



# Olympic Data Feed



## 3x3 Basketball ODF Data Dictionary

Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF 3x3 Basketball Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for this discipline.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF 3x3 Basketball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

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



## 2 Messages

### 2.1 3x3 Basketball Overview

#### MESSAGES IN EACH EVENT

All games have the same messages sent and all games are managed independently. Each game includes DT\_RESULT, DT\_PLAY\_BY\_PLAY and DT\_CURRENT messages. DT\_CURRENT only includes the clock and the current score.

#### SCHEDULE

The DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each game (schedule=Y) only which is aligned with the same RSC for DT\_RESULT.

Statistics codes used in the document. The following statistics codes are used throughout the document.

PTS - Points  
TO - Turnover  
FT - Free throw  
POSS\_1P - 1 pt shot possession  
POSS\_FT - Free throw possession  
POSS\_2P - 2pt shot possession  
POSS\_TO - Turnover possession  
POSS - Possession  
TFOUL - Team foul  
TF - Technical foul  
UF - Unsportsmanlike foul  
CLG - Challenges  
P1 - 1 pt  
P2 - 2 pts  
FT - Free throw  
TFOUL7 - Team fouls at 7  
TFOUL10 - Team fouls at 10  
REB - Rebound  
DR - Defensive rebound  
OR - Offensive rebound  
HGL - Highlight  
ASSIST Assist  
DRV - Drive  
BZR - Buzzerbeater  
DNK - Dunk  
BLC - Block  
TOUT - Time out  
TREB - Team rebounds  
TTO - Team turnovers  
S\_EFF – Efficiency  
PLUS\_MINUS - Plus/minus  
2PT\_FG - 2 point attempts as a proportion of field goal attempts





## 2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
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_NAME	Participant Names	
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	



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## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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



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

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

Advice for end users - how to sort event units and use DT\_SCHEDULE:

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

Where the discipline is defined as LOC:

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

Where the discipline is defined as SESSION OR DATE:

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

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

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

Competition schedule update:

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

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

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

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.

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

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



### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_SCHEDULE DT_SCHEDULE_UPDATE /	Competition schedule bulk / update
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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					



<a href="#">Session (0.N)</a>	SessionCode	
	StartDate	
	EndDate	
	Leadin	
	Venue	
	VenueName	
	ModificationIndicator	
	SessionStatus	
	SessionType	
	Medal	
	FOP	
	<a href="#">SessionName (1.N)</a>	
		Language
		Value
	<a href="#">Unit (0.N)</a>	Code
PhaseType		
UnitNum		
ScheduleStatus		
StartDate		
HideStartDate		
EndDate		
HideEndDate		
ActualStartDate		
ActualEndDate		
Order		
Medal		
Venue		
Location		
MediaAccess		
SessionCode		
ModificationIndicator		
<a href="#">StartText (0.N)</a>		
	Language	
	Value	
<a href="#">ItemName (1.N)</a>		
	Language	
	Value	



<a href="#">ItemDescription (0,N)</a>	Language	-
<a href="#">VenueDescription (0,1)</a>	VenueName	LocationName
<a href="#">StartList (0,1)</a>	<a href="#">Start (1,N)</a>	StartOrder SortOrder
	<a href="#">Competitor (1,1)</a>	Code Type Organisation
	<a href="#">Description (0,1)</a>	TeamName IFld

### 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	<a href="#">CC @VenueCode</a>	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	<a href="#">CC @ScheduleStatus</a>	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	<a href="#">CC @SessionType</a>	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	<a href="#">CC @Language</a>	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	<a href="#">CC @Unit</a>	Full RSC for the unit
PhaseType	M	<a href="#">CC @PhaseType</a>	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	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 incorrert (including CANCELLED and POSTPONED).  This is the scheduled Start date and time and will not be updated when an event unit starts, that is, <b>do not change to actual</b> (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



			<p>similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> <li>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.</li> <li>2. If some units start at the same time and a particular order of the units is expected.</li> </ol> <p>Can use match number so the units are displayed in the correct order when at the same time.</p>
Medal	O	<a href="#">SC @UnitMedalType</a>	<p>Indicator of medal awarded for this unit.</p>
Venue	O	<a href="#">CC @VenueCode</a>	<p>Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).</p>
Location	O	<a href="#">CC @Location</a>	<p>Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).</p>





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

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

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

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	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	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description.  For competition units show the short 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	<a href="#">CC @Language</a>	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

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

Mandatory when Unit/Venue is included

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



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

**Element: Competition /Unit /StartList /Start (1,N)**

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)

Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

**Element: Competition /Unit /StartList /Start /Competitor (1,1)**

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

**Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)**

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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



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

### 2.3.2.1 Description

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

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

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

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0.1)</a>	Gen				
	Sport				
	Codes				
	<a href="#">Participant (1.N)</a>	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			
<a href="#">Discipline (1,1)</a>			
	Code		
	IFId		
	<a href="#">RegisteredEvent (0,N)</a>		
		Event	
		Bib	
		Status	
		Substitute	
		<a href="#">EventEntry (0,N)</a>	
			Type
			Code
			Pos
			Value

### 2.3.2.5 Message Values

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

#### Sample (General)

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

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



			<p>could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @Discipline</a>	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	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10...





Status	O	<a href="#">SC @AthleteStatus</a>	Participant status. Send if applicable else do not send.
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	RANK_WLD	N/A	Element Expected: If the information is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric S(4)	World Ranking
ENTRY	RANK_PTS	N/A	Element Expected: If the information is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	World Ranking Points

### 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>	Gen Sport Codes				
	<a href="#">Team (1,N)</a>	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		<a href="#">Composition (0,1)</a>	<a href="#">Athlete (0,N)</a>	Code Order	
		<a href="#">TeamOfficials (0,1)</a>	<a href="#">Official (1,N)</a>	Code Function Order	
		<a href="#">Discipline (0,1)</a>	Code IFld <a href="#">RegisteredEvent (0,1)</a>	Event <a href="#">EventEntry (0,N)</a>	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	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name.
<b>ShortName</b>	<b>M</b>	<b>S(40)</b>	<b>Team Short Name</b>
TVTeamName	M	S(21)	Team's TV Name.
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
<b>TeamType</b>	<b>M</b>	<b>SC @TeamType</b>	<b>Send the team type.</b> <b>This is how the name is constructed to allow clients to build in other languages. Use ORG</b>
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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



Element: Competition /Team /TeamOfficials /Official (1,N)			
Send if there are specific officials for the team. Does not apply to historical teams.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team official. For all team officials where applicable.
Function	M	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @Discipline</a>	Full RSC of the Discipline
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific team's event entries.				
Type	Code	Pos	Description	
ENTRY	UNIFORM	Numeric 0	Pos Description: Send 1 for Light uniform and 2 for Dark uniform  Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Uniform Colour
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	The position in which the team is seeded for the competition.
ENTRY	DRAW	N/A	Element Expected: As soon as it is known (not expect in Paris as only one group).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Draw position for the team within the group



ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(1)	Team's Preliminary Group
ENTRY	RANK_WLD	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(4)	World Ranking
ENTRY	RANK_PTS	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #####0	World Ranking Points

### Sample (General)

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

### 2.3.3.6 Message Sort

The message is sorted by Team @Code.



## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	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	<a href="#">CC.@ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period ) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
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	<a href="#">SC.@Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

\* START LIST: As soon as the team/teams are known, before the unit begins.

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





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

- \* LIVE: At the beginning of each period.
- \* LIVE: After every change in any data (scores, rebounds etc.).

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

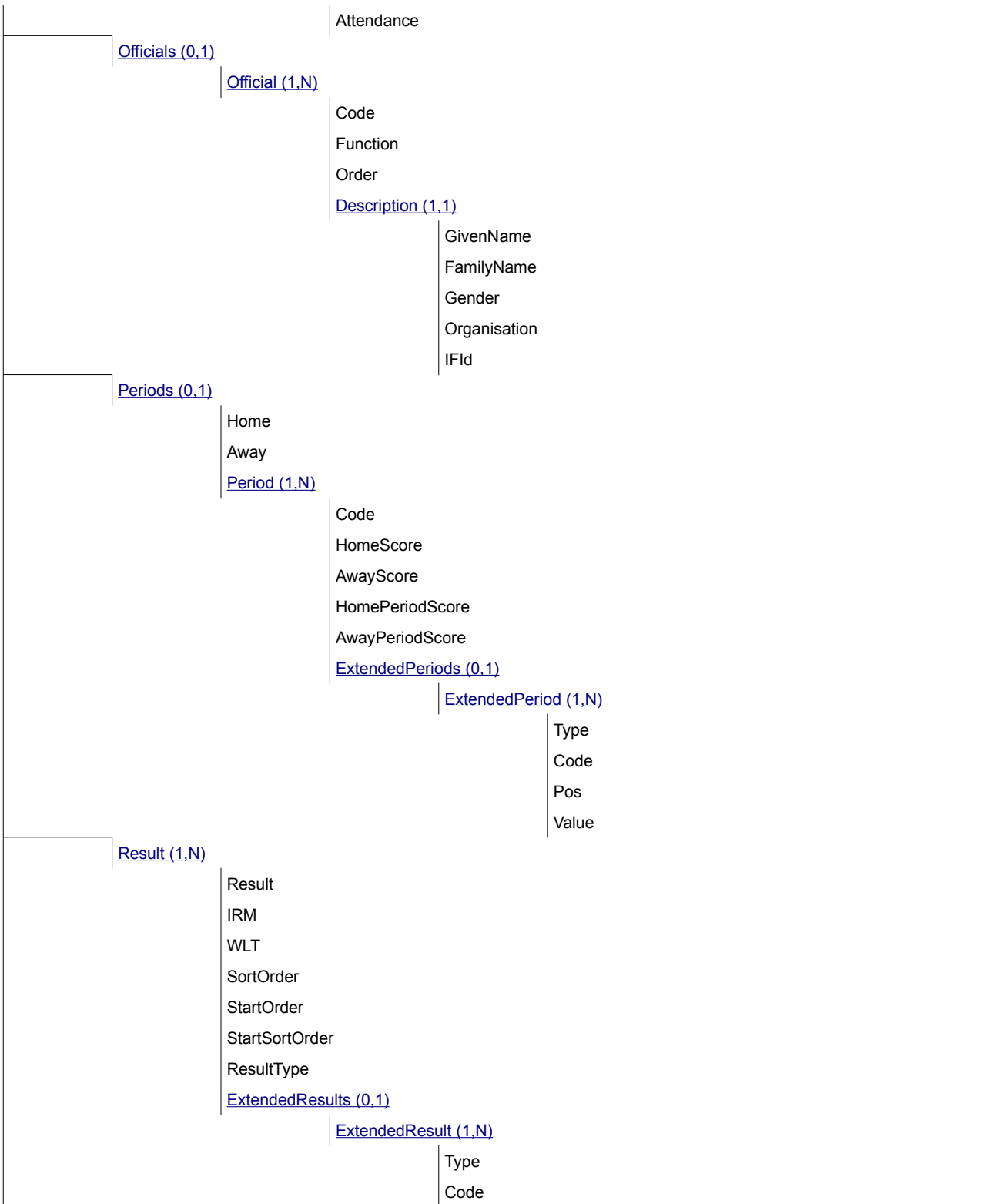
- \* INTERMEDIATE: After each period (if it is not the last period).
- \* UNOFFICIAL / OFFICIAL: After the unit.

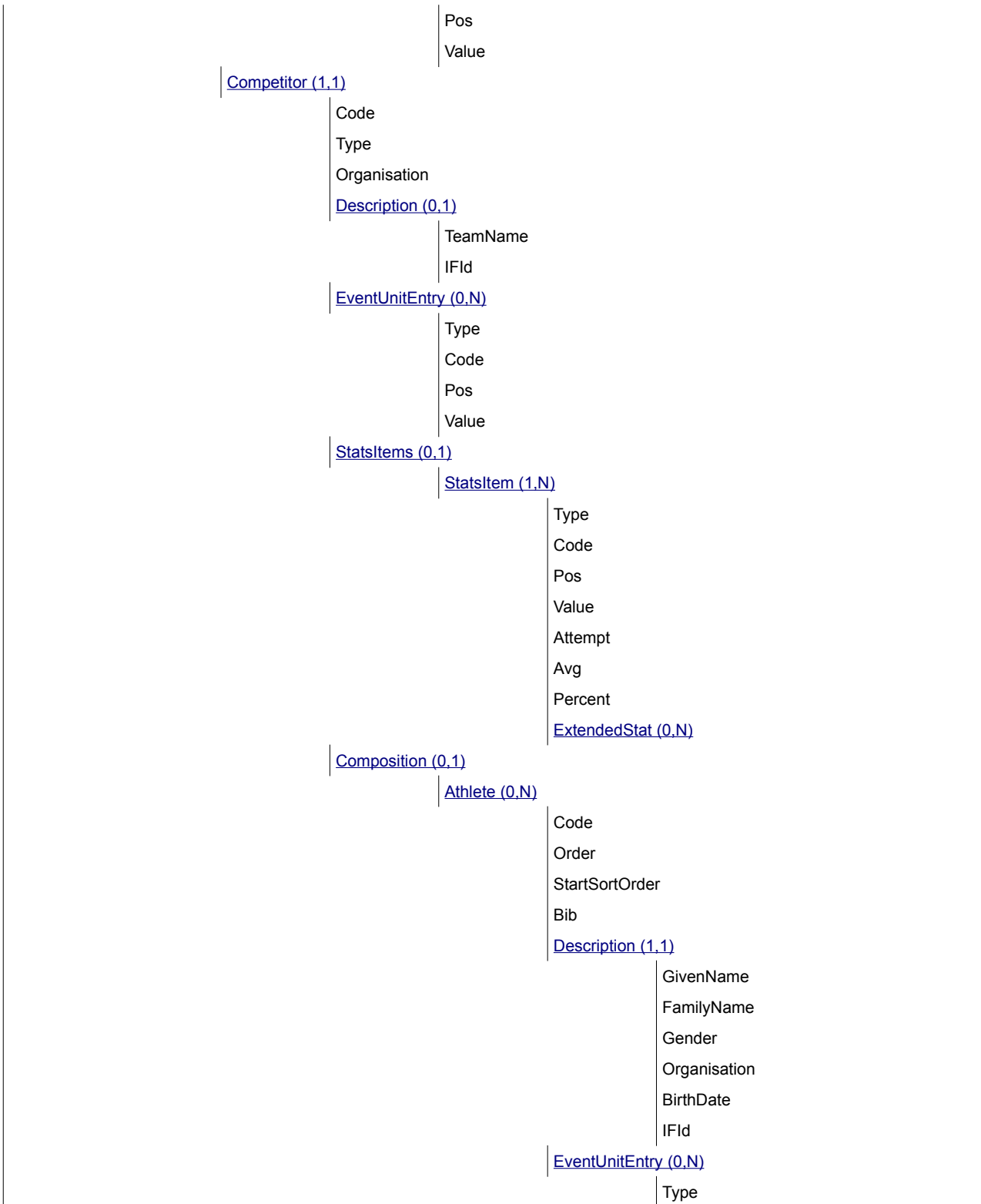
Trigger also after any change.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0,1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">UnitDateTime (0,1)</a>						
			StartDate					
			EndDate					
			Duration					
		<a href="#">ExtendedInfo (0,N)</a>						
			Type					
			Code					
			Pos					
			Value					
			<a href="#">Extension (0,N)</a>					
		<a href="#">SportDescription (0,1)</a>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		<a href="#">VenueDescription (0,1)</a>						
			Venue					
			VenueName					
			Location					
			LocationName					







	Code
	Pos
	Value
	<a href="#">StatsItems (0.1)</a>
	<a href="#">StatsItem (1.N)</a>
	Type
	Code
	Pos
	Value
	Attempt
	<a href="#">ExtendedStat (0.N)</a>

### 2.3.4.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Always after the start of the unit
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Period SC @GameState Send current period or the GameState Use SC @Period unless some GameState applies
UI	RES_CODE	N/A	Element Expected: If the game goes to OT
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(2) Send OT if the game goes to OT
UI	PLAYING_TIME	N/A	Element Expected: With each message update (but change in this value does not trigger a message).



	Attribute	M/O	Value	Description
	Value	M	mm:ss	Playing Time
DISPLAY		CURRENT	Numeric #0	Pos Description: Send a unique number for each competitor on the court.  Element Expected: When available when the unit is LIVE and only for those players on the court.
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
DISPLAY		P1 P2 FT REB TREB ASSIST TO TTO DRV BLC BZR DNK	Numeric 0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /Stat or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: P1, P2, FT, REB, TREB, ASSIST, TO, TTO, DRV, BLC, BZR, DNK Pos Description: Sequential number within message  Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the ID of the athlete/team who was updated
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable (for REB) and only when the unit is LIVE. Send multiple if applicable</b>				
	Attribute	Value	Description	
	Code	OR & DR		
	Pos	N/A	N/A	
	Value	S(1)	Send "Y"	
STATS		LEAD_CHANGES	N/A	Element Expected: If the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Lead changes in the match
STATS		TIED_NUM	N/A	Element Expected: If the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of times the scores are tied in the match
STATS		SPRINT	N/A	Element Expected: If the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Longest sprint in the unit in seconds



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

### Sample (General)

```
<ExtendedInfos>
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="1" Value="1102201" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="2" Value="1102199" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="3" Value="1102203" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="4" Value="1102213" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="5" Value="1102198" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="6" Value="1109414" />
...
<ExtendedInfo Type="DISPLAY" Code="P2" Pos="1" Value="2518090" />
<ExtendedInfo Type="DISPLAY" Code="P2" Pos="2" Value="BK3MTEAM3---GER01" />
</ExtendedInfos>
```

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

##### Sport Descriptions in Text.

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

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

##### Venue Names in Text.

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



Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function. Send according to the codes requirements in the event
Order	M	Numeric	Send by Order as on official score sheet

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Official's organisation
IFId	O	S(16)	International Federation ID

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

Element: Competition /Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Period</a>	Period's code
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period
HomePeriodScore	O	Numeric ##0	Score of the home competitor just for this period
AwayPeriodScore	O	Numeric ##0	Score of the away competitor for this period

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



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

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

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

Attribute	M/O	Value	Description
Result	O	String	Result of the competitor for the particular event unit. In case of "w-0" send Result="w" for the winner and "0" for the loser.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned. IRM of the competitor for the event unit
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit <b>Send "IRM_POINTS" in the case of w-0</b>

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

Type	Code	Pos	Description
ER	BONUS	N/A	Element Expected: Only if applicable at current time
Attribute	M/O	Value	Description
Value	M	Numeric 0	Send 1 or 2 to indicate if the team is in the first or second bonus situation.

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

Competitor related to the result of one event unit.

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





Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation
--------------	---	----------------------------------	---------------------------

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

**Competitors extended information.**

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team in team events
IFId	O	S(16)	International Federation ID

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

**For team event information**

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @Home</a> Send Home or Away designator
EUE	UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour.  Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(25) Uniform colour of the team

**Sample (General)**

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

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

Type	Code	Pos	Description
ST	PTS	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0 Total Points for the team
	Attempt	O	Numeric ##0 Total attempts
ST	FT_ES	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric Extra Shot Free Throws made



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



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



Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
Attribute		Value	Description	
Code		OR		
Pos		N/A	N/A	
Value		Numeric #0	Offensive rebounds	
ST		HGL ASSIST DRV BLC BZR DNK TO	N/A	Code Description: Use HGL for highlights Use ASSIST for key assists Use DRV for drive Use BLC for blocked shots Use BZR for buzzerbeaters Use DNK for dunks Use TO for turnovers Element Expected: Always, if the information is available
Attribute		M/O	Value	Description
Value		M	Numeric ##0	Value of the statistic
ST		TTO	N/A	Element Expected: Always, if the information is available
Attribute		M/O	Value	Description
Value		M	Numeric #0	Number of Team turnovers
ST		TREB	N/A	Element Expected: Always, if the information is available
Attribute		M/O	Value	Description
Value		M	Numeric #0	Total Team Rebounds
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
Attribute		Value	Description	
Code		DR		
Pos		N/A	N/A	
Value		Numeric #0	Team Defensive Rebounds	
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
Attribute		Value	Description	
Code		OR		
Pos		N/A	N/A	
Value		Numeric #0	Team Offensive Rebounds	
ST		PLUS_MINUS	N/A	Element Expected: Always, if the information is available
Attribute		M/O	Value	Description
Value		M	Numeric	Plus / Minus for the team



			#0 or -#0	
ST		MINS	N/A	Element Expected: Do not send if not applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss	Minutes Played by the team

Element: Competition /Result /Competitor /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.	
Order	M	Numeric #0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition the competitors should be sorted as on the Match Result in ORIS.	
StartSortOrder	M	Numeric #0	Order attribute used to sort team members in a team on the start list. Order defined as in ORIS.	
Bib	M	S(2)	Shirt number	

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	STATUS	N/A	Element Expected: Send just for those suspended players	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @AthleteStatus</a>	Athlete's status in the team. When the athlete has been Suspended
EUE	STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the competitor is a Starter
EUE	AGE	N/A	Element Expected: Always	



Attribute	M/O	Value	Description
Value	M	Numeric #0	Age of the player on the day of the game.

**Sample (General)**

```
<Athlete Code="1125142" Bib="8" Order="4">
<Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
<EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
<EventUnitEntry Type="EUE" Code="AGE" Value="22" />
```

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



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

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

- \* At the start and end of every period (to start/stop clock)
- \* Immediately after every change in the score.
- \* Every time the clock starts and stops
- \* During play i.e. after start and not during breaks in play, every 30 seconds after the last DT\_CURRENT message when there is no other activity triggering this message.

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0,1)</a>	Gen		
	Sport		
	Codes		
	<a href="#">Clock (0,1)</a>		





	Period	
	Time	
	Running	
<a href="#">Result (0,N)</a>	Result	
	SortOrder	
	StartSortOrder	
	ResultType	
	<a href="#">Competitor (1,N)</a>	
	Code	
	Type	
	Organisation	

### 2.3.5.5 Message Values

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

Element: Competition /Clock (0,1)			
Clock Information			
Attribute	M/O	Value	Description
Period	O	<a href="#">SC @Period</a>	Current Period if the information is available automatically from the timing device.
Time	M	mm:ss	Value of the clock
Running	M	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running, N to indicate the clock is stopped.

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	String	The result of the competitor in the event unit
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	M	<a href="#">SC @ResultType</a>	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

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



Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

### 2.3.5.6 Message Sort

Sort by Period @Code



## 2.3.6 Play by Play

### 2.3.6.1 Description

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

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. (P1 and OT) <b>Messages by period include all applicable actions for the period.</b> 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	<a href="#">CC @ResultStatus</a>	Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

#### Message with DocumentSubcode

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

#### Message without DocumentSubcode



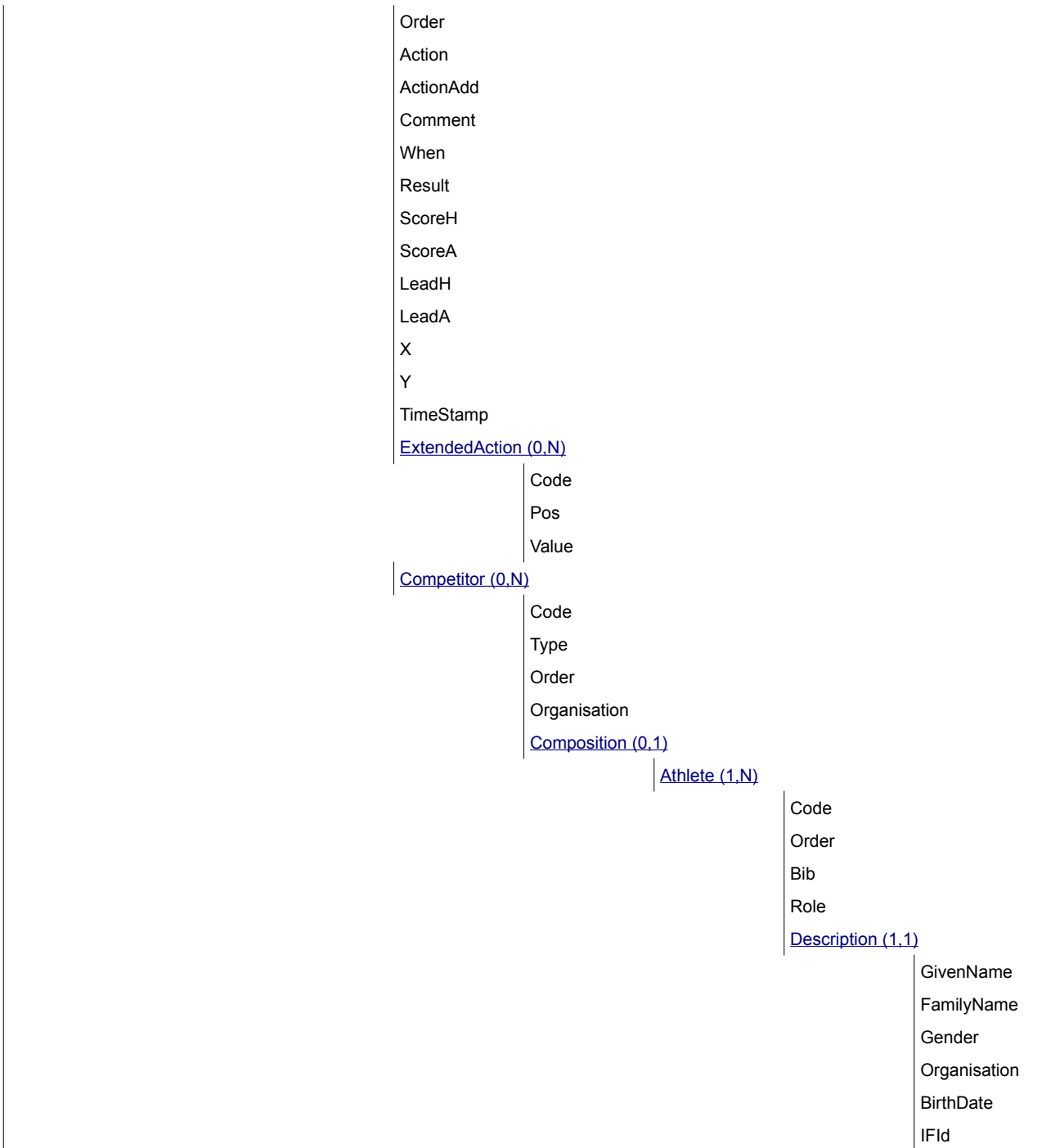
- \* Send empty when the start list is available (START\_LIST), also used to clear all actions.
  - \* After each period (INTERMEDIATE except the last which is UNOFFICIAL)
  - \* If any correction for previous period is needed if the period is no longer running.
- The message is sent with all periods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

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

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<u>Competition (0,1)</u>							
	Gen						
	Sport						
	Codes						
	<u>ExtendedInfos (0,1)</u>						
		<u>ExtendedInfo (0,N)</u>					
			Type				
			Code				
			Pos				
			Value				
		<u>SportDescription (0,1)</u>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
			UnitNum				
		<u>VenueDescription (0,1)</u>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<u>Actions (0,1)</u>						
	Home						
	Away						
		<u>Action (1,N)</u>					
			Id				
			PId				
			Period				



### 2.3.6.5 Message Values

**Element: Competition (0,1)**



Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	OT	Numeric 0	Pos Description: 1 Element Expected: Send if OT started
Attribute	M/O	Value	Description
Value	M	SC @Period	Send the applicable OT code

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit
UnitNum	O	S(15)	Match number

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

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

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.



PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	<a href="#">SC @Period</a>	Period of the action within the match
Order	M	Numeric	Unique sequential ascending number for all the incidents and actions, from 1 to n considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	O	<a href="#">SC @Action</a>	Actions in the game, one action code
ActionAdd	O	S(3)	Send BZR for Buzzerbeater
<b>Comment</b>	<b>O</b>	<b><a href="#">SC @ActionComment</a></b>	<b>Included when Action = STARTP or ENDP</b>
When	O	mm:ss	Time in which the action occurred. (no leading zero) Action's time in minutes and seconds Example (2:05)
Result	O	<a href="#">SC @ResAction</a>	Result of the Action for the player/team
ScoreH	O	Numeric ##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric ##0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	Numeric #0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	Numeric #0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
X	O	S(20)	X coordinate of the action location
Y	O	S(20)	Y coordinate of the action location
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

**Extended Action information.**

Type	Code	Pos	Description
	FREETHROW	N/A	Element Expected: When available in case of FT or FOUL
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">SC @FreeThrow</a>	For FOUL: Number of Free Throws attempted. For FT: Number of Free Throws try.
	SHOT_FLAG	N/A	Element Expected: When available in case of FT or P1/P2
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">SC @ShotFlag</a>	For FT and P1/P2: Shot Flag
	SHOT_TYPE	N/A	Element Expected: When available in case of FT or P1/P2
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC @FreeThrowOf Or SC @Res_Sub	For FT: Number of Shots For P1/P2: Shot Type



Element: Competition /Actions /Action /Competitor (0,N)			
Competitor participating in the Action. Used when the Action is related to a competitor.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor.
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">SC @ActionRole</a>	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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### Sample (General)

```
<Action Id="123456" Period="OT" Order="3" Action="P2" When="2:14" Result="MISS" ScoreH="0" ScoreA="2" >
  <Competitor Code="BK3WTEAM3-----RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
  <Composition>
    <Athlete Code="1106655" Order="1" >
      <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
    </Athlete>
  </Composition>
</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. Here the message is triggered at the start of OVR operations and then after each event unit (match).

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Phase</a>	Full Phase level RSC (Pool)
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (before and during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

The general rule is that this message is sent:

- \* Before the start of the competition to build in the initial tables. The message has status START\_LIST.
  - \* When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
  - \* When the phase finishes (there are no more event units/games to compete). The message has status **UNOFFICIAL/OFFICIAL**.
- Trigger also after any change.



### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0.1)</a>	Gen Sport Codes				
	<a href="#">ExtendedInfos (0.1)</a>	<a href="#">ExtendedInfo (0.N)</a>	Code Pos Value		
		<a href="#">Progress (0.1)</a>	LastUnit UnitsTotal UnitsComplete		
		<a href="#">SportDescription (0.1)</a>	DisciplineName EventName SubEventName Gender		
	<a href="#">Result (1.N)</a>	Rank RankEqual IRM QualificationMark SortOrder Won Lost Played For Against Ratio			
		<a href="#">ExtendedResults (0.1)</a>	<a href="#">ExtendedResult (1.N)</a>	Type Code Pos Value	



		<a href="#">Competitor (1,1)</a>	
		Code	
		Type	
		Organisation	
		<a href="#">Description (0,1)</a>	
			<a href="#">TeamName</a>
		<a href="#">Opponent (0,N)</a>	
		Code	
		Type	
		Pos	
		Organisation	
		Date	
		Time	
		Unit	
		HomeAway	
		Result	
		<a href="#">Description (0,1)</a>	
			<a href="#">TeamName</a>

### 2.3.7.5 Message Values

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

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

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



UnitsComplete	O	Numeric ##0	Total number of units (games) which are official in the pool included in this message.
---------------	---	----------------	--

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

Element: Competition /Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Qualified indicator
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group Do not send if the team has not played.
For	O	Numeric #0	Total number of points for. Do not send if the team has not played.
Against	O	Numeric #0	Total number of points against. Do not send if the team has not played.
Ratio	O	Numeric ##0	Send the winning percentage for the team

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

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Unit</a>	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, <b>example 21-12, w-0 or 22-20 OT</b> ). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

Competitors extended information.

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

**Sample (General)**



```
<Result Rank="3" SortOrder="3" Played="2" Won="1" Lost="1" For="33" Against="35" Ratio="50">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="PTS_AVG" Value="16.5"/>
  </ExtendedResults>
  <Competitor Code="BK3MTEAM3----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="BK3MTEAM3----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00"
    Unit="BK3MTEAM3-----GPA-000200--" HomeAway="H" Result="12-20">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="BK3MTEAM3----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00"
    Unit="BK3MTEAM3-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="BK3MTEAM3----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00"
    Unit="BK3MTEAM3-----GPA-000500--" HomeAway="A" Result="21-15">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	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)
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

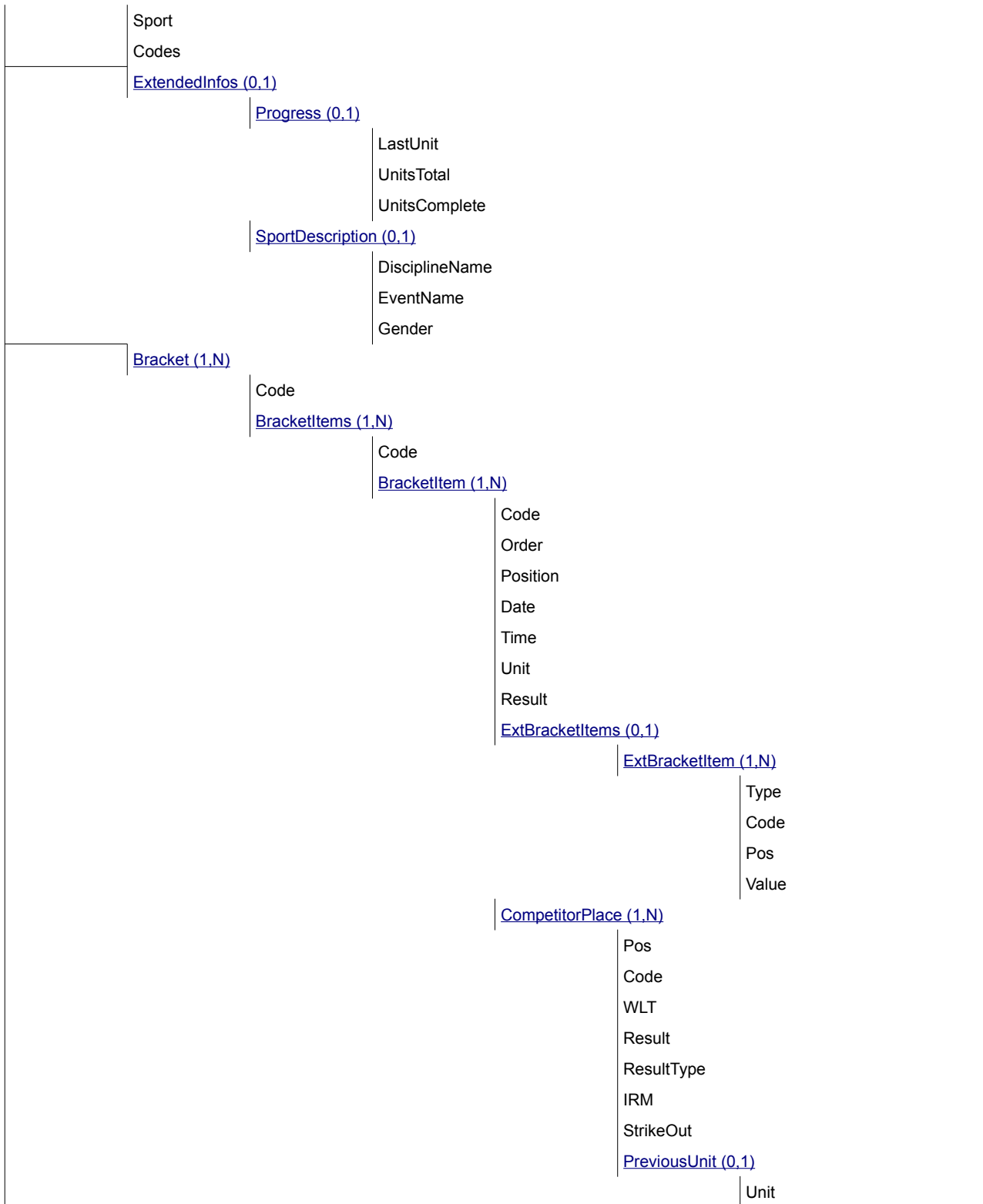
### 2.3.8.3 Trigger and Frequency

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

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0.1)</a>							
	Gen						







	Value
	WLT
<a href="#">Competitor (0,1)</a>	Code
	Type
	Organisation
	<a href="#">Description (0,1)</a>
	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	<a href="#">CC @Unit</a>	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	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

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



Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (for example 21-12 or w-0). If the match is cancelled, "Cancelled" should be sent.

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket.			
- If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	<a href="#">SC @CompetitorPlace</a>	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	<a href="#">SC @WLT</a>	W or L, indicates the winner or loser of the bracket item. Always send when known
Result	O	S(10)	The result (score) of the competitor in the event unit. In the case of a forfeit w and 0 are appropriate.
ResultType	O	SC @ResultType	Type of the @Result attribute
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, if applicable Do not end in the case of forfeit
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.



Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.			
Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	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	<a href="#">SC @Pool</a>	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	<a href="#">CC @Organisation</a>	Competitors' organisation if known.

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

### Sample (General)

```
<Bracket Code="FNL-">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="BK3WTEAM3-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="BK3WTEAM3-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="BK3WTEAM3-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL-">
```

### 2.3.8.6 Message Sort

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



International  
Olympic  
Committee

SOG-2024-BK3-3.01 SFA

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	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	Full RSC of the event
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. - IND_RANKING: Ranking of individual tournament statistics, for the athlete leaders. - TEAM_RANKING: Ranking of team tournament statistics.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	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)
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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.9.3 Trigger and Frequency

After each match



### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0.1)</a>						
		<a href="#">Progress (0.1)</a>					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		<a href="#">SportDescription (0.1)</a>					
			DisciplineName				
			EventName				
			Gender				
	<a href="#">Stats (1.1)</a>						
		Code					
		<a href="#">Competitor (0.N)</a>					
			Code				
			Type				
			Order				
			Organisation				
			<a href="#">Description (0.1)</a>				
				TeamName			
			<a href="#">StatsItems (0.1)</a>				
				<a href="#">StatsItem (1.N)</a>			
					Type		
					Code		
					Pos		
					Value		
					Attempt		
					Avg		
					Rank		
					RankEqual		
					SortOrder		
					<a href="#">ExtendedStat (0.N)</a>		
			<a href="#">Composition (0.1)</a>				
				<a href="#">Athlete (1.N)</a>			



Code	
Order	
<a href="#">Description (1,1)</a>	
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
<a href="#">StatsItems (0,1)</a>	
	<a href="#">StatsItem (1,N)</a>
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Percent
	Rank
	RankEqual
	SortOrder

### 2.3.9.5 Message Values

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

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



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

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed.

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

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

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





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



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



	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		DRV	N/A	Code Description: DRV for drives Element Expected: Always in CUM and TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total in this statistical category
	Avg	O	Numeric #0.0	Average (not for CUM)
	Rank	O	Numeric #0	Team ranking average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank equalled else not sent. (not for CUM)
	SortOrder	O	Numeric #0	Sort Order for @Rank. (not for CUM)
ST		REB REB_OR REB_DR	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING  Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total rebounds
	Avg	O	Numeric #0.0	Average rebounds
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank.
ST		TREB	N/A	Code Description: Team Reb Element Expected: If available, for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Team Total Rebounds
	Avg	O	Numeric ##0.0	Team Total Rebounds Average
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available, for the DocumentSubtype=CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DR		



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

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order: Within the team the players are sorted: For each player: Uniform number or disqualification identification.

Element: Competition /Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete



Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

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



			##0	
ST		S_EFF	N/A	Element Expected: Always in IND_RANKING & CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.00	Shooting efficiency
	Rank	O	Numeric #0	Ranking for this statistical category
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		P1 P2 FT	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw  Element Expected: Always in IND_RANKING & CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Successful attempts
	Attempt	O	Numeric ##0	Attempts
	Percent	M	Numeric ##0	Percentage in this statistical category
	Rank	O	Numeric #0	Team ranking for this statistical category by percent
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		REB REB_DR REB_OR	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total, defensive and offensive Rebound
	Avg	O	Numeric #0.0	Rebound per Game average for the athlete
	Rank	O	Numeric #0	Athlete's ranking based on the Rebounds per Game average
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		DRV	N/A	Code Description: Use DRV for drive Element Expected: CUM and IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Total in this statistical category



			##0	
	Avg	O	Numeric #0.0	Average (not for CUM)
	Rank	O	Numeric #0	Team ranking average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank equalled else not sent. (not for CUM)
	SortOrder	O	Numeric #0	Sort Order for @Rank. (not for CUM)
ST		MINS	N/A	Element Expected: Always in CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss	Average minutes per match (no leading zero)
ST		PLUS_MINUS	N/A	Element Expected: Always for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or -#0	Plus / minus for the player

### 2.3.9.6 Message Sort

Sort according to the @Order attributes.



## 2.3.10 Event Final Ranking

### 2.3.10.1 Description

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

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

### 2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	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	<a href="#">CC @ResultStatus</a>	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.10.3 Trigger and Frequency

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

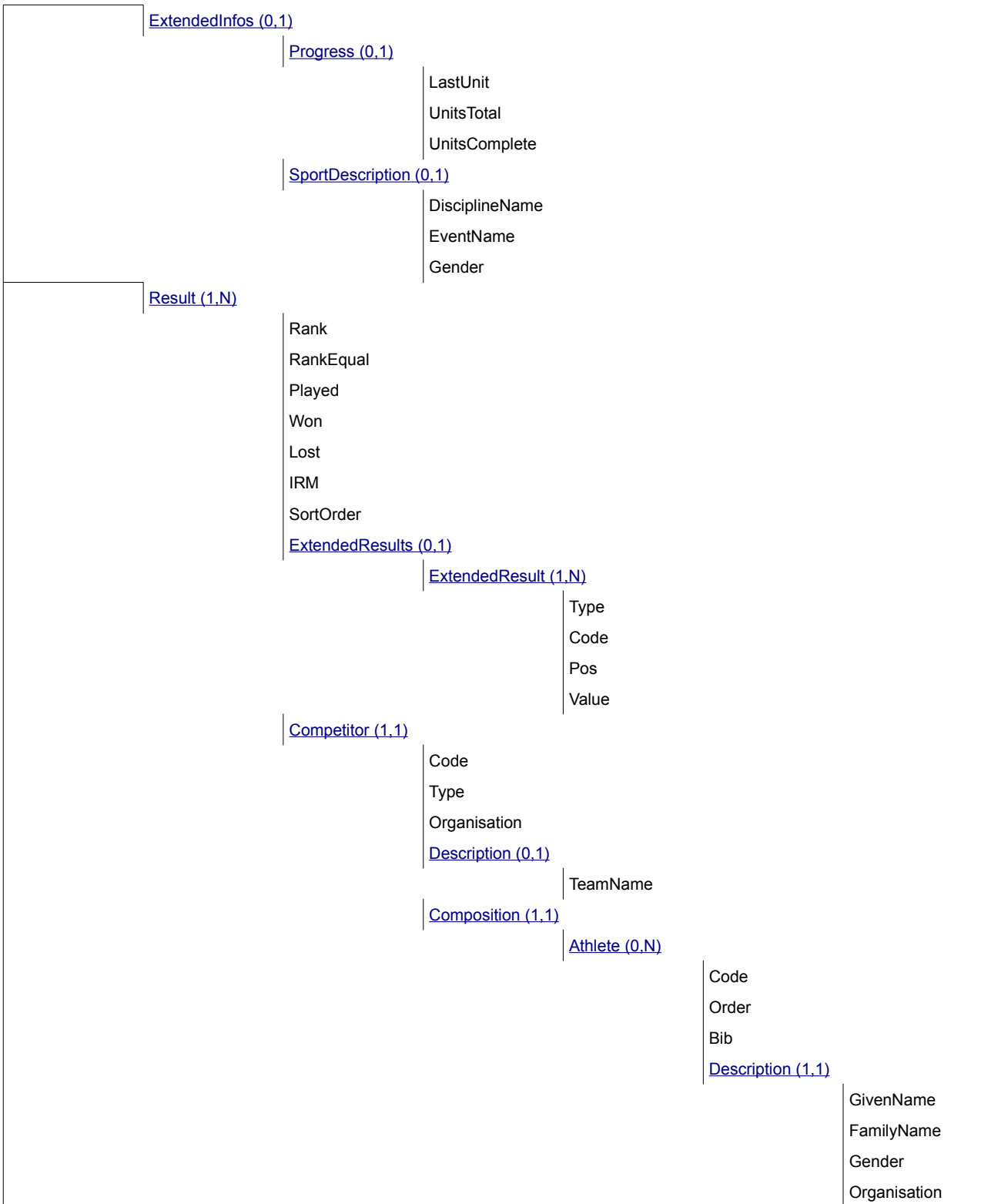
\* After each final position is known.

### 2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					







	BirthDate
	IFId

### 2.3.10.5 Message Values

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

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

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

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



			to sort out disqualified teams.
--	--	--	---------------------------------

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	WIN_PERCENT	N/A	Element Expected: Always unless disqualified
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
ER	PTS_AVG	N/A	Element Expected: Always unless disqualified
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0.0
ER	PTS_TOTAL	N/A	Element Expected: Always unless disqualified
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ###0

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	<a href="#">CC @Organisation</a>	Organisation of the competitor

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

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

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)



FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFld	O	S(16)	International Federation ID

### Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="WIN_PERCENT" Value="100" />
    <ExtendedResult Type="ER" Code="PTS_AVG" Value="21.1" />
    <ExtendedResult Type="ER" Code="PTS_TOTAL" Value="169" />
  </ExtendedResults>
  <Competitor Code="BK3MTEAM3-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

### 2.3.10.6 Message Sort

Sort by Result @SortOrder



International  
Olympic  
Committee

SOG-2024-BK3-3.01 SFA



### 3 Message Timeline

Legend:

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



## 4 Document Control

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

### File Reference: SOG-2024-BK3-3.01 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version separated from Basketball
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFA	DT_SCHEDULE: Add PreviousWLT and PreviousUnit @ Competition /Unit /StartList /Start Minor typographical corrections without changing the meaning.
V2.0	SFA	DT_RESULT: ExtendedInfos Add MADE/ATT for shots DT_RESULT: Result /Competitor /StatsItems /StatsItem: Add TOUT, TREB, REB DT_RESULT: Add Pos for EUE/UNIFORM DT_RESULT: Other updates as reviewed DT_PLAY_BY_PLAY: Update ExtendedActions Removed references to YOG Removed DT_CUMULATIVE_RESULTS Added DT_STATS message DT_POOL_STANDINGS: Remove Result /ExtendedResults /ExtendedResult @AVG and replace with Result/Ratio with the same value DT_POOL_STANDINGS: Add attributes For/Against/Diff in the Result element DT_POOL_STANDINGS: Add QualificationMark DT_RANKING: Added ExtendedResults DT_RESULT: Add ER/BONUS @ Result /ExtendedResults /ExtendedResult CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. DT_IMAGE: Message added
V2.1	SFA	DT_STATS: Add S_VAL stats for team and individuals
V2.2	APP	DT_RESULT: Update FT_ES information DT_RESULT: Update ExtendedInfos Display for stats DT_STATS: Update FT_ES information DT_STATS: Remove steals



		<p>DT_STATS: Remove total rebounds rank  DT_STATS: Remove duplicate of REB  DT_STATS: At Stats /Competitor /StatsItems /StatsItem add Attempt @PTS  DT_STATS: Replace ST/WINL with ST/WBL  DT_BRACKETS: Update for START_LIST  DT_STATS: Update triggering for P1/P2/FT  DT_STATS: Remove IND_RANKING from IRM @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem  CR17283: Add Progress element in DT_RANKING &amp; DT_BRACKETS.  CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY</p>
V2.3	APP	<p>CR16640: Add ODF Version @Competition  CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS  CR17809: Change Participant/OlympicSolidarity to disallow N</p>
V2.4	APP	<p>CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING  CR18395: Increase size of SessionCode in DT_SCHEDULE</p>
V2.5	APP	<p>CR18559: DT_CURRENT: Add Result element and remove Period element.  CR18565 DT_PARTIC: Update the description of Participant/Weight</p>
V2.6	APP	<p>DT_RESULTS: Add SC@PPP as value option for ST/POSS_TO/PPP @Result /Competitor /StatsItems /StatsItem [187962]  DT_RESULT: Add ST/P_VAL @Result /Competitor /Composition /Athlete /StatsItems /StatsItem [187951]  DT_STATS: DocumentSubcode clarified  DT_STATS: Update the value format of ST/S_VAL at Stats /Competitor /StatsItems /StatsItem and Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [187996]  DT_STATS: Add Add ST/P_VAL @Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [187951]  DT_RESULT: Delete ST/FB from Result /Competitor /StatsItems /StatsItem [187950]  DT_RESULT: Delete ST/FB from Result /Competitor /Composition /Athlete /StatsItems /StatsItem [187950]  DT_RESULT: Delete DISPLAY/FB @ExtendedInfos /ExtendedInfo  DT_STATS: Delete ST/FB from Stats /Competitor /StatsItems /StatsItem [187950]  DT_STATS: Delete ST/FB from Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [187950]  DT_RESULTS: Delete ST/DEF_MAX from Result /Competitor /StatsItems /StatsItem  Other minor typographical corrections</p>
V3.0	SFA	<p>DT_SCHEDULE: Update Unit/Medal description  DT_SCHEDULE: Clarifications at Unit [CR024248]  DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122]  DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT  DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit  DT_PARTIC: Remove Participant/Weight  DT_PARTIC_TEAM: Add Team/TeamType &amp; Team/ShortName [CR019497]  DT_PARTIC_TEAM: Add ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry  DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo  DT_RESULT: Add UI/RES_CODE at ExtendedInfos /ExtendedInfo  DT_RESULT: Update DISPLAY/P1.. at ExtendedInfos /ExtendedInfo  DT_RESULT: Update Result/IRM and Result/ResultType  DT_RESULT: Update ST/POSS.. at Result /Competitor /StatsItems /StatsItem  DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial)  DT_PLAY_BY_PLAY: Add Action/Comment  DT_PLAY_BY_PLAY: Update triggering  DT_IMAGE: Delete  DT_POOL_STANDING: Update triggering  DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial)  DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo  DT_POOL_STANDING: Update Result /Competitor /Opponent /Result  DT_BRACKETS: Update triggering  DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121]  DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)  DT_BRACKETS: Add EBI/RES_CODE at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem  DT_STATS: Update DocumentSubcode to use Team ID when applicable.  DT_STATS: Update ST/TTO at Stats /Competitor /StatsItems /StatsItem</p>





		<p>DT_STATS: Update ST/REB at Stats /Competitor /StatsItems /StatsItem to include Rank, RankEqual and SortOrder for TEAM_RANKING</p> <p>DT_STATS: Update ST/DRV at at Stats /Competitor /StatsItems /StatsItem to include Avg, Rank, RankEqual and SortOrder</p> <p>DT_STATS: Add Update ST/2PT_FG at Stats /Competitor /StatsItems /StatsItem</p> <p>DT_STATS: Remove ST/POSS../Percent at Stats /Competitor /StatsItems /StatsItem</p> <p>DT_STATS: Remove ST/S_VAL at Stats /Competitor /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/REB at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem include Rank, RankEqual and SortOrder for IND_RANKING</p> <p>DT_STATS: Update ST/DRV at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem to include Avg, Rank, RankEqual and SortOrder</p> <p>DT_STATS: Remove ST/S_VAL at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</p>
V3.01	SFA	<p>DT_RESULT: Add ST/SCORE_RUN_MAX at Result /Competitor /StatsItems /StatsItem</p> <p>DT_RESULT: Add STATS/LEAD_CHANGES at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Add STATS/TIED_NUM at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Add STATS/SPRINT at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Text improvement at Result /Competitor /Composition /Athlete (same meaning)</p>