Olympic Data Feed

Volleyball
ODF Data Dictionary
Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF 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 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 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.

PARALYMPICS
The Paralympics adds athlete class otherwise it follows the same principles

Statistics codes used in the document. The following statistics codes are used throughout the document.
SPK - Attack
BLC - Block
SRV - Service
DIG - Dig
SET - Set
RCP - Reception
FLT - Fault

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_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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

2.3.1.3 Trigger and Frequency

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

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

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

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

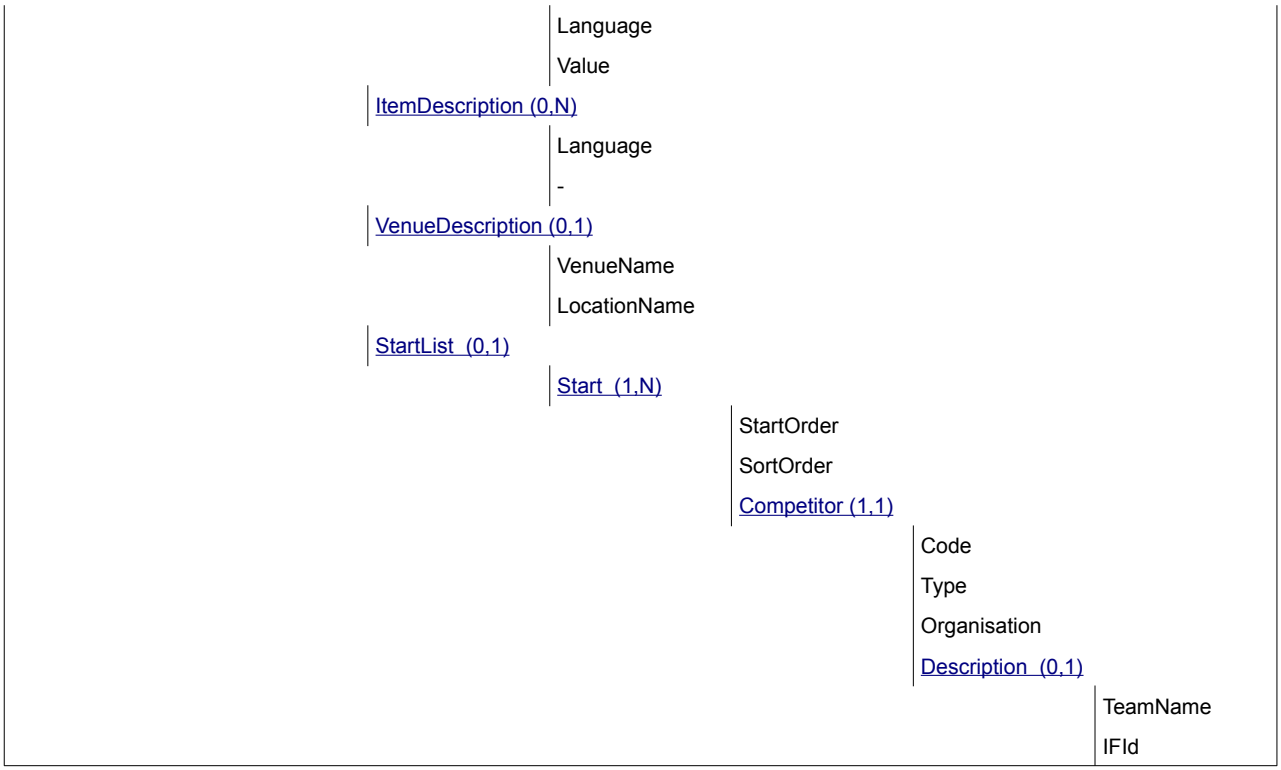
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

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



2.3.1.5 Message Values

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

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

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

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

Sample (General)

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

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

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

			code for the discipline.
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interuption) from the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

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

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

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

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

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

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

Mandatory when Unit/Venue is included

Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

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

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.

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

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

- MainFunctionId
- Current
- OlympicSolidarity
- ModificationIndicator
- Discipline (1,1)
  - Code
  - IFId
  - RegisteredEvent (0,N)
    - Event
    - Bib
    - Class
    - Status
    - 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-VVO-1.10" Codes="SOG-2020-1.20" >
```

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

			the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth

CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Competition /Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

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

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

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

Class	O	CC @DisciplineClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Sitting Volleyball else not used.
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		BLOCK	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Highest Reach Block in cm
ENTRY		SPIKE	N/A	Element Expected: As soon as this As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Highest Reach Spike in cm
ENTRY		CAPTAIN	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the competitor it is captain else not sent
ENTRY		CLUB_NAME	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club name
ENTRY		CLUB_ORG	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Country	Club Country Code
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total National Selections - all competitions
ENTRY		OG_PLAYED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	National Selections - Olympic Games

ENTRY		OTH_INTERNAT_PLAYED	N/A	Element Expected: As soon as this As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	National Selections - Other international competitions
ENTRY		POSITION	N/A	Element Expected: As soon as this As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Send the position Code
ENTRY		SHIRT_NAME	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt Name
ENTRY		WC_PLAYED	N/A	Element Expected: As soon as this As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	National Selections World Championships

Sample (General)

```
<Discipline Code="VVO" IFId="203258" >
  <RegisteredEvent Event="VVOMTEAM6-------------------------" >
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="BLANGE" />
    <EventEntry Type="ENTRY" Code="POSITION" Value="L" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Treviso" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="ITA" />
    <EventEntry Type="ENTRY" Code="WC_PLAYED" Value="7" />
    <EventEntry Type="ENTRY" Code="OG_PLAYED" Value="23" />
    <EventEntry Type="ENTRY" Code="OTH_INTERNAT_PLAYED" Value="455" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="485" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

2.3.3.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team'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. This is how the name is constructed to allow clients to build in other languages. Use ORG
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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

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

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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Preliminary Group of the team
ENTRY		DRAW	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Draw position in the group
ENTRY		SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Event seed
ENTRY		RANK_WLD	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	World Ranking
ENTRY		UNIFORM	Numeric	Pos Description:

			0	1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt Colour
ENTRY		UNIFORM_LIB	Numeric 0	Pos Description: 1st / 2nd /3rd libero shirt colour Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Libero Shirt Colour

Sample (General)

```
<Team Code="VVOMTEAM6---BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
...
  </Composition>
  <TeamOfficials>
    <Official Code="7380748" Function="TM_MGR" Order="1" />
    <Official Code="7380750" Function="COACH" Order="2" />
    <Official Code="7380751" Function="AST_COA" Order="3" />
...
  </TeamOfficials>
  <Discipline Code="VVO--------------------------------" >
    <RegisteredEvent Event="VVOMTEAM6-------------------------" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
...
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="DRAW" 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.

This is always a full message and all applicable elements and attributes are always sent.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE INTERMEDIATE (after each period or unplanned break in play) OFFICIAL UNOFFICIAL PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

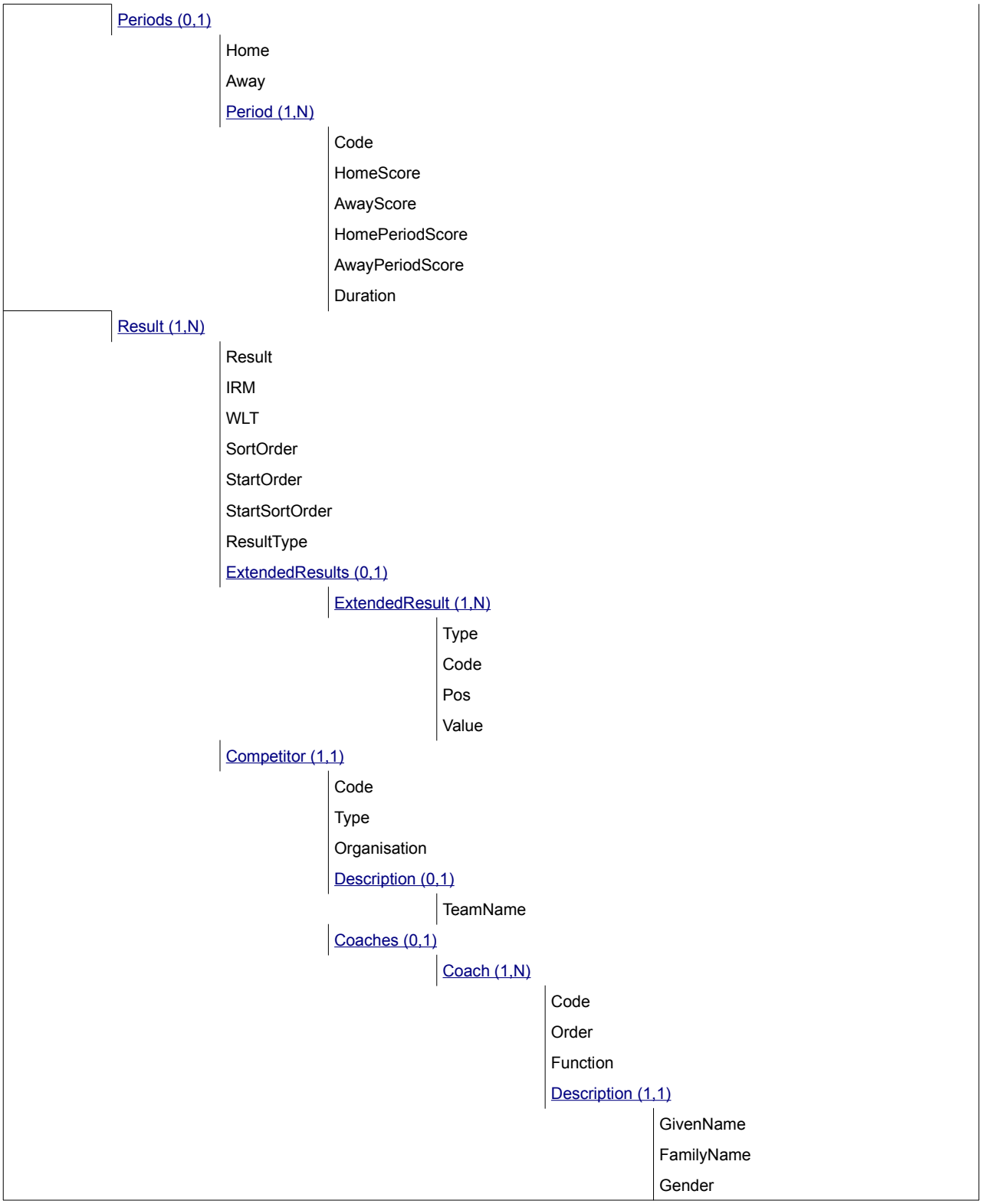
2.3.4.3 Trigger and Frequency

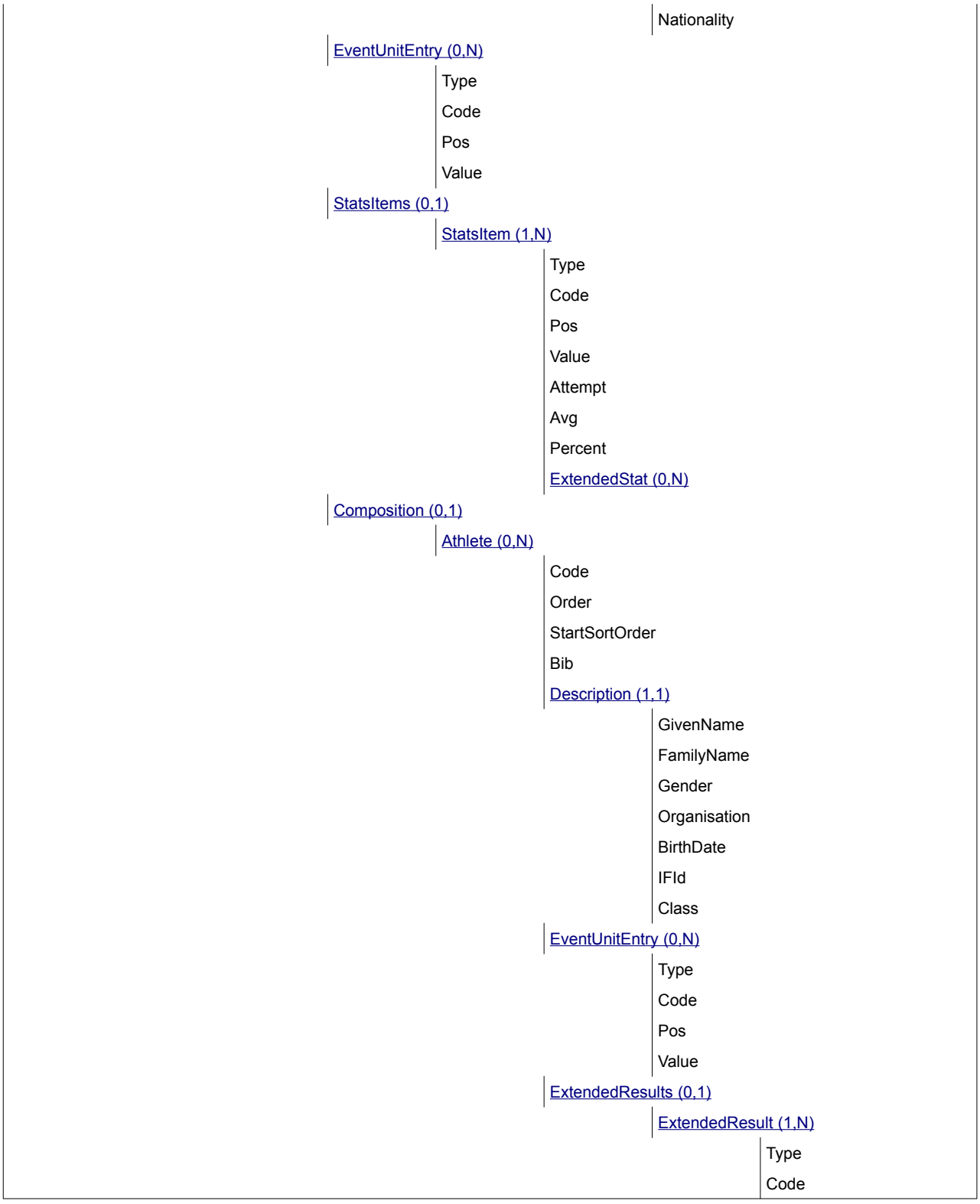
* START LIST: As soon as the team/teams are known, before the match begins.
* START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.
* LIVE: At the beginning of each set until the set ends.
* LIVE: After every rally (score 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					
		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
Result (1,N)
Result
IRM
WLT
SortOrder
StartOrder
StartSortOrder
ResultType
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
Coaches (0,1)
Coach (1,N)
Code
Order
Function
Description (1,1)
GivenName
FamilyName
Gender


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

	Pos
	Value
StatsItems (0,1)	
StatsItem (1,N)	
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Percent
	Rank
	RankEqual
	SortOrder
	ExtendedStat (0,N)

2.3.4.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	String	Numeric ##0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem Included values are all serves, score actions and actions related to score and opponent errors only.

				Pos Description: Unique sequential number for all the statistics to highlight Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute
UI		DURATION_PLAYING	N/A	Element Expected: Update with each version of the message after the match starts.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	hh:mm	Total playing time
UI		LAST_PERIOD	N/A	Element Expected: Send at the end of the Set
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Last period completed
UI		MATCH_POINT	N/A	Element Expected: When available when LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Match point indicator Send H for Home Team Send A Away Team
UI		PERIOD	N/A	Element Expected: Always when LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Current set
UI		SERVE	N/A	Element Expected: When available when LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Serve Indicator Send H for Home Team Send A Away Team
UI		SET_POINT	N/A	Element Expected: When available when LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Set point indicator Send H for Home Team Send A Away Team

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S1" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
  <ExtendedInfo Type="UI" Code="MATCH_POINT" Value="A" />
  <ExtendedInfo Type="UI" Code="SET_POINT" Value="H" />
....
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="1" Value="2518090" >
    <Extension Code="SCS" Value="Y">
    </ExtendedInfo>
    <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="2" Value="VVOMTEAM6---GER01" >
      <Extension Code="SCS" Value="Y">
      </ExtendedInfo>
```

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

Sport Descriptions in Text.

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

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

Venue Names in Text.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Send Order as appropriate for the 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
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Competition /Periods /Period (1,N) **Period in which the event unit message arrives.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Set number Also always send TOT.
HomeScore	M	Numeric ##0	Total points of the first named competitor at the end of the period or the current point in the period. At the start of the game this should be 0.
AwayScore	M	Numeric ##0	Total points of the second named competitor at the end of the period or the current point in the period. At the start of the game this should be 0.
HomePeriodScore	M	Numeric #0	Send score (points) of the home team for this period (set) Always required except when @Code = 'TOT'
AwayPeriodScore	M	Numeric #0	Send score (points) of the away team for this period (set) Always required except when @Code = 'TOT'
Duration	O	mm	Playing time of each set. (not for TOT)

Element: Competition /Result (1,N) **For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric ##0	Result of the Team (Sets won) for the particular event unit. At the start of the game the result should be 0.
IRM	O	SC @IRM	IRM of the Team for the particular event unit 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. 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 for the corresponding event unit

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**

ER		MATCH_POINT_COUNT	N/A	Element Expected: When the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	Match point count
ER		SET_POINT_COUNT	SC@Period	Pos Description: Send the period Element Expected: When the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	Set point count
ER		CHALLENGES_REMAIN	N/A	Element Expected: Always where the data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	Send the number of remaining challenges for the competitor in the current set.

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

Competitor related to the result of one event unit.

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

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

Competitors extended information.

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

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

Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Order of the coaches, 1 for Head Coach and 2 for Assistant Coach. A second Assistant Coach may be sent with Order 3.
Function	M	CC @ResultsFunction	Appropriate function for the official.

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

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N) For team event information				
Type		**Code**	**Pos**	**Description**
EUE		HOME_AWAY	N/A	Element Expected: As soon as available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Home	Home or Away designator Send Home or Away
EUE		UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Team shirt colour
EUE		UNIFORM_LIB	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Libero shirt colour

Sample (General)

```
<Competitor Code="VVOMTEAM6---GER01" Type="T" Organisation="GER">
  <Description TeamName="Germany"/>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Red" />
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N) Do not include for a match with a DSQ team or when ResultStatus is START_LIST			
Type	**Code**	**Pos**	**Description**
ST	OPP_ERR	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or "-"	Number of opponent errors for the team in this match starting from 0 once the match is LIVE.
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Number of team faults for the team in this match starting from 0 once the match is LIVE	
ST		SPK BLC SRV DIG SET RCP	SC@Period	Pos Description: Send the period and TOT for full match Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0 or "-"	Number of successful attempts (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there is no are no attempts.
	Attempt	O	Numeric ##0 or "-"	Number of Attempts and send "-" if there are no attempts
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only and only for TOT
	Percent	O	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers and receptions only
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Number of faults and send "-" if there is are no attempts	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	OTH		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no shots	

ST		SCR	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ### or "-"	Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors) and send "-" if there are no attempts
	Attempt	O	Numeric ### or "-"	Sum of total number of Attempts (Spike + Blocks + Serve), and send "-" if there are no attempts Only when SC @Period is "TOT"
ST		TOUT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of Time Outs

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="OPP_ERR" Pos="TOT">
    <ExtendedStat Code="FLT" Value="3" />
  </StatsItem>
  <StatsItem Type="ST" Code="SPK" Pos="TOT" Attempt="116" Value="47" Percent="19.83" >
    <ExtendedStat Code="FLT" Value="24" />
    <ExtendedStat Code="OTH" Value="45" />
  </StatsItem>
  <StatsItem Type="ST" Code="BLC" Pos="TOT" Attempt="44" Value="12" Percent="3.00">
    <ExtendedStat Code="...
...
      </StatsItem>
      <StatsItem Type="ST" Code="SRV" Pos="TOT">...</StatsItem>
      <StatsItem Type="ST" Code="DIG" Pos="TOT">...</StatsItem>
      <StatsItem Type="ST" Code="SET" Pos="TOT">...</StatsItem>
      <StatsItem Type="ST" Code="RCP" Pos="TOT">...</StatsItem>
      <StatsItem Type="ST" Code="SCR" Pos="TOT" Attempt="252" Value="87" />
      <StatsItem Type="ST" Code="TOUT" Value="8" />
      <StatsItem Type="ST" Code="OPP_ERR" Pos="S1">
        <ExtendedStat Code="FLT" Value="-" />
      </StatsItem>
      <StatsItem Type="ST" Code="SPK" Pos="S1" Attempt="22" Value="8" Percent="18.18" >
        <ExtendedStat Code="FLT" Value="4" />
        <ExtendedStat Code="OTH" Value="10" />
      </StatsItem>
      <StatsItem Type="ST" Code="BLC" Pos="S1" ...>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and

			is used as the primary sort. During competition the competitors should be sorted as on the Match Result in ORIS.
StartSortOrder	M	Numeric ##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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		CAPTAIN	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the competitor is captain else do not send.
EUE		POSITION	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Send the player's position
EUE		STARTER	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the competitor is starter else do not send.
EUE		STATUS	N/A	Element Expected: Always, if the information is applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Send appropriate code

Sample (General)

```
<EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
<EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
<EventUnitEntry Type="EUE" Code="POSITION" Value="L" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**				
Type		**Code**	**Pos**	**Description**
ER		CURRENT	N/A	Element Expected: When the information is available and the status is LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the player is in the Court in this moment else do not send. Not applicable for Libero Players.
ER		LIBERO	SC@Period	Pos Description: Period, not inc. TOT Element Expected: Always when the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the participant is the libero
ER		POSITION	SC@Period	Pos Description: Period, not inc. TOT Element Expected: Always when the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Numeric starting position (1-6) on court or S if starting and the position is not known.
ER		SET_PLAYED	SC@Period	Pos Description: Period, not inc. TOT Element Expected: When the information is available. Only send for sets played.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the athlete has played in the set indicated in @Pos
ER		SUBSTITUTE	SC@Period	Pos Description: Period, not inc. TOT Element Expected: Always when the information is available for non-starting players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Shirt Number of out-going player
ER		STATUS	N/A	Element Expected: Always, if the information is applicable
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(1)	Send D if the athlete has been Disqualified

Sample (General)

```
<ExtendedResults>
  <ExtendedResult Type="ER" Code="SUBSTITUTE" Pos="3" Value="11" />
  <ExtendedResult Type="ER" Code="POSITION" Pos="1" Value="3" />
  <ExtendedResult Type="ER" Code="POSITION" Pos="4" Value="5" />
  <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="1" Value="Y" />
  <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="3" Value="Y" />
  <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="4" Value="Y" />
</ExtendedResults>
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) **Do not include for a match with a DSQ team or when ResultStatus is START_LIST**				
Type		**Code**	**Pos**	**Description**
ST		SCR	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0 or "-"	Sum of total number of Won (Spike + Blocks + Serve) Send 0 if Attempt has a numeric value
	Attempt	O	Numeric ##0 or "-"	Sum of total number of Attempts (Spike + Blocks + Serve)
	Percent	O	Numeric ##0.00	Percent of total team scoring
	Rank	O	String	Scoring rank within the team. Only included for TOT and if the Rank = 1
	RankEqual	O	S(1)	Send Y if the scoring rank is equaled.
	SortOrder	O	Numeric #0	Scoring order within the team
ST		SPK BLC SRV DIG SET RCP	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0 or "-"	Number of successful attempts (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there are no attempts.
	Attempt	O	Numeric ###0 or	Number of Attempts and send "-" if there are no attempts

			"-"	
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only
	Percent	O	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers and receptions only.
	Rank	O	String	Rank, only if the player meets limit of Team's total spike or attempts limits
	RankEqual	O	S(1)	Y in the case of equalled rank else do not send (if there is a Rank value)
	SortOrder	O	Numeric #0	Statistic order within the team
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Number of faults and send "-" if there are no attempts.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	OTH		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no attempts.	
ST		SPEED	N/A	Element Expected: Only for the player with the fastest serve speed
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Serve speed in kmh (only for fastest)
	Rank	M	Numeric 0	Serving rank of the player in the team

Sample (Global)

```
<StatsItems>
  <StatsItem Type="ST" Code="SPK" Pos="TOT" Attempt="1" Value="-" >
    <ExtendedStat Code="FLT" Value="-" />
    <ExtendedStat Code="OTH" Value="1" />
  </StatsItem>
  <StatsItem Type="ST" Code="BLC" Pos="TOT" Attempt="1" Value="1" Rank="4" RankEqual="Y" >
...
  </StatsItem>
  <StatsItem Type="ST" Code="SRV" Pos="TOT"Attempt="17" Value="-" Avg="0.00" Rank="2" RankEqual="Y" >
    <ExtendedStat Code="FLT" Value="1" />
    <ExtendedStat Code="OTH" Value="16" />
  </StatsItem>
  <StatsItem Type="ST" Code="SPEED" Rank="1" Value="118" />
```

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 (match)
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 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: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Match point indicator: Send H for home team Send A for away team
UI		PERIOD	N/A	Element Expected:

				Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Period	Current period/set
UI		SERVE	N/A	Element Expected: When known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI		SET_POINT	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Set point indicator: Send H for home team Send A for away team
UI		SPEED	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Online serve speed

Element: Competition /Periods (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	O	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known.
Away	O	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 code
HomeScore	M	Numeric ##0	Overall score (total points) of the first named competitor to this point in the match. At the start of the game this should be 0.
AwayScore	M	Numeric ##0	Overall score (total points) of the second named competitor to this point in the match. At the start of the game this should be 0.
HomePeriodScore	O	Numeric #0	Points score of the first named competitor just for each period. Not required when @Code = 'TOT'
AwayPeriodScore	O	Numeric #0	Points score of the second named competitor just for each period. Not required when @Code = 'TOT'
Duration	M	mm	Playing time of the set (or TOT) in minutes

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S1" />
  <ExtendedInfo Type="UI" Code="SPEED" Value="51" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
</ExtendedInfos>
<Periods Home="VVOWTEAM6---SUI01" Away="VVOWTEAM6---AUS01">
  <Period Code="S1" HomeScore="16" AwayScore="8" HomePeriodScore="16" AwayPeriodScore="8" />
</Periods>
```

Element: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric ##0	Result of the Team (Sets won) . 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. 1 - for home team; 2 - for away team
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Result type for the corresponding event unit

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

2.3.5.6 Message Sort

Sort by Period @Code.

2.3.6 Play by Play

2.3.6.1 Description

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

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

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 (match)
DocumentSubcode	SC@Period or not sent	Period code if sent for one period (set) only. (S1 - S5) Messages by period include all related actions for the period. If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

Message with DocumentSubcode
* After every 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.

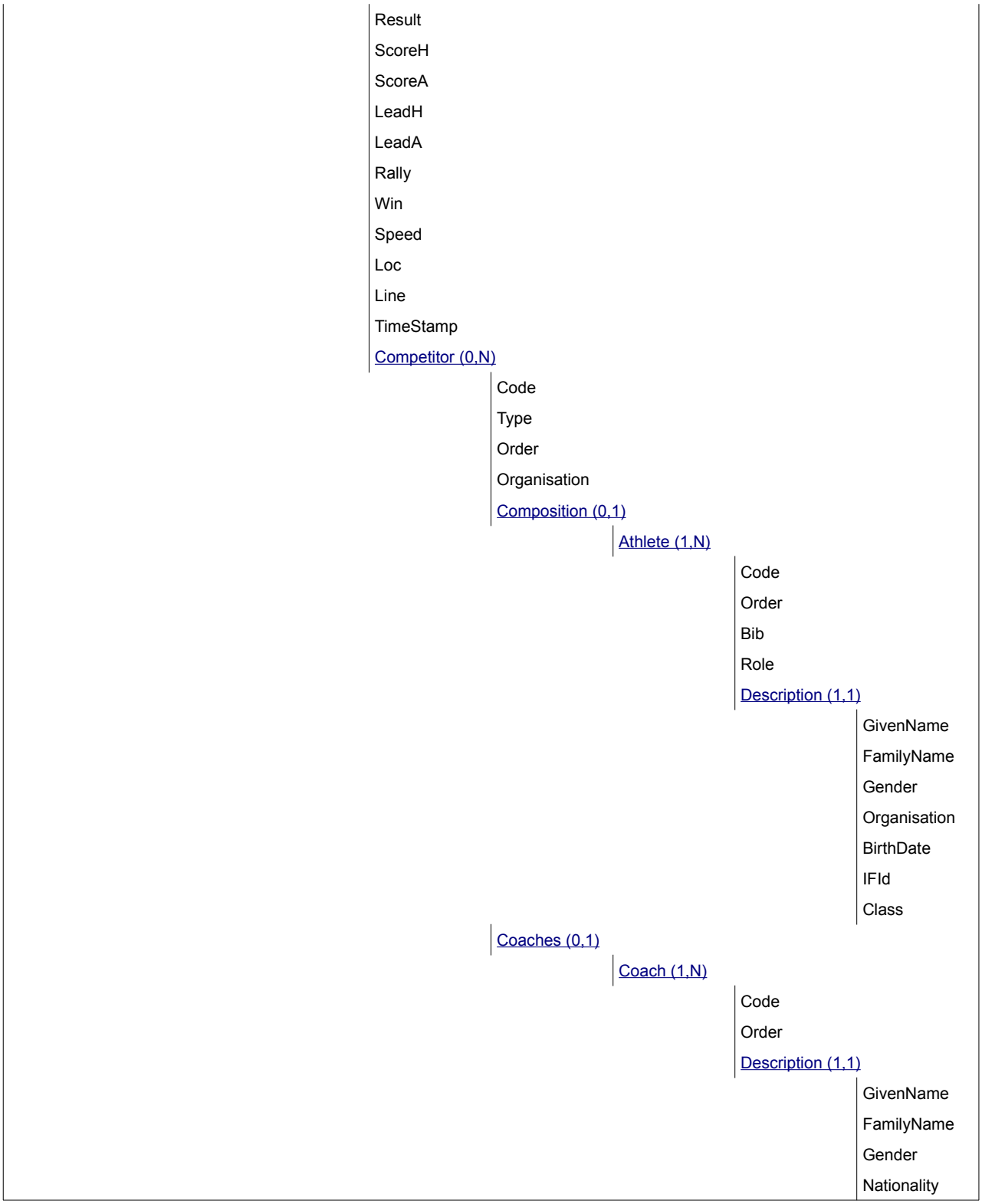
Message without DocumentSubcode
* Send empty when the start list is available (START_LIST), also used to clear all actions.
* After each period (INTERMEDIATE except the last which is UNOFFICIAL)
* If any correction for previous period is needed if the period is no longer running.
* The message is sent 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				
			When				


Result
ScoreH
ScoreA
LeadH
LeadA
Rally
Win
Speed
Loc
Line
TimeStamp
Competitor (0,N)
Code
Type
Order
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Role
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
Coaches (0,1)
Coach (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Nationality

2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit
UnitNum	O	S(6)	Match number

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in Text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Period	M	SC @Period	Period within the match
Order	M	Numeric	Unique sequential ascending number for all the incidents and actions, considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.

Action	M	SC @Action	Action for the player/team
ActionAdd	O	SC @Challenge	Type of challenge
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP
When	O	h:mm:ss	Time in minutes and seconds in which the action occurred. Example (2:05) Do not send leading zeros in minutes over 1 minute
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric #0	Total Home Score of the set after the action Send if there is a score change for either team
ScoreA	O	Numeric #0	Total Away Score of the set after the action Send if there is a score change for either team
LeadH	O	Numeric +/-#0 or #0	Points lead for the Home Team in the set. Send if there is a score change for either team
LeadA	O	Numeric +/-#0 or #0	Points lead for the Away Team in the set. Send if there is a score change for either team
Rally	O	Numeric ##0	Rally number in which the action occurs
Win	O	S(1)	Winning indicator of a rally Send H if the Home Team wins the current Rally. Send A if the Away Team wins the current Rally.
Speed	O	Numeric ##0	Serve Speed (km/h), only in the case of a successful serve in the rally
Loc	O	S(3)	Send KEY if this is a key action, usually related to a score.
Line	O	Numeric #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)	Shirt number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

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

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

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

Sample (General)

```
<Action Id="123456" Period="S1" Order="7" Action="SRV" When="01:06" Result="FLT" ScoreH="1" ScoreA="2" LeadH="-1" LeadA="1" Rally="3" Win="H">
  <Competitor Code="VVOMTEAM6---ITA02" Type="T" Organisation="ITA" Order="1">
    <Composition>
      <Athlete Code="1085037" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ITA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="123457" Period="S1" Order="8" Action="OPP_ERR" When="01:06" Rally="3">
  <Competitor Code="VVOMTEAM6---BUL02" Type="T" Organisation="BUL" Order="2" />
</Action>
<Action Id="113456" Period="S1" Order="9" Action="SRV" When="01:29" Result="SRV_HIT" Rally="4">
  <Competitor Code="VVOMTEAM6---BUL02" Type="T" Organisation="BUL" Order="1">
    <Composition>
      <Athlete Code="1081105" Order="1" >
        <Description GivenName="James" FamilyName="Jones" Gender="M" Organisation="BUL" BirthDate="1994-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="333456" Period="S1" Order="10" Action="SPK" When="01:33" Result="SPK" Comment="FIVB comment for the rally" ScoreH="1" ScoreA="3" LeadH="-2" LeadA="2" Rally="4" Win="A">
  <Competitor Code="VVOMTEAM6---ITA02" Type="T" Organisation="ITA" Order="1">
    <Composition>
      <Athlete Code="1085715" Order="1" >
        <Description GivenName="Tom" FamilyName="Jackson" Gender="M" Organisation="ITA" BirthDate="1993-05-15" />
      </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 RSC for the pool/group (phase level) including overall (for example VVOMTEAM6----------GPA--------- for Men's Preliminary Round - Group A). For the combined ranking use (for example) VVOMTEAM6----------GP----------
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

The 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
Value
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 ##0	Total number of units to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units which are official in the pool included in this message.

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

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	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) Only send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualified indicator.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of matches won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of matches lost by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of matches played by the team in the group. Do not send if the team has not played.
For	O	Numeric #0	Total number of sets won Do not send if the team has not played.
Against	O	Numeric #0	Total number of sets lost Do not send if the team has not played.
Ratio	O	Numeric	Sets Ratio

		0.000	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 aganst	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available			
	Attribute	**Value**	**Description**	
	Code	RATIO		
	Pos	N/A	Do not send anything	
	Value	String	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	Do not send anything	
	Value	Numeric ##0	Points for	
ER		SUB_RANK	N/A	Element Expected: Always for the combined group
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PoolRank	Rank in the group

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

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

Competitors extended information.

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

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

Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	T for team
Pos	M	Numeric #0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

Competitors extended information.

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

Sample (General)

```
<Result Rank="1" ResultType="POINTS" Result="5" SortOrder="1" Played="2" Won="1" Lost="1" For="3" Against="4" Ratio="0.123">
  <Competitor Code=" VVOMTEAM6-----NOR01" Organisation="NOR" Type="T">
    <Description TeamName="Norway"/>
    <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>
    <Opponent Code="VVOMTEAM6-----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="Brasil"/>
    </Opponent>
    <Opponent Code="VVOMTEAM6-----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="Canada"/>
    </Opponent>
    <Opponent Code="VVOMTEAM6-----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="Great Britain"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.7.6 Message Sort

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

2.3.8 Brackets

2.3.8.1 Description

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

2.3.8.2 Header Values

The following table describes the message header attributes.

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

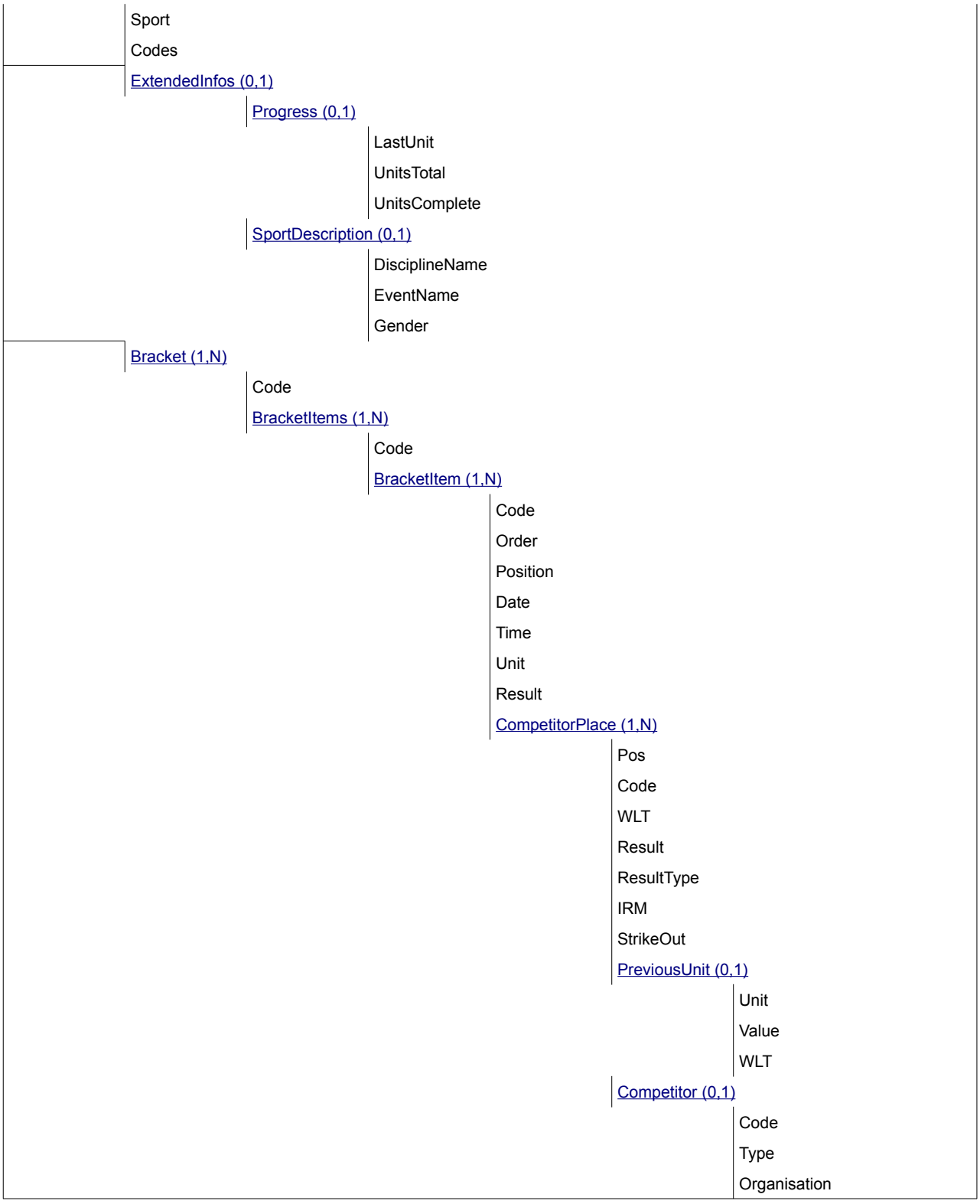
2.3.8.3 Trigger and Frequency

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

2.3.8.4 Message Structure

The following table defines the structure of the message.

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


Sport
Codes
ExtendedInfos (0,1)
Progress (0,1)
LastUnit
UnitsTotal
UnitsComplete
SportDescription (0,1)
DisciplineName
EventName
Gender
Bracket (1,N)
Code
BracketItems (1,N)
Code
BracketItem (1,N)
Code
Order
Position
Date
Time
Unit
Result
CompetitorPlace (1,N)
Pos
Code
WLT
Result
ResultType
IRM
StrikeOut
PreviousUnit (0,1)
Unit
Value
WLT
Competitor (0,1)
Code
Type
Organisation

	Description (0,1)	
		TeamName

2.3.8.5 Message Values

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

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

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

Element: Competition /Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item (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	Game number for each bracket item (e.g.: 17, 18, 19, 20...)

		#0	
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
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 ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 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.
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="VVOWTEAM6----------
SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="VVOWTEAM6-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="VVOWTEAM6-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.8.6 Message Sort

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

2.3.9 Statistics

2.3.9.1 Description

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

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. TEAM_RANKING: Ranking of team tournament statistics. IND_RANKING: Ranking of individual tournament statistics TOU: tournament statistics
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

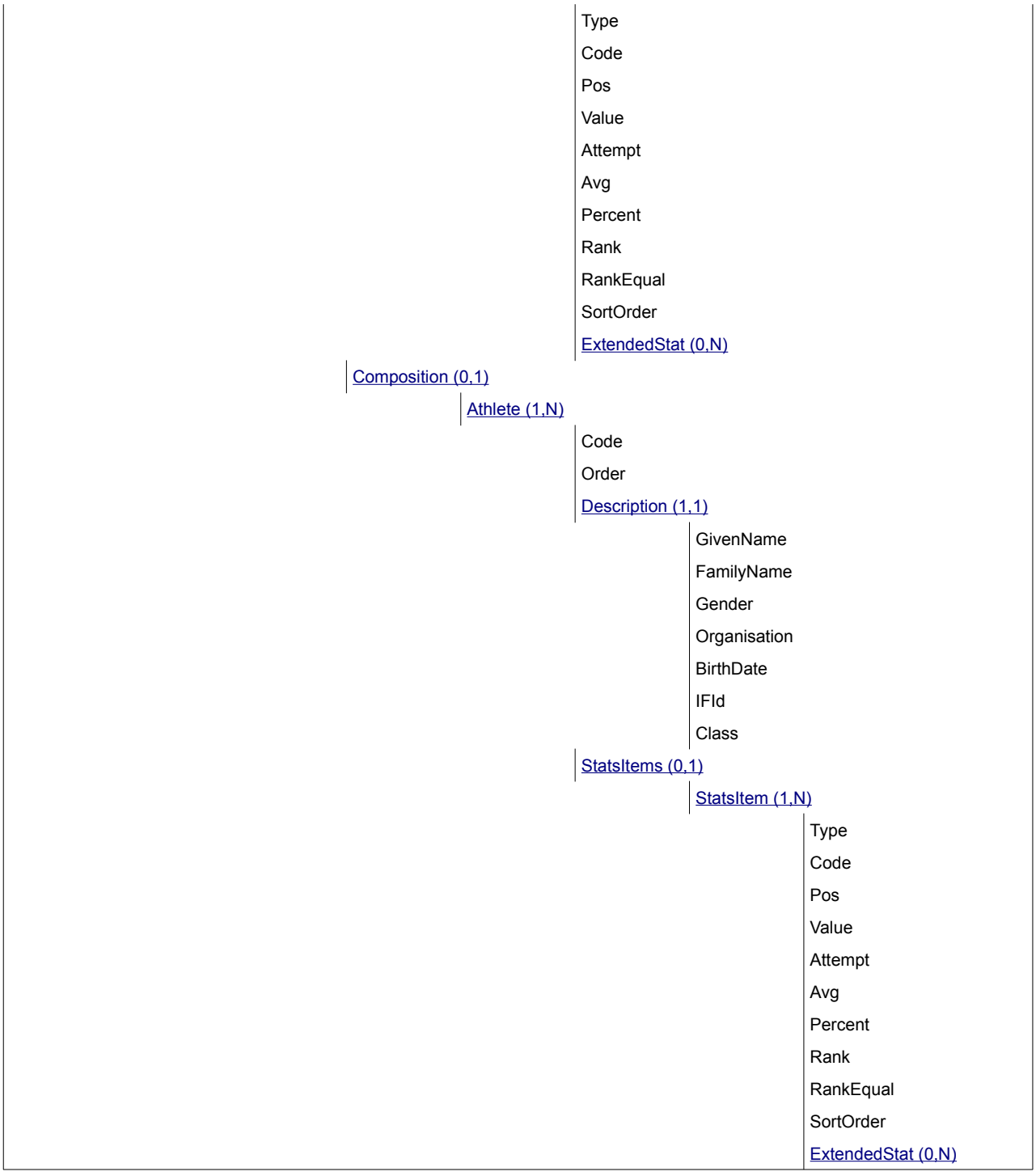
* After each match.
Note: First send the CUM messages and after send the TOU, TEAM_RANKING and IND_RANKING

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	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		Progress (0,1)						
			LastUnit					
			UnitsTotal					
			UnitsComplete					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
	Stats (1,1)							
		Code						
		StatsItems (0,1)						
			StatsItem (1,N)					
				Type				
				Code				
				Pos				
				Value				
				Attempt				
				Avg				
				Percent				
				ExtendedStat (0,N)				
		Competitor (0,N)						
			Code					
			Type					
			Order					
			Organisation					
			Description (0,1)					
				TeamName				
			StatsItems (0,1)					
				StatsItem (1,N)				



2.3.9.5 Message Values

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

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

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

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

Element: Competition /Stats /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ATTENDANCE		RSC	S(34)	Pos Description: Full RSC for each of - Event Level - Event Prelims Level - Event Finals level Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Total attendance indicated by RSC (@Pos).

			#######0	
	Avg	O	Numeric ####0	Average attendance indicated by RSC (@Pos).
DURATION		RSC	S(34)	Pos Description: Full RSC for each of - Event Level - Event Prelims Level - Event Finals level Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	Attribute	**M/O**	**Value**	**Description**
	Avg	M	h:mm	Average Match Duration indicated by RSC (@Pos).
ST		SPK BLC SRV DIG SET RCP	N/A	Element Expected: Depends on the Sub-Extension
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #### or "-"	Number of successful attempts (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there are no attempts.
	Attempt	O	Numeric #### or "-"	Number of attempts, send "-" if there are no attempts.
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only
	Percent	O	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers and receptions only
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU			
	Attribute	**Value**	**Description**	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of faults of the skill and send “-“ if there are no attempts for that skill.	
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype =TOU			
	Attribute	**Value**	**Description**	
	Code	OTH		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are	

			no attempts	
ST		SCR	N/A	Element Expected: If the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total points
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	PP		
	Pos	N/A		
	Value	Numeric ###	Player Total points	

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

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	T for team
Order	M	Numeric ##0	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)

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

Type		Code	Pos	Description
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of matches played
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	LOST		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the number of matches lost	

	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the number of matches won	
ST		OPP_ERR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ### or "-"	Number of Opponents Errors (Only for Teams) and send "-" if there are no opponent errors
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype= CUM			
	Attribute	**Value**	**Description**	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of team faults for the team	
ST		SPK BLC SRV DIG SET RCP	N/A	Element Expected: When the information is available. The statistics Value of athletes (with code SPK,BLC and SRV) will be for the Best Scores players. CUM & TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #### or "-"	Number of Successful attempts (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, and EXCELLENTS for receptions) and send - if there is no attempts
	Attempt	O	Numeric #### or "-"	Number of Attempts and send "-" if there are no attempts
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only
	Percent	O	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers, receptions only
	Rank	O	String	Rank
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	M	Numeric	Sort Order for @Rank
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM& TEAM_RANKING			
	Attribute	**Value**	**Description**	
	Code	FLT		

	Pos	N/A	N/A	
	Value	Numeric ### or -	Number of faults of the skill and send "-" if there are no attempts for that skill	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM& TEAM_RANKING			
	Attribute	**Value**	**Description**	
	Code	OTH		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no attempts	
ST		SCR	N/A	Element Expected: If the information is available for CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors)

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team.

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) **Team member's stats item.**				
Type		**Code**	**Pos**	**Description**
ST		IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Send in case of the athlete has IRM

ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of matches played
ST		SPK BLC SRV DIG SET RCP	N/A	Element Expected: When the information is available. The value statistics of athletes (with type SPK,BLC and SRV) will be for the Best Scores players DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #### or "-"	Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send - if there are no attempts
	Attempt	O	Numeric #### or "-"	Number of Attempts and send "-" if there are no attempts
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only
	Percent	O	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers, receptions only
	Rank	O	String	Rank, only if the player meets limit of Team's total spike attempts The rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	M	Numeric	Sort Order for @Rank
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of faults of the skill and send "-" if there are no attempts for that skill	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	OTH		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no attempts	

ST		SCR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total (Spike+Block+Server)
	Percent	O	Numeric #0.00	Percentage of the total for the team Do not sent in IND_RANKING message
	Rank	O	String	Rank of best scores For players the rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)

Sample (General)

```
<Stats Code="CUM">
  <Competitor Code="VVOWTEAM6---USA01" Type="T" Organisation="USA" Order="1">
    <Description TeamName="United States"/>
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="8" >
        <ExtendedStat Code="LOST" Value="2" />
        <ExtendedStat Code="WON" Value="6" />
      </StatsItem>
      <StatsItem Type="ST" Code="OPP_ERR" Value="1" >
        <ExtendedStat Code="FLT" Value="-" />
      </StatsItem>
      <StatsItem Type="ST" Code="SPK" Attempt="133" Value="73" Percent="55.00" >
        <ExtendedStat Code="FLT" Value="-" />
        <ExtendedStat Code="OTH" Value="11" />
      </StatsItem>
      <StatsItem Type="ST" Code="BLC" Attempt="113" Value="7" Avg="35.00" >
        <ExtendedStat Code="FLT" Value="5" />
        <ExtendedStat Code="OTH" Value="16" />
      </StatsItem>
      <StatsItem Type="ST" Code="SRV" Attempt="86" Value="0" Avg="0.00" >
        <ExtendedStat Code="SCS" Value="-" />
        <ExtendedStat Code="ATT" Value="86" />
...
      </StatsItem>
      <StatsItem Type="ST" Code="RCP" Attempt="116" Value="3" Percent="58.00" >
        <ExtendedStat Code="FLT" Value="2" />
        <ExtendedStat Code="OTH" Value="9" />
```

2.3.9.6 Message Sort

Sort according to the @Order attributes.

2.3.10 Event Final Ranking

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

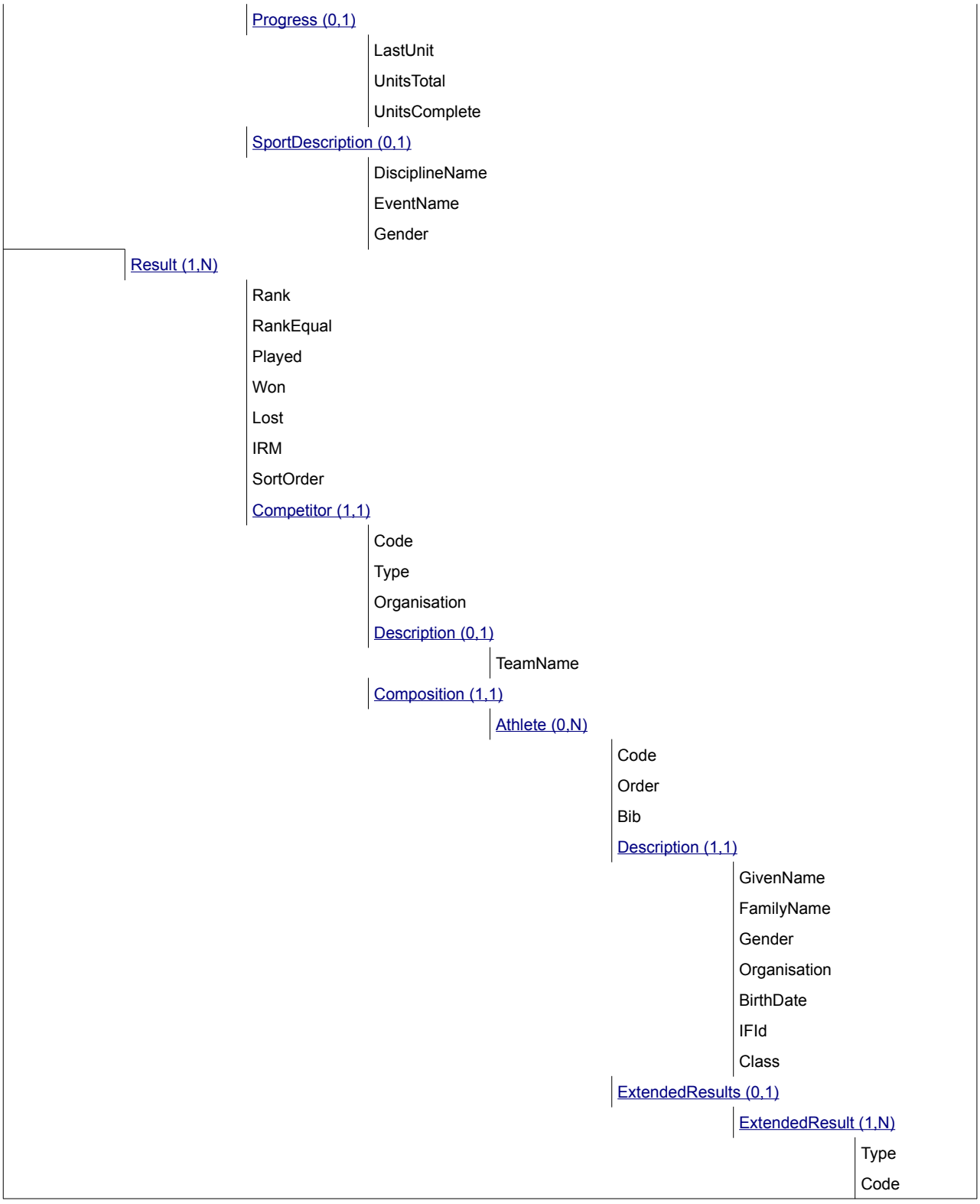
2.3.10.3 Trigger and Frequency

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	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						


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

	Pos Value

2.3.10.5 Message Values

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

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

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

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

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

Element: Competition /Result /Competitor (1,1) **Competitor related to one final event result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Organisation of the competitor

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member's extended result.**			
Type	**Code**	**Pos**	**Description**
ER	BEST	Numeric #0	Pos Description: Order of the Dream Team roles. Element Expected: At the end of the competition or when the information is available

	Attribute	M/O	Value	Description
	Value	M	SC @Best	Roles/positions in the Dream Team

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="VBVMTEAM6-----RUS01" Type="T" Organisation="RUS">
    <Description TeamName="Russia"/>
    <Composition>
      <Athlete Code="1013434" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS" BirthDate="1994-12-15" />
      </Athlete>
      <Athlete Code="1013482" Order="2">
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="RUS" BirthDate="1993-12-15" />
      </Athlete>
      <Athlete Code="1013448" Order="3">
        <Description GivenName="James" FamilyName="Green" Gender="M" Organisation="RUS" BirthDate="1992-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="BEST" Value="SCR" />
          <ExtendedResult Type="ER" Code="BEST" Value="SPK" />
        </ExtendedResults>
```

2.3.10.6 Message Sort

Sort by Result @SortOrder

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
Periodically as soon as ODF operations start	DT_PARTIC_TEAMS		x				
Periodically as soon as ODF operations start	DT_SCHEDULE		x				
	DT_PDF C08A - Competition Schedule		x				
	DT_PDF C35 - Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After initial download and as soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
After the Technical Meeting	DT_PARTIC_TEAMS_UPDATE		x				
	DT_PDF C33 - Team Roster			x			
	DT_PDF C08B - Uniform Colours			x			
Before of the start of the competition	DT_POOL_STANDING	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
As soon as the teams are known or if there is any change in the line-up	DT_RESULT	START_LIST					x
Send empty when the start list is available	DT_PLAY_BY_PLAY	START_LIST					x
	DT_PDF C58 - Daily Competition Schedule		x				
	DT_PDF C51 - Start List	START_LIST					x
	DT_PDF C76A - Competition Summary - Preliminary Round	START_LIST		x			
	DT_PDF C76B - Competition Summary - Final Round	START_LIST		x			

3.3 During competition

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

When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
After every serve	DT_CURRENT						x
After the end of every rally	DT_CURRENT						x
	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
After evey set	DT_PLAY_BY_PLAY	INTERMEDIATE					x
When Competition has a planned break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
After each period	DT_RESULT	INTERMEDIATE					x
When Competition resumes	DT_SCHEDULE_UPDATE	RUNNING	x				o

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finish	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY						x
After every match in preliminary round which determines a position in the bracket AND after every match during final phases	DT_BRACKETS	INTERMEDIATE		x			
After every match in preliminary round	DT_POOL_STANDING	INTERMEDIATE			x		
After last match in preliminary round	DT_POOL_STANDING	UNOFFICIAL			x		
After last match in preliminary round. Results are validated	DT_POOL_STANDING	OFFICIAL			x		
At the end of each phase and bronze match	DT_RANKING	PARTIAL		x			
After each match	DT_STATS			x			
	DT_PDF C73 - Match Results	OFFICIAL					x
	DT_PDF C83 - Match Statistics	OFFICIAL					x
	DT_PDF C69 - Play by Play	OFFICIAL					x
	DT_PDF C84A - Cumulative Statistics by Skills - Team A	INTERMEDIATE		x			
	DT_PDF C84A - Cumulative Statistics by Skills - Team B	INTERMEDIATE		x			
	DT_PDF C84B - Team Ranking by Skill	INTERMEDIATE		x			
	DT_PDF C85A - Top Player Ranking by Skill	INTERMEDIATE		x			
	DT_PDF C85B - Player Ranking by Skill	INTERMEDIATE		x			
After every match of the day and daily in preliminary round	DT_PDF C76A - Competition Summary - Preliminary Round	INTERMEDIATE			x		

After every match of the day and daily in preliminary round. Results are validated	DT_PDF C76A - Competition Summary - Preliminary Round	OFFICIAL			x		
After the last match of Preliminary Round	DT_PDF C76D - Combined Ranking - Preliminary Round	UNOFFICIAL		x			
After the last match of Preliminary Round. Results are validated	DT_PDF C76D - Combined Ranking - Preliminary Round	OFFICIAL		x			
After end of preliminary round, after every final round match and daily in final round	DT_PDF C76B - Competition Summary - Final Round	INTERMEDIATE		x			
After end of preliminary round, after every final round match and daily in final round. Results are validated	DT_PDF C76B - Competition Summary - Final Round	OFFICIAL		x			
After end of preliminary round, after quarterfinals and after semifinals	DT_PDF C08B - Uniform Colours			x			
End of each day and phase except gold/bronze	DT_PDF C08C - Remaining Matches Schedule		x				
Only after Bronze medal match	DT_MEDALLISTS	PARTIAL		x			
After gold medal match	DT_BRACKETS	UNOFFICIAL		x			
After gold medal match validated	DT_BRACKETS	OFFICIAL		x			
After gold medal match validated	DT_MEDALLISTS	OFFICIAL		x			
After bronze and gold medal match	DT_MEDALS		x				
After bronze and gold medal match	DT_MEDALLIST_DISCIPLINE		x				
After gold medal match	DT_RANKING	OFFICIAL		x			
	DT_PDF C84A - Cumulative Statistics by Skills	OFFICIAL		x			
	DT_PDF C84B - Team Ranking by Skill	OFFICIAL		x			
	DT_PDF C85A - Top Player Ranking by Skill	OFFICIAL		x			
	DT_PDF C85B - Player Ranking by Skill	OFFICIAL		x			
	DT_PDF C76B - Competition Summary - Final Round	OFFICIAL					
	DT_PDF C76C - Final Standings	OFFICIAL		x			
	DT_PDF C92C - Medallists	OFFICIAL		x			
	DT_PDF C93 - Medallist by Event		x				
	DT_PDF C95 - Medal Standing		x				
	DT_PDF C97 - FIVB Medal Standing		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V2.0	4 Jan 2019	First Version
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated
V2.3	30 May 2019	Corrections to align with implementation & CRs
V2.4	14 Aug 2019	Updated
V2.5	11 Nov 2019	Updated
V2.6	14 Feb 2020	Updated
V2.7	27 Mar 2020	Updated
V2.8	22 May 2020	Updated to align with ORIS [CR19873]
V2.9	23 Apr 2021	Updated with CR022114
V3.0	7 Jan 2022	First version for Paris 2024
V3.01	18 Mar 2022	Minor updates to align with other team sports
V3.02	12 Aug 2022	Updated
V3.03	7 Oct 2022	Updated
V3.1	13 Jan 2023	Approved
V3.2	28 Mar 2024	CR027325

File Reference: SOG-2024-VVO-3.2 APP

Change Log		
Version	**Status**	**Changes on version**
V2.0	SFR	First Version DT_RESULT: Add Pos for EUE/UNIFORM CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. CR16928: Change some extensions to attributes in DT_RESULT and DT_STATS DT_RESULT: Add challenges remaining DT_PARTIC_TEAM: Add Libero uniform DT_RESULT: Add Libero uniform DT_IMAGE: Add message
V2.1	SFA	DT_RESULT: Change @Pos to SC @Period at Result /StatsItems /StatsItem /ExtendedStat ST/SCR DT_RESULT: AVERAGE BY SET only applicable for TOT DT_RESULT: Update @Pos in LIBERO, POSITION, SET_PLAYED, SUBSTITUTE to use SC @Period DT_RESULT/DT_PLAY_BY_PLAY: Remove COMMENT DT_RESULT: Clarified DISPLAY, only send if appropriate. Remove Extension DT_RESULT: Clarify disqualified in a match from in start list. DT_STATS: Remove MP.LOST and MP.WON for Athlete DT_STATS: Clarified when data items expected DT_RANKING: Add Progress Element
V2.2	APP	DT_BRACKETS: Add ResultStatus = START_LIST DT_STATS: Add Percent at ST/SCR Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update trigger for ER/SUBSTITUTE @Result /Competitor /Composition /Athlete

		/ExtendedResults /ExtendedResult DT_PLAY_BY_PLAY: Remove Actions/Comment CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY Other minor modifications without changing the intent
V2.3	APP	CR16640: Add ODF Version @Competition DT_PLAY_BY_PLAY: Add Actions /Action /Competitor /Coaches /Coach
V2.4	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N DT_STATS: Delete ST/ATTENDANCE @ Stats /StatsItems /StatsItem DT_STATS: Delete ST/DURATION @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/RSC @ Stats /StatsItems /StatsItem DT_STATS: Add DURATION/RSC @ Stats /StatsItems /StatsItem
V2.5	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.6	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight CR18559: DT_CURRENT: Add Result element. Remove ExtendedInfos/VenueDescription from DT_STATS and DT_RANKING DT_RESULT: Correct values at ST/SCR/Attempt and Value @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Correct description at ST/SCR/SPKetc/Avg @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Correct value at ST/SCR/SPK etc @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Correct value at ST/SPEED @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_PLAY_BY_PLAY: correct value at Actions/Action LeadH, LeadA and Speed DT_RESULTS: Update UI/LAST_PERIOD @ ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Add TimeStamp @ Actions/Action DT_RESULT: Add note at Result /StatsItems /StatsItem and Result /Competitor /Composition /Athlete /StatsItems /StatsItem in the case of a DSQ match (184727)
V2.7	APP	DT_STATS: DocumentSubcode clarified
V2.8	APP	DT_RESULT: Add a note at Result /StatsItems /StatsItem and Result /Competitor /Composition /Athlete /StatsItems /StatsItem that the element is also not provided when ResultStatus is START_LIST [CR19873] DT_RESULT: Clarify the use of 0 and "-" in statistics [CR19873] DT_STATS: Clarify the use of 0 and "-" in statistics [CR19873]
V2.9	APP	- DT_RESULT: Update Rank description in ST/SCR at Result /Competitor /Composition /Athlete /StatsItems /StatsItem
V3.0	SFA	DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_PARTIC_TEAMS: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAMS: Change ENTRY/SEED to ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry DT_RESULT: Add @Pos for EUE/UNIFORM_LIB at Result /Competitor /EventUnitEntry DT_RESULT/DT_CURRENT/DT_PLAY_BY_PLAY: Update speed format throughout document (no decimal) DT_PLAY_BY_PLAY: Update Actions/Action/Id & Order Descriptions (editorial) DT_PLAY_BY_PLAY: Update triggering DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial) DT_PLAY_BY_PLAY: Add Action/Comment DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Update message sort DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_STATS: Update Percent for ST/SCR at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem to exclude in IND_RANKING
V3.01	SFA	DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit

		DT_IMAGE: Delete
V3.02	SFA	DT_RESULTS: Update Result /Competitor /Composition /Athlete /Order DT_RESULTS: Update Result /Competitor /Composition /Athlete /StartSortOrder DT_PLAY_BY_PLAY: Update message description. DT_PLAY_BY_PLAY: Update Triggering DT_PLAY_BY_PLAY: Add Actions/Action/Loc DT_BRACKETS: Update Message Sort
V3.03	SFA	DT_POOL_STANDING: Update DocumentCode DT_POOL_STANDING: Add ER/SUB_RANK at Result /ExtendedResults /ExtendedResult DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit /Value DT_STATS: Update CUM sample DT_STATS: Update ST/SPK etc at Stats /Competitor /StatsItems /StatsItem
V3.1	APP	Approved
V3.2	APP	DT_PARTIC_TEAMS: Add ENTRY/SEED at Team /Discipline /RegisteredEvent /EventEntry [CR027325] DT_RESULT: Update Expected for UI/DURATION_PLAYING at ExtendedInfos /ExtendedInfo [CR027325] DT_PLAY_BY_PLAY: Update Actions/Action/Action [CR027325] DT_PLAY_BY_PLAY: Remove Actions /Action /ExtendedAction [CR027325] DT_STATS: Add ST/SCR at Stats /StatsItems /StatsItem [CR027325] DT_STATS: Add ST/SCR at Stats /Competitor /StatsItems /StatsItem [CR027325]