U |
|---|---|---|---|---|---|---|---|
| 50 min before each game | DT_PDF C51 - Start List | START_LIST | | | | | x |
| When Competition is ready to start | DT_SCHEDULE_UPDATE | GETTING_READY | x | | | | o |
| When Competition starts | DT_SCHEDULE_UPDATE | RUNNING | x | | | | o |
| After every serve and at the end of every rally | DT_CURRENT | | | | | | x |
| At the beginning of each set and after every rally | DT_RESULT | LIVE | | | | | x |
| After evey acion/period/game | 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 |
| After each period | DT_PLAY_BY_PLAY | INTERMEDIATE | | | | | x |

## 3.4 After competition

| Trigger | Message | Status | D | E | P | S | U |
|---|---|---|---|---|---|---|---|
| When Competition finish | DT_SCHEDULE_UPDATE | FINISHED | x | | | | o |
| After each match | DT_RESULT | UNOFFICIAL | | | | | x |
| After each match | DT_PLAY_BY_PLAY | UNOFFICIAL | | | | | x |
| When Competition results are validated | DT_RESULT | OFFICIAL | | | | | x |
| When Competition results are validated | DT_PLAY_BY_PLAY | OFFICIAL | | | | | x |
| After each match | DT_STATS | | | x | | | |
| After each match in the preliminary phase | DT_POOL_STANDING | INTERMEDIATE | | | 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_PDF C73 - Match Results | OFFICIAL | | | | | x |
| After each match | DT_PDF C69 - Play by Play | OFFICIAL | | | | | x |
| After each match | DT_PDF C74 - Results Summary | INTERMEDIATE | | x | | | |
| After each match during preliminary matches | DT_PDF C76A - Results Table - Preliminary Phase | INTERMEDIATE | | | x | | |
| After each match | DT_PDF C85A - Team Ranking by Skill | INTERMEDIATE | | x | | | |
| After each match | DT_PDF C85B - Player Ranking by Skill | INTERMEDIATE | | x | | | |
| When last Preliminary Round match is official, for each Pool. After each LL match, for the involved Pools. | DT_POOL_STANDING | OFFICIAL | | | x | | |
| After each match during Final Phase | DT_PDF C75 - Results bracket - Final Phase | INTERMEDIATE | | x | | | |
| After each match during Final | DT_PDF C76B- Tournament Ranking | INTERMEDIATE | | x | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Phase | | | | | | | |
| After last match of the day | DT_PDF C58A - Competition Daily Schedule | | x | | | | |
| After last match of the day | DT_PDF C58B - Competition Daily Schedule - Assignment of Match Officials | | x | | | | |
| After Preliminary Phase, after Lucky Loser Round and after each Final Round when a team ends the competition | DT_RANKING | PARTIAL | | x | | | |
| After Bronze medal match | DT_MEDALLISTS | PARTIAL | | x | | | |
| After BRONZE medal match | DT_PDF C92B - Medallists | PARTIAL | | x | | | |
| After GOLD medal match | DT_MEDALLISTS | OFFICIAL | | x | | | |
| After GOLD medal match | DT_RANKING | OFFICIAL | | x | | | |
| After GOLD medal match | DT_PDF C74 - Results Summary | OFFICIAL | | x | | | |
| After GOLD medal match | DT_PDF C76B - Tournament Ranking | OFFICIAL | | x | | | |
| After GOLD medal match | DT_PDF C85A - Team Ranking by Skill | OFFICIAL | | x | | | |
| After GOLD medal match | DT_PDF C85B - Player Ranking by Skill | OFFICIAL | | x | | | |
| After GOLD medal match | DT_PDF C92B - Medallists | OFFICIAL | | x | | | |
| After BRONZE / GOLD medal match | DT_PDF C93 - Medallist by Event | | x | | | | |
| After BRONZE / GOLD medal match | DT_PDF C95 - Medal Standing | | x | | | | |
| After BRONZE / GOLD medal match | DT_PDF C97 - FIVB Medal Standings | | x | | | | |
| After BRONZE / GOLD medal matches | DT_MEDALLIST_DISCIPLINE | | x | | | | |
| After BRONZE / GOLD medal matches | DT_MEDALS | | x | | | | |
| When last match is official | DT_BRACKETS | OFFICIAL | | x | | | |
| | DT_PDF C75 - Results Bracket - Final Phase | OFFICIAL | | 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 | 17 May 2017 | Updated |
| v1.3 | 1 Aug 2017 | Approved |
| v1.4 | 25 Aug 2017 | Approved |
| v1.5 | 20 Feb 2018 | Approved |
| v2.0 | 16 Aug 2018 | Updated |
| v2.1 | 7 Sep 2018 | Updated |
| v2.3 | 24 Jan 2019 | Updated |
| v 2.2 | 25 Oct 2018 | Updated |
| V2.3 | 24 Jan 2019 | Updated |
| V2.4 | 18 Apr 2019 | Updated |
| V2.5 | 14 Aug 2019 | Updated |
| V2.6 | 11 Nov 2019 | Updated |
| V2.7 | 14 Feb 2020 | Update with CRs |
| V2.8 | 22 May 2020 | Updated with CR19900 |
| V2.9 | 8 Jan 2021 | Updated - clarification |
| V3.0 | 1 Jul 2022 | First version for Paris 2024 |
| V3.1 | 10 Mar 2023 | Approved |
| V3.2 | 23 Jun 2023 | CR025813 |
| V3.3 | 1 Sep 2023 | CR026378 |
| V3.4 | 24 Nov 2023 | CR026873 |
| V3.5 | 15 Mar 2024 | CR027326 |

**File Reference:** SOG-2024-VBV-3.5 APP

| Change Log | | |
|---|---|---|
| **Version** | **Status** | **Changes on version** |
| v1.0 | SFR | First Version |
| v1.1 | SFP | DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription<br>DT_BRACKETS: Remove ExtendedInfos\VenueDescription<br>DT_RESULT: Add HAND as an entry |
| v1.2 | SFA | DT_SCHEDULE: Typographical correction<br>DT_CURRENT: Removed Competition/Result element to be consistent with other team sports, it was unnecessary duplication. |
| v1.3 | APP | DT_RESULT: Add position as Athlete/EUE, required for YOG. |
| v1.4 | APP | DT_POOL_STANDING: Typographical error in sample corrected<br>DT_RESULT: Corrected typo in statistics path and entry POSITION<br>DT_CURRENT: Added Duration for uniformity |

| | | |
|---|---|---|
| | | DT_CURRENT: Added Result element back in<br>DT_PLAY_BY_PLAY: Corrected typographical errors in samples |
| v1.5 | APP | DT_PARTIC: Updated to add Passport names (CR15219)<br>Removed reference to 2018 Commonwealth Games |
| v2.0 | SFA | DT_PLAY_BY_PLAY: Updated to send by Period<br>DT_PLAY_BY_PLAY: At Actions/Action add ActionAdd for spectacular action and challenge information<br>DT_RESULT: Updated to only provide athlete statistics for the total, not by period.<br>Removed references to YOG<br>CR 15039: Add DT_PARTIC_NAME to applicable messages.<br>CR 16671: Add TVFamilyName in DT_PARTIC message.<br>CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions.<br>CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. |
| v2.1 | SFA | DT_PARTIC_TEAMS: Remove ENTRY/SHORTS<br>DT_POOL_STANDINGS: Add possibility to send TBD to date/time<br>DT_PLAY_BY_PLAY: When replaces Rally.<br>DT_RESULT: Add number of challenges remaining. |
| v2.3 | APP | CR16914: Change DT_WEATHER message to venue level.<br>CR16928: Change some extensions to attributes in DT_RESULT and DT_STATS<br>DT_RESULT: Remove EUE/SHORTS, the information is not available. |
| v 2.2 | APP | DT_RESULT: Added statistics by period for athletes<br>DT_CURRENT: Remove Result element for consistency |
| V2.3 | APP | CR16914: Change DT_WEATHER message to venue level.<br>CR16928: Change some extensions to attributes in DT_RESULT and DT_STATS<br>DT_RESULT: Remove EUE/SHORTS, the information is not available. |
| V2.4 | APP | CR17283: Add Progress element in DT_RANKING & DT_BRACKETS.<br>CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY |
| V2.5 | APP | DT_PARTIC: Updated to add Passport names (CR15219)<br>Removed reference to 2018 Commonwealth Games |
| V2.6 | APP | CR18395: Increase size of SessionCode in DT_SCHEDULE |
| V2.7 | APP | CR18559: DT_CURRENT: Add Result element.<br>CR18565 DT_PARTIC: Update the description of Participant/Weight<br>Remove ExtendedInfos /VenueDescription from DT_STATS, DT_RANKING<br>DT_RESULT: Update description of Duration at ExtendedInfos /UnitDateTime<br>DT_RESULT: Update description of UI/DURATION_PLAYING/Value at ExtendedInfos /ExtendedInfo<br>DT_PLAY_BY_PLAY: Add Rally and TimeStamp at Actions/Action<br>DT_PLAY_BY_PLAY: Update triggering<br>DT_STATS: Remove Percent at ST/ATC @Stats /Competitor /StatsItems /StatsItem (ORIS)<br>DT_STATS: Remove Percent at ST/ATC @Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (ORIS)<br>DT_STATS: Remove Percent at ST/DIG @Stats /Competitor /StatsItems /StatsItem (Typo) |
| V2.8 | APP | DT_PLAY_BY_PLAY: Update Actions/Action/When value and description to align with ORIS [CR19900] |
| V2.9 | APP | DT_STATS: Update expected for ST/TOTAL at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem to include IND_RANKING (to match OVR implementation) |
| V3.0 | SFA | DT_SCHEDULE: Update Unit/Medal description<br>DT_SCHEDULE: Clarifications at Unit [CR024248]<br>DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122]<br>DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT<br>DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit<br>DT_SCHEDULE: Update Unit/StartText/Value<br>DT_PARTIC: Remove Participant/Weight<br>DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497]<br>DT_RESULT: Add Periods /Period /ExtendedPeriods /ExtendedPeriod<br>DT_RESULT: Add ER/SETS_WON at Result /ExtendedResults /ExtendedResult<br>DT_RESULT: Update statistics to send "-" when zero stats in the category<br>DT_RESULT: Update EUE/UNIFORM at /Result /Competitor /EventUnitEntry |

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| | | DT_CURRENT: Update UI/SPEED at ExtendedInfos /ExtendedInfo<br>DT_PLAY_BY_PLAY: Update Triggering<br>DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial)<br>DT_PLAY_BY_PLAY: Add Action/Comment<br>DT_PLAY_BY_PLAY: Update Actions/Action/When<br>DT_PLAY_BY_PLAY: Update Actions/Action/Win<br>DT_PLAY_BY_PLAY: Add Actions/Action/Loc<br>DT_PLAY_BY_PLAY: Update message description.<br>DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial)<br>DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo<br>DT_POOL_STANDING: Update Result/QualificationMark<br>DT_POOL_STANDING: Update Result /Competitor /Opponent /Result<br>DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121]<br>DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)<br>DT_STATS: Update DocumentSubcode to use Team ID when applicable.<br>DT_STATS: Add Percent for ST/ATC at Stats /Competitor /StatsItems /StatsItem<br>DT_STATS: Note that Rank is only sent in TEAM_RANKING message at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem for each statistic |
| V3.1 | APP | DT_SCHEDULE: Update Unit /StartList /Start /Competitor /Code<br>DT_RESULT: Update M/O in Periods /Period<br>DT_RESULT: Add PLAY for ST/SRV for service in play and PLAY and FLT for ST/ATC at athlete and team level |
| V3.2 | APP | DT_RESULT: Clarify DISPLAY/SRV.. Extension at ExtendedInfos /ExtendedInfo [CR025813]<br>DT_WEATHER: Updated to be common [CR025912] |
| V3.3 | APP | DT_RESULT: Update UI/SERVE at ExtendedInfos /ExtendedInfo [CR026378]<br>DT_CURRENT: Update UI/SERVE at ExtendedInfos /ExtendedInfo [CR026378] |
| V3.4 | APP | DT_PLAY_BY_PLAY: Update trigger [Octane 739017 CR026873] |
| V3.5 | APP | DT_RESULT: Update Expected for UI/DURATION_PLAYING at ExtendedInfos /ExtendedInfo [CR027326] |