



# Olympic Data Feed



## **Basketball** **ODF Data Dictionary**

Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF 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 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 Basketball Overview

#### MESSAGES IN EACH EVENT

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

#### SCHEDULE

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

#### PARALYMPICS

The Paralympics adds athlete class otherwise it follows the same principles

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

- PTS - Points
- TO - Turnover
- FG - Field goal
- P2 - 2pt shot
- P3 - 3pt shot
- FT - Free throw
- REB - Rebound
- DR - Defensive rebound
- OR - Offensive rebound
- ST - Steal
- BLC - Block
- PF - Personal foul
- FD - Fouls drawn
- TOUT - Time out
- TREB - Team rebounds
- TTO - Team turnovers
- EFF - Efficiency

### 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\
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		nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_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_IMAGE	Image	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time	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:
  1. By day (or filter by day)
  2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
  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	The number of fields of play planned to be used in this



		#0	<p>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.</p>
--	--	----	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Language of the Session Description
Value	O	S(40)	Name of the sports competition session

### Sample (General)

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

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	<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	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts, that is, <b>do not change to actual</b> (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p>



			When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	<p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started.</p> <p>Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished.</p> <p>Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is considered in two situations:</p> <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>	Indicator of medal awarded for this unit.
Venue	O	<a href="#">CC @VenueCode</a>	Venue where the unit takes place Mandatory unless UNSCHEDULED.
Location	O	<a href="#">CC @Location</a>	Location where the unit takes place. Mandatory unless UNSCHEDULED.
MediaAccess	O	S(6)	<p>Only applicable for non-competition.</p> <p>If unit is open to media send "OPE", if the unit is closed then send "CLO".</p>
SessionCode	O	S(10)	<p>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.</p>
ModificationIndicator	O	N, U	<p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p> <p>N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.</p> <p>If ModificationIndicator="U", then update the event unit.</p>



Element: Competition /Unit /StartText (0,N)			
This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.			
Attribute	M/O	Value	Description
Language	M	<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 or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will



			be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	<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	
		Class	
		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-BKB-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



			<p>the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<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 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...



Class	O	CC @DisciplineClass	Code to identify the class of the athlete. This attribute is mandatory for athletes in Wheelchair Basketball
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	POSITION	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	<a href="#">CC @Position</a>	Position Code in the Team
ENTRY	CLUB_NAME	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	S(25)	Club name
ENTRY	CLUB_ORG	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	<a href="#">CC @Country</a>	Club Country Code
ENTRY	CLUB_LEAGUE	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	S(10)	League of the Club
ENTRY	NATURALISED	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	S(1)	Send "Y" if the player is naturalised else do not send.
ENTRY	CAPTAIN	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	S(1)	Send "Y" in case the participant is a captain else do not send.

### Sample (General)



```
<Discipline Code="BKB-----" IFId="203258" >  
  <RegisteredEvent Event="BKBTEAM5-----" >  
    <EventEntry Type="ENTRY" Code="POSITION" Value="PG" />  
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Cibona" />  
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CRO" />  
    <EventEntry Type="ENTRY" Code="CLUB_LEAGUE" Value="A1" />  
  </RegisteredEvent>  
</Discipline>
```

### 2.3.2.6 Message Sort

The message is sorted by Participant @Code



## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<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	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	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)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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



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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
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>
	Value	M	S(25)
ENTRY	DRAW	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>
	Value	M	Numeric 0
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>
	Value	M	S(1)
ENTRY	RNK_WLD	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).



	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	FIBA Ranking
ENTRY		OG_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of Games at previous Olympic Games
ENTRY		OG_WIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Wins at previous Olympic Games
ENTRY		OG_LOST	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Losses at previous Olympic Games
ENTRY		HEIGHT_AVG	N/A	Element Expected: In_UPDATE message only
	Attribute	M/O	Value	Description
	Value	M	Numeric 0.00	Average height of the team in metres

### Sample (General)

```
<Team Code=" BKBMTTEAM5-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  ....
  </Composition>
  <TeamOfficials>
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="AST_COA" />
  </TeamOfficials>
  <Discipline Code="BKBM-----" >
    <RegisteredEvent Event="BKBMTTEAM5-----" >
      <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.



International  
Olympic  
Committee

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## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 Description

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

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Unit</a>	Full RSC of the unit (match)
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 match begins.

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



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

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

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

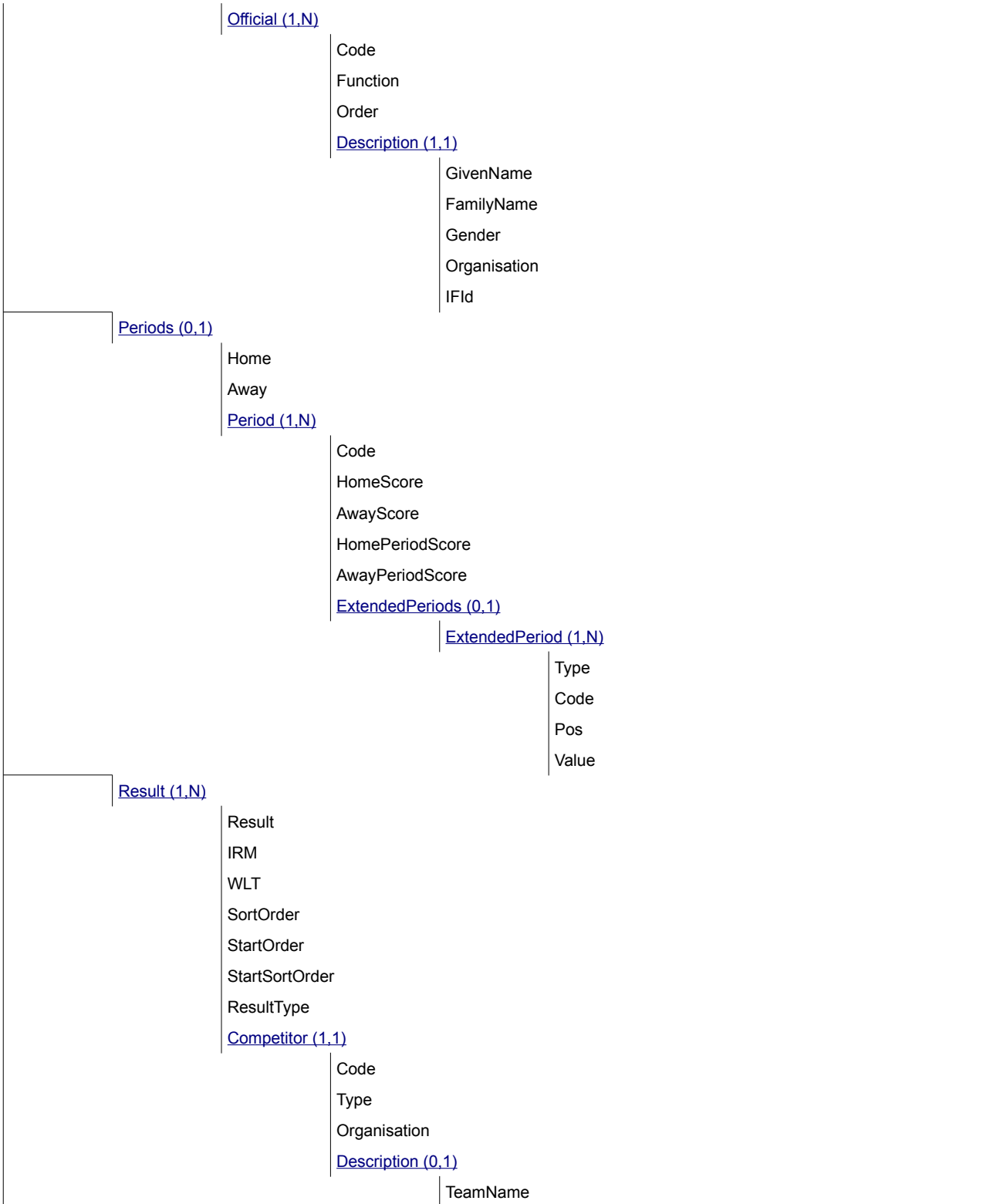
- \* INTERMEDIATE: After each period (if it is not the last period).
- \* UNOFFICIAL / OFFICIAL: After the unit.

Trigger also after any change.

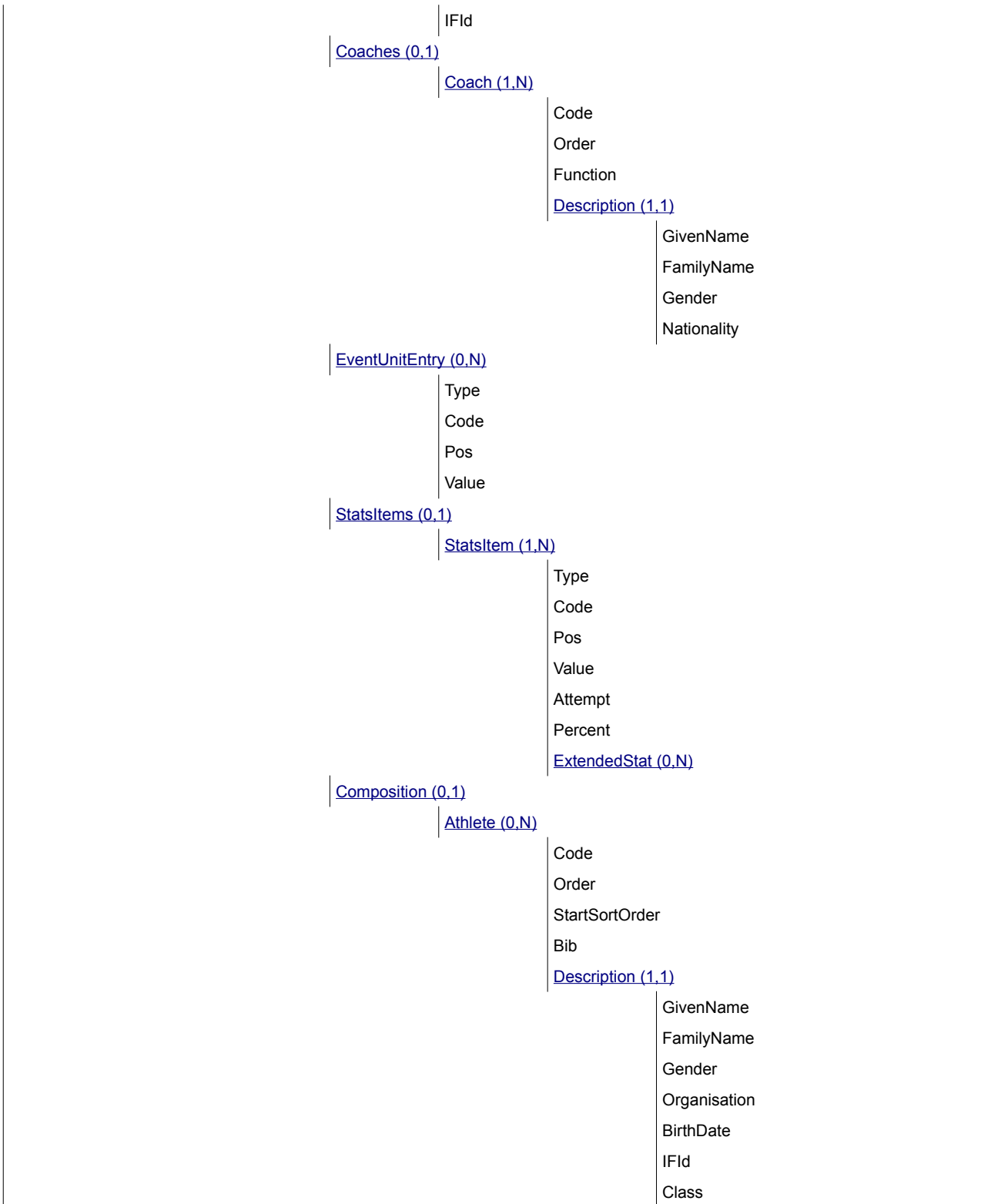
### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0.1)</a>							
		<a href="#">UnitDateTime (0.1)</a>						
			StartDate					
			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					
			Attendance					
	<a href="#">Officials (0.1)</a>							









<a href="#">EventUnitEntry (0..N)</a>	
Type	
Code	
Pos	
Value	
<a href="#">StatsItems (0..1)</a>	
<a href="#">StatsItem (1..N)</a>	
Type	
Code	
Pos	
Value	
Attempt	
Percent	
<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.
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
STATS	LEAD_CHANGES	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric
			Lead changes in the match



			#0	
STATS		TIED_NUM	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	Number of times the scores are tied in the match
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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
DISPLAY		String	Numeric 0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /Stat or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: FG, P2, P3, FT, REB, ASSIST, TO, ST, BLC, PF, TREB, TTO, PF_COACH  Pos Description: Sequential number within message  Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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 TREB) and only when the unit is LIVE. Send multiple if applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	String	Send the @ExtendedStat Code or Attribute name of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatsItem. May be: - OR or DR for REB and TREB - Value/Attempt for FG, P2, P3, FT	
	Pos	N/A	N/A	
	Value	S(1)	Send "Y"	

**Sample (General)**



```
<ExtendedInfos>
<ExtendedInfo Type="STATS" Code="TIED_NUM" Value="5" />
<ExtendedInfo Type="STATS" Code="LEAD_CHANGES" Value="8" />
<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="BKBMTEAM5---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(6)	Match number

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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, the crew chief, the umpires and the commissioner
Order	M	Numeric	Send by Order as on official score sheet

**Element: Competition /Officials /Official /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 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	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Competition /Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	<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 for this period. Only send for full quarters (not half quarter) and each overtime
AwayPeriodScore	O	Numeric ##0	Score of the away competitor for this period Only send for full quarters (not half quarter) and each overtime

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type	Code	Pos	Description	
STARTER	HOME	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime  Element Expected: When the information is available for each quarter and overtime	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	ID of home team starter for each Period
STARTER	AWAY	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime  Element Expected: When the information is available for each quarter and overtime	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	ID of away team starter in each Period



**Sample (General)**

```
<Periods>
<Period Code="Q1_H" HomeScore="10" AwayScore="4" />
<Period Code="Q1" HomeScore="16" AwayScore="12" HomePeriodScore="16" AwayPeriodScore="12">
  <ExtendedPeriods>
    <ExtendedPeriod Type="STARTER" Code="HOME" Pos="1" Value="1102201" />
    <ExtendedPeriod Type="STARTER" Code="HOME" Pos="2" Value="1102199" />
    <ExtendedPeriod Type="STARTER" Code="HOME" Pos="3" Value="1102203" />
    <ExtendedPeriod Type="STARTER" Code="HOME" Pos="4" Value="1102213" />
    <ExtendedPeriod Type="STARTER" Code="HOME" Pos="5" Value="1102198" />
    <ExtendedPeriod Type="STARTER" Code="AWAY" Pos="1" Value="1109414" />
  ....
  </ExtendedPeriods>
</Period>
<Period Code="Q2_H" HomeScore="20" AwayScore="20" />
<Period Code="Q2" HomeScore="28" AwayScore="28" HomePeriodScore="12" AwayPeriodScore="16">
  <ExtendedPeriods>
  ....
  </ExtendedPeriods>
</Period>
```

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team for the particular event unit. Do not send if the match is nullified.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned. IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM
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. Usually points but can be IRM points for forfeit to IRM for nullified.

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 <a href="#">SC @CompetitorPlace</a>	Competitor's ID or another indicator ( <a href="#">SC @CompetitorPlace</a> ) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later).
Type	M	S(1)	T for team
Organisation	O	<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.
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Coaches /Coach (1,N)			
Competitor's Coach			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one (order as they are presented on organisation entry form)
Function	M	<a href="#">CC @ResultsFunction</a>	Coach function

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type	Code	Pos	Description	
EUE	HOME_AWAY	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Home</a>	Send Home or Away designator
EUE	AGE_AVG	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Average of the team at the day of the match
EUE	HEIGHT_AVG	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0.00	Average height of the team in metres

### Sample (General)



```
....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
<EventUnitEntry Type="EUE" Code="AGE_AVG" Value="28.0" />
<EventUnitEntry Type="EUE" Code="HEIGHT_AVG" Value="1.92" />
....
```

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
	<b>Description</b>		
	Total Points for the team		
<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	2CHANCE	
	Pos	N/A	N/A
	Value	Numeric #0	Second Chance Points
<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	BENCH	
	Pos	N/A	N/A
	Value	Numeric #0	Bench Points
<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	FAST_BRK	
	Pos	N/A	N/A
	Value	Numeric #0	Fast Break Points
<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	PAINT	
	Pos	N/A	N/A
	Value	Numeric #0	Points in the Paint
<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	TO		
	Pos	N/A	N/A	
	Value	Numeric #0	Points from Turnovers	
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
<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	SCORE		
	Pos	N/A	N/A	
	Value	String	Current score when biggest lead occurs	
ST		SCORE_RUN_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	String	Biggest Scoring Run
<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	SCORE		
	Pos	N/A	N/A	
	Value	String	Current score when biggest scoring run occurs	
ST		LEADING	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	m:ss	Total time leading
ST		FG P2 P3 FT PAINT	SC@Period	Code Description: Use FG for field goal Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw Use PAINT for Paint  Pos Description: Send the period (for Qn and OT [all]) or TOT  Element Expected: Always
	<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	O	Numeric ##0	Shooting Percentage



ST		REB	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  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	
<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	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive Rebounds	
ST		TREB	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 Team 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	Team Defensive 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	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Offensive Rebounds	
ST		ASSIST	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  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	Assists
ST		TO	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  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	Turnovers
ST		TTO	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	Team turnovers
ST		ST	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  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	Steals
ST		BLC	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  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	Blocked shots
ST		PF	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  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	Fouls
ST		PF_TEAM	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	Team Period fouls of the current period
ST		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	Team efficiency
ST		PF_COACH	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	Coach Fouls
ST		FD	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  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 Fouls Drawn
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 for the team
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	Numeric #0	Number of time outs totally taken
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always, if the information is available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	MAX		
	Pos	N/A	N/A	
	Value	Numeric #0	Maximum possible Time outs	

**Sample (General)**



```
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Value="71">
    <ExtendedStat Code="TO" Value="7" />
    <ExtendedStat Code="PAINT" Value="20" />
    <ExtendedStat Code="2CHANCE" Value="15" />
  </StatsItem>
  <StatsItem Type="ST" Code="LEAD_MAX" Value="9" />
  <StatsItem Type="ST" Code="SCORE_RUN_MAX" Value="6-0" >
    <ExtendedStat Code="SCORE" Value="16-7" />
  </StatsItem>
  <StatsItem Type="ST" Code="TTO" Value="2" />
  <StatsItem Type="ST" Code="TREB" Value="3" >
    <ExtendedStat Code="OR" Value="1" />
    <ExtendedStat Code="DR" Value="2" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG" Pos="TOT" Attempt="54" Value="25" Percent="46" />
  <StatsItem Type="ST" Code="P2" Pos="TOT" Attempt="40" Value="20" Percent="50" />
  <StatsItem Type="ST" Code="P3" Pos="TOT" Attempt="14" Value="5" Percent="36" />
  ...
  <StatsItem Type="ST" Code="FT" Pos="TOT" Attempt="18" Value="16" Percent="89" />
  <StatsItem Type="ST" Code="REB" Pos="TOT" Value="34" >
    <ExtendedStat Code="OR" Value="11" />
    <ExtendedStat Code="DR" Value="23" />
  </StatsItem>
  <StatsItem Type="ST" Code="ASSIST" Pos="TOT" Value="13" />
  <StatsItem Type="ST" Code="TO" Pos="TOT" Value="15" />
  <StatsItem Type="ST" Code="ST" Pos="TOT" Value="3" />
  <StatsItem Type="ST" Code="BLC" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="PF" Pos="TOT" Value="14" />
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric #0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort.  During competition any sort order change from the initial start list order for any competitor if applicable will be provided in this attribute.
StartSortOrder	M	Numeric #0	Order the competitor should appear in the Start List 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
IFld	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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	CAPTAIN	N/A	Element Expected: Send the code just for the captain when known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" only if the player is captain
EUE	STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)	
	<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	POSITION	N/A	Element Expected: As soon as it known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Position</a>	Position of the player in the team
EUE	AGE	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Age of the player on the day of the match

### 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="POSITION" Value="G" />
<EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
<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	FG	N/A	Code Description:	



		P2 P3 FT		Use FG for field goal Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw  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	Successful attempts
	Attempt	O	Numeric #0	Attempts
	Percent	O	Numeric ##0	Shooting Percentage
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 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	
<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		ASSIST	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	Assists
ST		TO	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	Turnovers
ST		ST	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	Steals



ST		BLC	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	Blocked Shots
ST		PF	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	Fouls
ST		FD	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	Fouls Drawn
ST		EFF	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	Player efficiency
ST		PTS	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 Points
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
ST		PLUS_MINUS	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 or -#0	Plus / minus

**Sample (General)**





```
....  
<StatsItems>  
  <StatsItem Type="ST" Code="FG" Attempt="5" Value="1" Percent="20" />  
  <StatsItem Type="ST" Code="P2" Attempt="5" Value="1" Percent="20" />  
  <StatsItem Type="ST" Code="FT" Attempt="8" Value="7" Percent="88" />  
  <StatsItem Type="ST" Code="REB" Value="6" >  
    <ExtendedStat Code="OR" Value="2" />  
    <ExtendedStat Code="DR" Value="4" />  
  </StatsItem>  
  <StatsItem Type="ST" Code="ASSIST" Value="1" />  
  <StatsItem Type="ST" Code="TO" Value="1" />  
  <StatsItem Type="ST" Code="PF" Value="2" />  
  <StatsItem Type="ST" Code="FD" Value="4" />  
  <StatsItem Type="ST" Code="PTS" Value="9" />  
  <StatsItem Type="ST" Code="MINS" Value="20:05" />  
</StatsItems>  
....
```

### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

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

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit (match)
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<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)			
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	Numeric ##0	Result of the competitor for the 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	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

### Sample (Clock)

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

### 2.3.5.6 Message Sort

Sort by SortOrder.



## 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 (match)
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. Only use full periods or OT for all overtimes if applicable. (Q1, Q2, Q3, Q4 and OT)  Messages by period include all applicable actions for the period.  If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<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

- \* Send empty when the start list is available (START\_LIST), also used to clear all actions.
- \* After every action
- \* After each period
- \* After extra time (if any).



\* After the match (unit).

The message is sent by period at the end of the match (OFFICIAL only)

Message without DocumentSubcode

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

\* After each period

\* After extra time (if any).

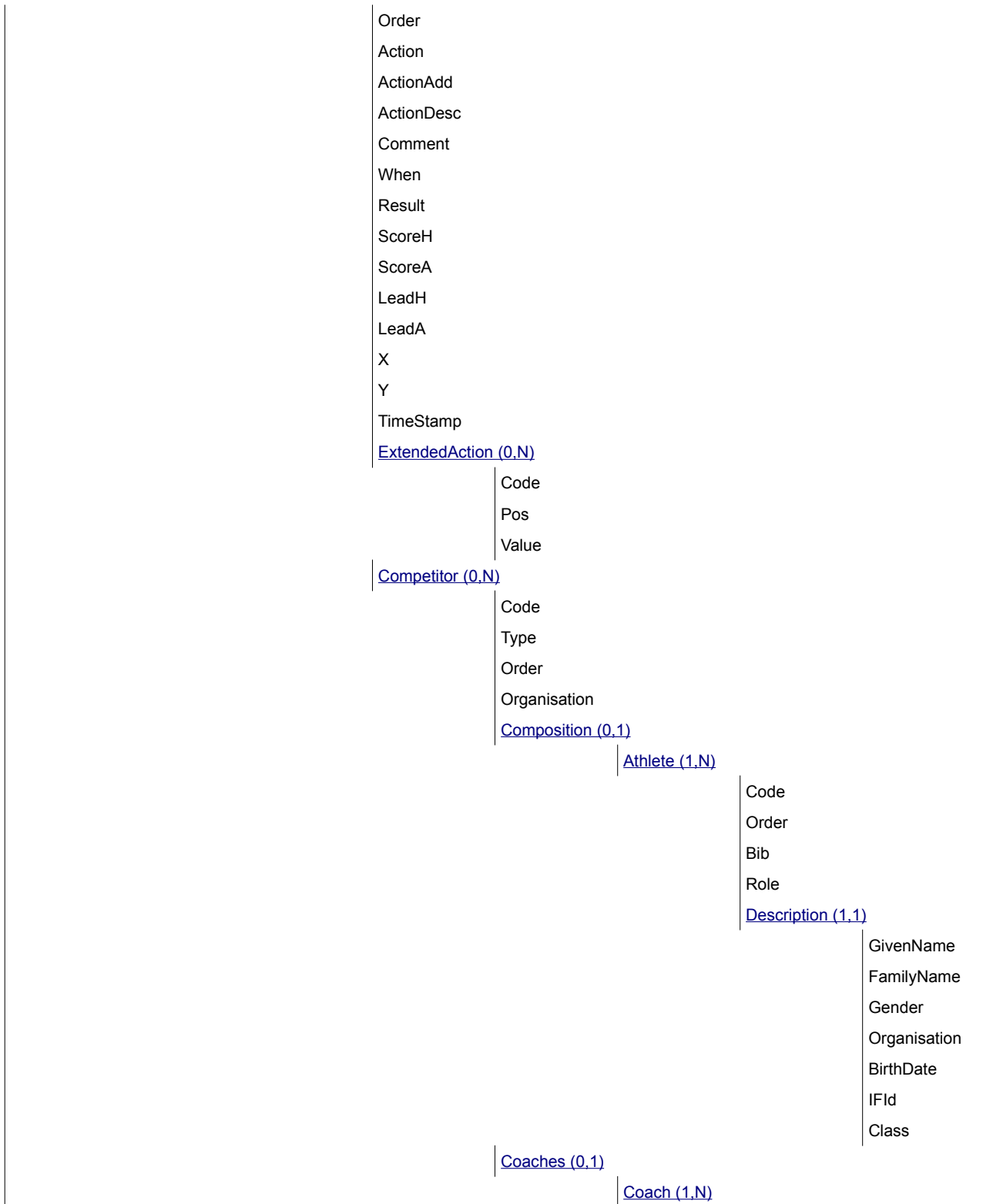
\* After the match (unit).

The message is sent with all periods at the end of the match (OFFICIAL only)

### 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
<a href="#">Competition (0..1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0..1)</a>						
		<a href="#">ExtendedInfo (0..N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0..1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
			UnitNum				
		<a href="#">VenueDescription (0..1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Actions (0..1)</a>						
		Home					
		Away					
		<a href="#">Action (1..N)</a>					
			Id				
			PId				
			Period				





	Code
	<a href="#">Description (1.1)</a>
	GivenName
	FamilyName
	Gender
	Nationality

### 2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	OT	Numeric 0	Pos Description: 1..n Element Expected: Send for every OT started or played in the game.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Period
			<b>Description</b>
			Send the applicable OT code

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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 of 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, considering all periods It is used to sort Action This value is the same of a given action, regardless of 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(200)		Additional information related to the action
ActionDesc	O	S(200)		Action/Incident description (ENG)
Comment	O	<a href="#">SC.@ActionComment</a>		Included when Action = STARTP or ENDP
When	O	mm:ss		Time in minutes and seconds in which the action occurred. Example (2:05) Do not send leading zeros in minutes over 1 minute.
Result	O	<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 or -#0		Points lead for the Home Team. Send if there is a score change for either team.
LeadA	O	Numeric #0 or -#0		Points lead for the Away Team. Send if there is a score change for either team.
X	O	S(20)		X coordinate of the action location (in pixels relative to 0,0 in BACKGROUND image)
Y	O	S(20)		Y coordinate of the action location (in pixels relative to 0,0 in BACKGROUND image)
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	
	FREETHROWS	N/A	Element Expected:	



				When available in case of FT, FOUL or CFOUL
Attribute	M/O	Value	Description	
Value	M	<a href="#">SC @FreeThrow</a>	For FOUL & CFOUL: Number of Free Throws awarded. For FT: Number of Free Throws total.	
		SHOT_FLAG	N/A	Element Expected: When available in case of FT or P2/P3
Attribute	M/O	Value	Description	
Value	M	<a href="#">SC @ShotFlag</a>	For FT and P2/P3: Shot Flag	
		SHOT_POS	N/A	Element Expected: When available in case P2/P3
Attribute	M/O	Value	Description	
Value	M	<a href="#">SC @Sector</a>	Shot Sector	
		SHOT_TYPE	N/A	Element Expected: When applicable
Attribute	M/O	Value	Description	
Value	M	SC @FreeThrowOf or SC @Res_Sub	Shot Type	
		ADD2	N/A	Element Expected: When applicable
Attribute	M/O	Value	Description	
Value	M	String	Additional information for related action (e.g. Assist after shot made or Turnover after Offensive foul)	
		DESC2	N/A	Element Expected: When applicable
Attribute	M/O	Value	Description	
Value	M	String	Additional description for related action	

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	<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 competitor 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
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Actions /Action /Competitor /Coaches /Coach (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.

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

### Sample (General)

```
<Action Id="123456" Period="Q1" Order="3" Action="P2O" When="2:14" Result="MISS" >
  <Competitor Code="BKBWTEAM5-----RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```



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### 2.3.6.6 Message Sort

Actions /Action @Order.



## 2.3.7 Image

### 2.3.7.1 Description

The 'Image message' is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

For the BACKGROUND the image is a half court background with the zero position in the bottom left.

### 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 @Discipline</a>	Full RSC at discipline level
DocumentSubcode	N/A	No not send
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send BACKGROUND for the image of the court.
Version	1.V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	Only applicable status 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.

### 2.3.7.3 Trigger and Frequency

Trigger when image available and after any change.  
Usually only expected once at each competition for court.

### 2.3.7.4 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="#">ExtendedInfos (0.1)</a>		



	<a href="#">ExtendedInfo (1,N)</a>	Type
		Code
		Pos
		Value
<a href="#">Image (1,N)</a>		
	Pos	
	Version	
	Revision	
	ImageType	
	<a href="#">ImageData (1,1)</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 (1,N)				
Type	Code	Pos	Description	
UI	ZERO	N/A	Element Expected: Always for BACKGROUND	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send TL for top left or BL for bottom left as the zero position for the image.
UI	X	N/A	Element Expected: Always for BACKGROUND	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	X axis size in pixels
UI	Y	N/A	Element Expected: Always for BACKGROUND	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Y axis size in pixels

Element: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric	Used as differentiator if there are multiple images in the



		#0	message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png(png for uniform)

Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

### Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="ZERO" Value="TL" />
  <ExtendedInfo Type="UI" Code="X" Value="400" />
  <ExtendedInfo Type="UI" Code="Y" Value="500" />
</ExtendedInfos>
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

### 2.3.7.6 Message Sort

Sort by Competition /Image /Pos and SortOrder within image (if multiple).



## 2.3.8 Pool Standings

### 2.3.8.1 Description

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

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

### 2.3.8.2 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.@Phase</a>	Full RSC for the pool/group or phase in case combined ranking
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC.@ResultStatus</a>	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
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

The general rule is that this message is sent:

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

Trigger also after any change.





### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<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 ResultType Result IRM QualificationMark SortOrder Won Lost Played For Against Diff 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>	
					TeamName
		<a href="#">Opponent (0,N)</a>			
				Code	
				Type	
				Pos	
				Organisation	
				Date	
				Time	
				Unit	
				HomeAway	
				Result	
				<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 /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	QUAL_RULE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @QualRule
			<b>Description</b>
			Send the code for the qualification rule.

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 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. Only include if in single phase.
Gender	M	CC @SportGender	Gender code for the event unit

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

**For any message, there should be at least one competitor being awarded a result for the pool.**

Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	<a href="#">SC @ResultType</a>	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	<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.
Diff	O	Numeric ##0 or -##0	Points difference, between points for and points against. <b>Do not send if the team has not played.</b>
Ratio	O	Numeric	Send the winning percentage for the team.



		##0	Do not send if the team has not played.
--	--	-----	-----------------------------------------

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	STREAK	Numeric 0	Pos Description: Send 1 (games won) or 2 (games lost) Element Expected: If available, for not disqualified teams
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
	<b>Description</b> Send the number of games won or lost in row		
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected I available, for not disqualified teams			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DETAIL	
	Pos	Numeric 0	Send 1..n for the last n games
	Value	S(1)	Send W if the game was won, L is the game was lost
ER	SUB_RANK	N/A	Element Expected: If available in the overall pool standings
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(5)
	<b>Description</b> Pool and Rank in the pool, e.g. A1		

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, example 85-82). 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. Send "null" if match is nullified.

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

**Competitors extended information.**

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

**Sample (General)**

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="167"
Against="156" Diff="11" Ratio="50">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="STREAK" Pos="1" Value="1" >
      <Extension Code="DETAIL" Pos="1" Value="L" />
      <Extension Code="DETAIL" Pos="2" Value="W" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="BKBMTTEAM5----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="BKBMTTEAM5----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00"
Unit="BKBMTTEAM5-----GPA-000200--" HomeAway="H" Result="82:80">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="BKBMTTEAM5----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00"
Unit="BKBMTTEAM5-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="BKBMTTEAM5----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00"
Unit="BKBMTTEAM5-----GPA-000500--" HomeAway="A" Result="91:103">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

**2.3.8.6 Message Sort**

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



## 2.3.9 Brackets

### 2.3.9.1 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.

### 2.3.9.2 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
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.

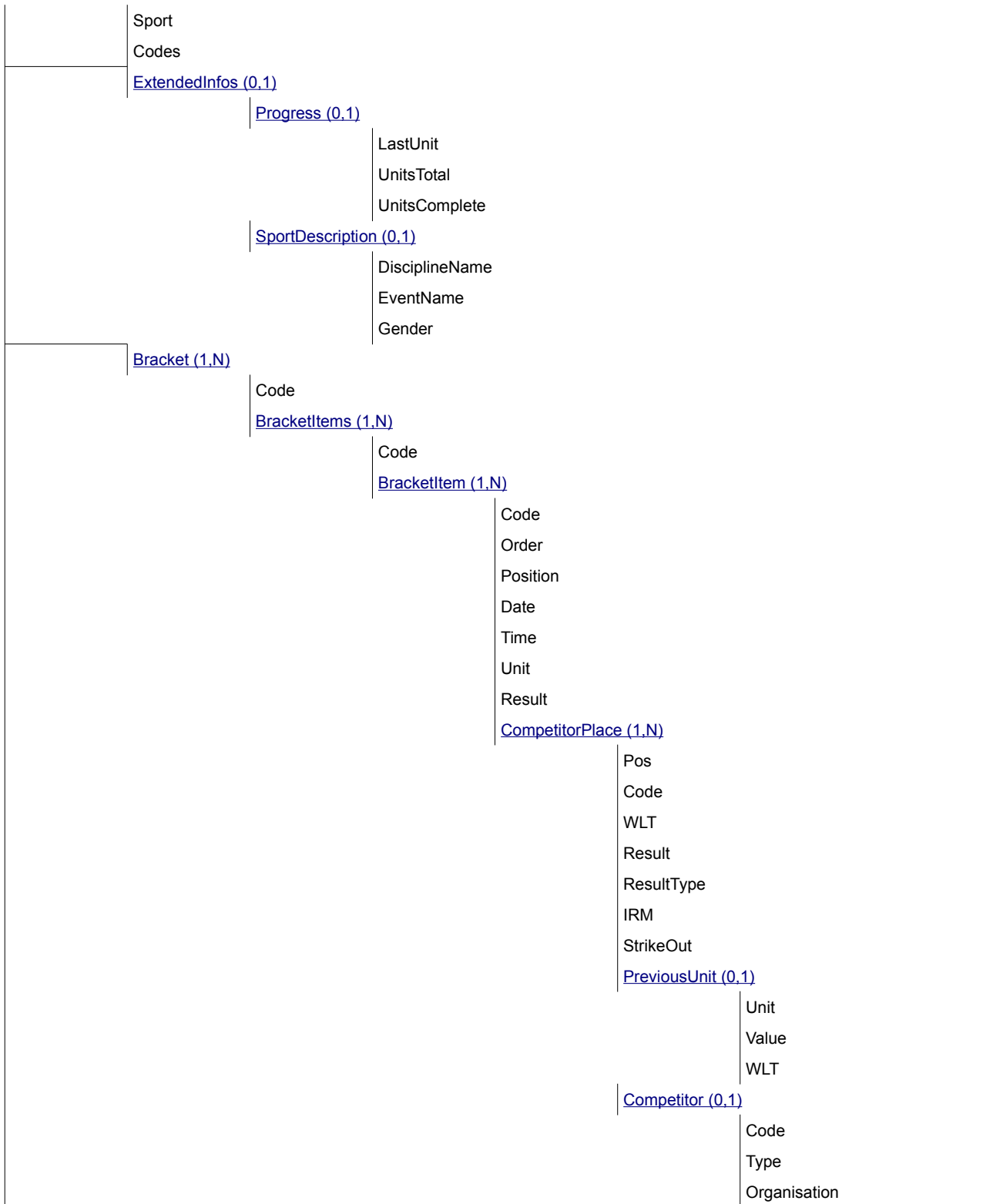
### 2.3.9.3 Trigger and Frequency

- \* 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 last match (OFFICIAL)
- \* Trigger after any change

### 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						





	<a href="#">Description (0,1)</a>	TeamName
--	-----------------------------------	----------

### 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 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	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved.
Unit	O	<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. If the match is cancelled, "Cancelled" should be sent.

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

- If the competitors are known, this element is used to place the competitors in the bracket.

- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	<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
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

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

Attribute	M/O	Value	Description
Unit	O	<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	SC@Pool or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool)



			do not send if participant is unknown from a pool.
--	--	--	----------------------------------------------------

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)			
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	O	<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="BKBWTEAM5-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="BKBWTEAM5----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="BKBWTEAM5----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

### 2.3.9.6 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @ Position.



## 2.3.10 Statistics

### 2.3.10.1 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.

### 2.3.10.2 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 at event level
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM".
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. - TOU: For Tournament statistics (like Tournaments Total statistics) - IND_RANKING: Ranking of individual tournament statistics, for the best athletes. - 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.

### 2.3.10.3 Trigger and Frequency

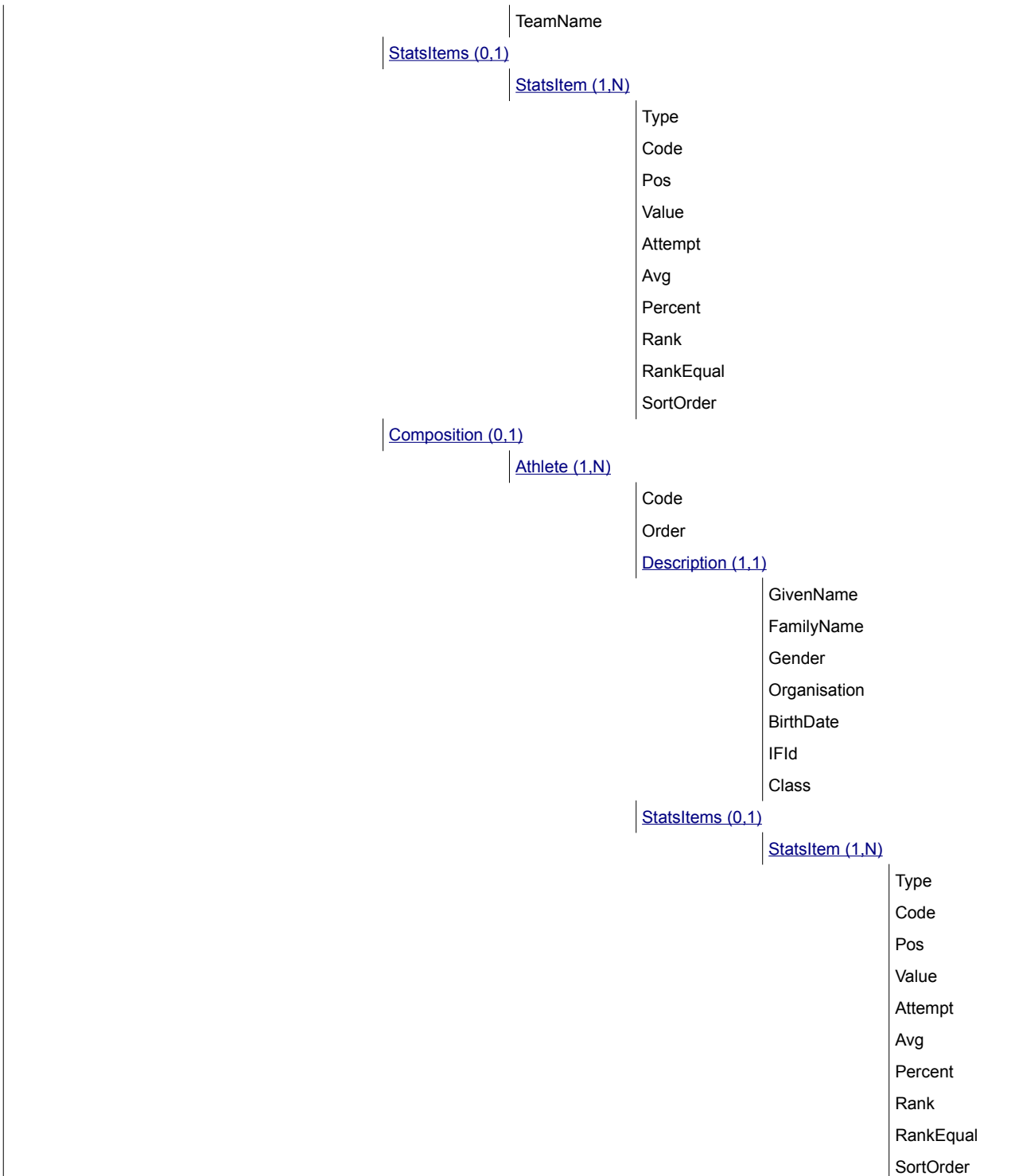
After each match when the result is official.



### 2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				
			<a href="#">Extension (0,N)</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="#">StatsItems (0,1)</a>					
			<a href="#">StatsItem (1,N)</a>				
			Type				
			Code				
			Pos				
			Value				
			Attempt				
			Avg				
			Percent				
		<a href="#">Competitor (0,N)</a>					
			Code				
			Type				
			Order				
			Organisation				
			<a href="#">Description (0,1)</a>				





### 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 /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
EI	VENUE	N/A	Element Expected: In TOU message when capacity available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @VenueCode</a>	Send a venue code
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected In TOU message when available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	CAPACITY		
	Pos	N/A	N/A	
	Value	Numeric #####0	Venue Public capacity	
MIN_ATPG	FGP	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minimum number of attempts per game for the total field goals percentage athlete's ranking
MIN_ATPG	P3P	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minimum number of attempts per game for the total 3 points field goals percentage athlete's ranking
MIN_ATPG	P2P	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minimum number of attempts per game for the total 2 points field goals percentage athlete's ranking
MIN_ATPG	FTP	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minimum number of attempts per game for the total free throws percentage athlete's ranking



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. Send after at least one unit is complete in the CUM, IND_RANKING and TEAM_RANKING messages.
UnitsTotal	O	Numeric ##0	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Always send in the CUM, IND_RANKING and TEAM_RANKING messages.
UnitsComplete	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Always send in the CUM, IND_RANKING and TEAM_RANKING messages.

### Sample (Stats Code="TOU")

```
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="VENUE" Value="BBA">
    <Extension Code="CAPACITY" Value="12000" />
  </ExtendedInfo>
  <ExtendedInfo Type="EI" Code="VENUE" Value="NGA">
    <Extension Code="CAPACITY" Value="18500" />
  </ExtendedInfo>
</ExtendedInfos>
```

### Sample (Stats Code="IND\_RANKING")

```
<ExtendedInfos>
  <ExtendedInfo Type="MIN_ATPG" Code="FGP" Value="8" />
  <ExtendedInfo Type="MIN_ATPG" Code="P2P" Value="6" />
  <ExtendedInfo Type="MIN_ATPG" Code="P3P" Value="2" />
  <ExtendedInfo Type="MIN_ATPG" Code="FTP" Value="3" />
</ExtendedInfos>
```

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	<a href="#">CC @SportGender</a>	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 /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	MP	N/A	Element Expected: If available, for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the overall number of games (matches) played
ST	FG P2 P3 FT	N/A	Code Description: Use FG for (Field Goal) Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw  Element Expected: Always for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ####0	Total successful shot attempts
	Attempt	O	Numeric ####0	Total shot attempts
	Percent	O	Numeric ##0	Shooting percentage
ST	FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Code Description: Use FG average Element Expected: Always for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Average successful shot attempts per game
	Attempt	O	Numeric ##0	Average shot attempts per game
ST	REB REB_OR REB_DR	N/A	Element Expected: If available, for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Total number of rebounds for this code
	Avg	O	Numeric #0.0	Average rebounds per game for this code
ST	ASSIST TO ST BLC PF FD PTS	N/A	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Foul Drawn Use PTS for Points  Element Expected:	





				If available, for the DocumentSubtype=TOU
Attribute	M/O	Value	Description	
Value	M	Numeric ###0	Total	
Avg	O	Numeric ##0 Or Numeric ##0.0	Average per game Send ##0.0 for PTS.	
ATTENDANCE		DATE	Date	Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
Attribute	M/O	Value	Description	
Value	M	Numeric #####0	Total attendance of all matches for the specified date	
Percent	O	Numeric ##0	Percentage of capacities of the venues occupied at the matches	
ATTENDANCE		RSC	S(34)	Pos Description: Full RSC for each of - Discipline Level - Event Level - Overall Prelims Level - Overall Finals level  Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
Attribute	M/O	Value	Description	
Value	M	Numeric #####0	Total attendance indicated by RSC (@Pos).	
Percent	O	Numeric ##0	Percentage of capacities of the venues occupied at the matches	

### Sample (TOU)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="GP" Value="18" />
    <StatsItem Type="ST" Code="FG" Attempt="2349" Value="1037" Percent="44" >
      <ExtendedStat Code="MADE_AVG" Value="58" />
      <ExtendedStat Code="ATT_AVG" Value="131" />
    </StatsItem>
    <StatsItem Type="ST" Code="P2" Attempt="1601" Value="797" Percent="50" >
      <ExtendedStat Code="MADE_AVG" Value="44" />
      <ExtendedStat Code="ATT_AVG" Value="89" />
    </StatsItem>
    <StatsItem Type="ST" Code="FT" Attempt="717" Value="481" Percent="67" >
    </StatsItem>
    <StatsItem Type="ST" Code="REB" Value="1401" Value="78" />
    <StatsItem Type="ST" Code="REB_OR" Value="417" Value="23" />
    <StatsItem Type="ST" Code="REB_DR" Value="984" Value="55" />
    <StatsItem Type="ST" Code="ASSIST" Value="595" Avg="33" />
  </StatsItems>
</Stats Code="TOU">
```



Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	<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	FG P2 P3 FT PAINT	Numeric #0	Code Description: Use FG for Field Goals P2 for 2pt P3 for 3pt FT for Free Throw PAINT for Paint  Pos Description: Send 0 for the team statistics and 1 for the opponent statistics  Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Total successful attempts
	Attempt	O	Numeric ###0	Total attempts
	Percent	O	Numeric	Shooting percentage



			##0	
	Rank	O	Numeric #0	Ranking based on percentage
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		FG_AVG P2_AVG P3_AVG FT_AVG	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics  Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0	Average per game
	Attempt	O	Numeric ##0.0	Attempts average per game
	Rank	O	Numeric #0	Team ranking made average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		FG_ATT_AVG P2_ATT_AVG P3_ATT_AVG FT_ATT_AVG	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics. Element Expected: If available, for the DocumentSubtype=TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	Numeric #0	Team ranking attempts average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		REB REB_OR REB_DR	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics  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 at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		TREB TREB_OR TREB_DR	N/A	Code Description: Team Reb total, offensive, defensive 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
ST		ASSIST TO ST BLC PF FD	Numeric 0	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Foul Drawn  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
	Avg	O	Numeric #0.0	Average
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		TTO	N/A	Element Expected: Always, if the information is available except in TEAM_RANKING
	<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		EFF	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	Numeric	Team efficiency



			#0	
ST		PF_COACH	N/A	Element Expected: If applies, for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Coach Fouls
	Avg	O	Numeric ##0.0	Coach Fouls Average
ST		PLUS_MINUS	N/A	Element Expected: If applies, 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 team
ST		PTS	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= TEAM_RANKING & CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Points
	Avg	O	Numeric ##0.0	Per game average for the team
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		2CHANCE PTS_PAINT	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics  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	Points
	Avg	O	Numeric ##0.0	Per game average for the team
ST		BENCH FAST_BRK TOPTS	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=



TEAM_RANKING & CUM			
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total Points from Bench, Fast Break, Turnovers Points
Avg	O	Numeric ##0.0	Average
Rank	O	Numeric #0	Team ranking average
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	M	Numeric #0	Sort Order for @Rank

### Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="5" />
  <StatsItem Type="ST" Code="FG" Pos="0" Rank="1" SortOrder="1" Attempt="324" Value="123" Percent="38" />
  <StatsItem Type="ST" Code="P2" Pos="0" Rank="1" SortOrder="1" Attempt="195" Value="83" Percent="43" />
  ...
  <StatsItem Type="ST" Code="FG_AVG" Pos="0" Rank="1" SortOrder="1" Avg="24.6" />
  ...
  <StatsItem Type="ST" Code="REB" Pos="0" Rank="1" SortOrder="1" Value="212" Avg="42.4" />
  <StatsItem Type="ST" Code="REB_OR" Pos="0" Rank="1" SortOrder="1" Value="82" Avg="16.4" />
  <StatsItem Type="ST" Code="REB_DR" Pos="0" Rank="2" SortOrder="2" Value="130" Avg="26.0" />
  <StatsItem Type="ST" Code="ASSIST" Pos="0" Rank="2" SortOrder="2" Value="64" Avg="12.8" />
</StatsItems>
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order: 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
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).



Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.				
Type	Code	Pos	Description	
ST	IRM	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	SC @IRM	Send in case of the athlete has 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	FG P2 P3 FT	N/A	Code Description: FG for (Field Goal) P2 for 2pt P3 for 3pt FT for Free Throw  Element Expected: If available, for the DocumentSubtype=CUM and in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Total successful attempts
	Attempt	O	Numeric ###0	Total attempts
	Percent	O	Numeric ##0	Shooting percentage
	Rank	O	Numeric ##0	Ranking based on percentage
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST	FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Code Description: Use FG_AVG for Field Goal average Use P2_AVG for 2pts average Use P3_AVG for 3pts average Use FT_AVG for Free Throw average  Element Expected: If available, for the DocumentSubtype= IND_RANKING & CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Average per game
	Attempt	O	Numeric #0.0	Average attempts per game
	Rank	M	Numeric	Athlete's ranking based on average made per



			##0	game
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		FG_ATT P2_ATT P3_ATT FT_ATT	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	Numeric ##0	Athlete's ranking based on attempts
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		REB REB_OR REB_DR	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 Rebounds
	Avg	O	Numeric #0.0	Rebounds 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 at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		ASSIST TO ST BLC FD	N/A	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use FD for Foul Drawn  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
	Avg	O	Numeric #0.0	Average for the athlete
	Rank	O	Numeric ##0	Athlete's ranking based on the game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank





ST		PF	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 of personal fouls made by the athlete for all the games played
	Avg	O	Numeric #0.0	Fouls per Game average for the athlete
	Rank	O	Numeric ##0	Athlete's ranking based on Fouls per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		EFF	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	Player efficiency
ST		PTS	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 Points
	Rank	O	Numeric ##0	Athlete's ranking based on Total Points
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		PTS_AVG	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 #0.0	Points per game average for the athlete
	Rank	O	Numeric ##0	Athlete's ranking based on the Points per game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		MINS	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING and CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm:ss	Time Played or DNP if did not play



			or S(3)	
	Avg	O	##0.0	Minutes played per game average for the athlete
	Rank	O	Numeric ##0	Athlete's ranking based on MPG
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		PLUS_MINUS	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING and CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or -##0	Plus / Minus
	Avg	O	Numeric #0.0 or -#0.0	Plus / Minus Game average
	Rank	O	Numeric ##0	Athlete's ranking based on Plus / Minus per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		DBL_DBL	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total double doubles
	Avg	O	Numeric 0.0	Double double Game average
	Rank	O	Numeric ##0	Athlete's ranking based on double double game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank

**Sample (General)**



```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="4" />
  <StatsItem Type="ST" Code="FG" Rank="21" SortOrder="21" Attempt="21" Value="7" Percent="33" />
  <StatsItem Type="ST" Code="P2" Rank="21" SortOrder="21" Attempt="12" Value="3" Percent="25" />
  <StatsItem Type="ST" Code="P3" Rank="21" SortOrder="21" Attempt="9" Value="4" Percent="44" />
  <StatsItem Type="ST" Code="FT" Rank="21" SortOrder="21" Attempt="13" Value="9" Percent="69" />
  <StatsItem Type="ST" Code="REB_OR" Value="6" Avg="2.0" />
  <StatsItem Type="ST" Code="REB_DR" Value="6" Avg="2.0" />
  <StatsItem Type="ST" Code="REB" Value="12" Avg="4.0" />
  <StatsItem Type="ST" Code="ASSIST" Value="8" Avg="2.3" />
```

### 2.3.10.6 Message Sort

Sort according to the @Order attributes.



## 2.3.11 Event Final Ranking

### 2.3.11.1 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.

### 2.3.11.2 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.

### 2.3.11.3 Trigger and Frequency

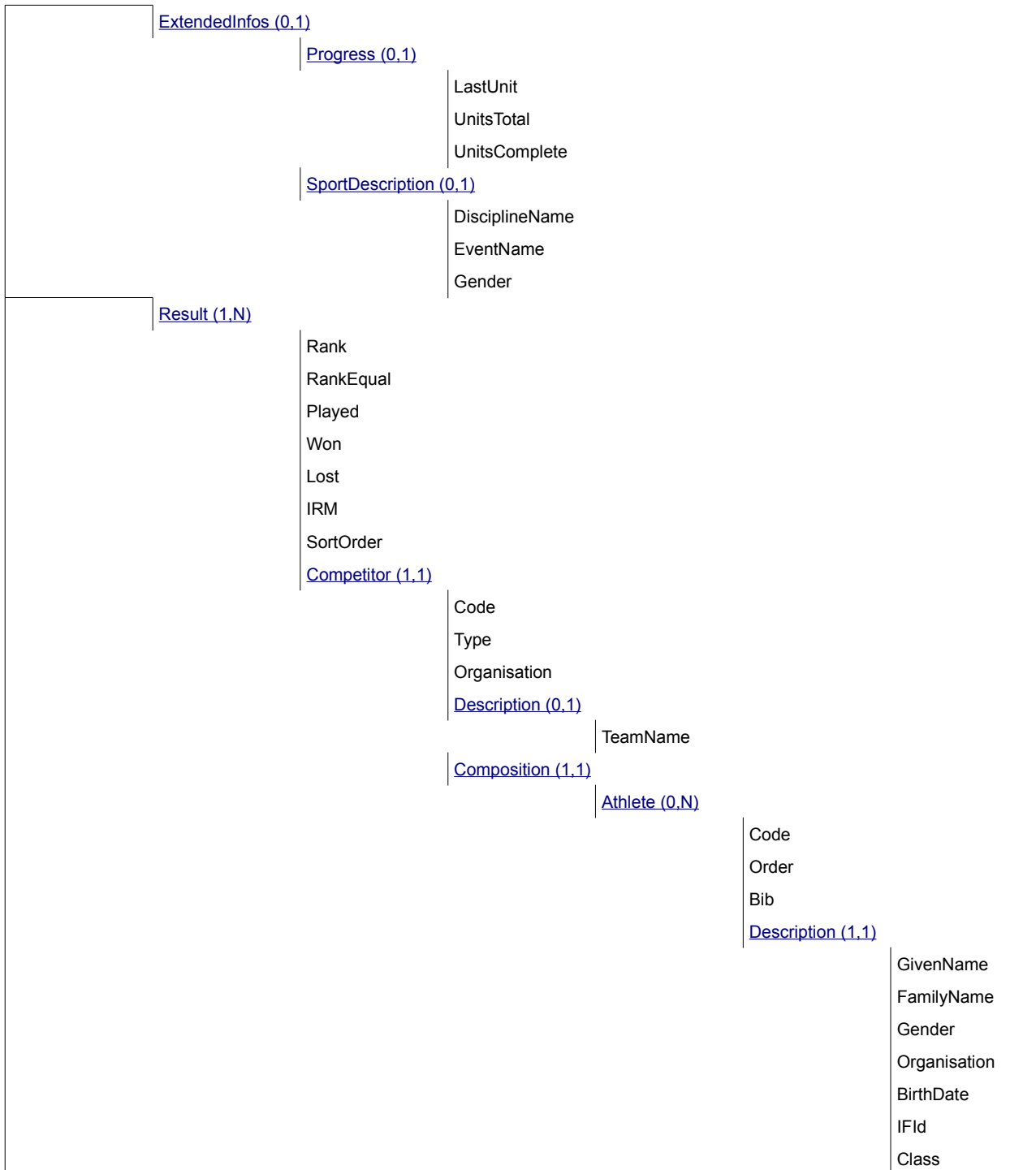
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

\* After each final position is known.

### 2.3.11.4 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					



### 2.3.11.5 Message Values



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

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

Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Competitor's ID or another indicator (SC @CompetitorPlace) in



		zeroes or @CompetitorPlace	SC	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		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
IFId	O	S(16)		International Federation ID
Class	O	<a href="#">CC @DisciplineClass</a>		Code to identify the sport class in the case of events with athletes with a disability (e.g. Paralympic Games).

### Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="BKBTEAM5-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

### 2.3.11.6 Message Sort

Sort by Result @SortOrder



International  
Olympic  
Committee

SOG-2024-BKB-3.0 APP





### 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	31 Oct 2016	Update
V1.1	23 Nov 2016	Updated
V1.2	9 Jan 2017	Updated with feedback
V1.4	24 Mar 2017	Updated
V1.5	1 Aug 2017	Updated to add 3x3 basketball
V1.6	25 Aug 2017	Updated
V1.7	15 Nov 2017	Removed information applicable to 3x3 and YOG
V1.8	28 Feb 2018	Updated
V2.0	8 Aug 2018	Updated
V2.1	7 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	18 Apr 2019	Updated after reviews from Omega.
V2.5	14 Aug 2019	Updated
V2.6	11 Nov 2019	Updated
V2.7	10 Dec 2019	Updated
V2.8	27 Mar 2020	Updated
V3.0	18 Mar 2022	First version for Paris 2024

### File Reference: SOG-2024-BKB-3.0 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version
V1.1	SFR	Change triggering in DT_CURRENT to also include each action (play by play) also DT_RESULT: Remove PreviousResults DT_CURRENT: Removed Result element to reduce redundancy.
V1.2	SFA	DT_STATS: added extensions in ExtendedInfos for matches played etc. DT_PARTIC: Corrected copy/paste error in sample.
V1.4	APP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription DT_RESULT: Move Duration to the new attribute
V1.5	APP	Add 3x3 requirements Add dunk and 3 point requirements
V1.6	APP	DT_PLAY_BY_PLAY: Typographical corrections for UnitAction DT_RESULT: In Result /Competitor /Description add IFld DT_STATS: Update sort order within team as requested. DT_STATS: Remove TTO and EFF for TEAM_RANKING
V1.7	APP	Remove 3x3 Information
V1.8	APP	DT_PARTIC: Updated to add Passport names (CR15219)



		DT_SCHEDULE: Add PreviousWLT and PreviousUnit @ Competition /Unit /StartList /Start Minor typographical corrections without changing the meaning.
V2.0	APP	DT_RESULT: ExtendedInfos Add MADE/ATT for shots DT_STATS: Correct typo at ATTEND/RSC_TOTALS, should be S(34) DT_PLAY_BY_PLAY: Updated to send by Period DT_IMAGE: Message added Updated to support Wheelchair Basketball (add Class where applicable) 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.
V2.1	SFA	DT_PARTIC_TEAM: Added previous OG games played and won.
V2.2	SFA	DT_PARTIC_TEAM: Changed ENTRY/SEED to ENTRY/DRAW DT_RESULT: Update referee to crew chief DT_RESULT: Add Pos for EUE/UNIFORM DT_POOL_STANDING: Update DocumentCode comment for clarity. Minor typographical corrections DT_IMAGE: Updated to support uniforms
V2.3	APP	DT_POOL_STANDING: Add Qualification Mark DT_POOL_STANDING: Add ER/SUB_RANK DT_PLAY_BY_PLAY: Add CFOUL at FREETHROWS @ Actions /Action /ExtendedAction CR16928: Move extensions to attribute to simplify. DT_RESULT and DT_STATS.
V2.4	APP	DT_PARTIC_TEAM: Add ENTRY/RANK_WLD, ENTRY/OG_LOST, ENTRY/HEIGHT_AVG DT_STATS: Simplify ST/xx_AVG and remove extensions DT_STATS: Clarify ST/xx_AVG including for and against for teams and athletes DT_PLAY_BY_PLAY: Clarify DocumentSubcode. DT_PLAY_BY_PLAY: Noted X/Y units used. DT_PLAY_BY_PLAY: Add DESC2 & ADD2 DT_IMAGE: Added a note re the zero position for BACKGROUND image. DT_BRACKETS: Add ResultStatus = START_LIST DT_STATS: PTS_PAINT and 2CHANCE are TeamStats for CUM only CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY Other editorial changes without changing the intent
V2.5	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N DT_STATS: Delete ATTEND/DATE @ Stats /StatsItems /StatsItem DT_STATS: Delete ATTEND/RSC_TOTALS @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/DATE @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/RSC @ Stats /StatsItems /StatsItem
V2.6	APP	DT_POOL_STANDING: Update the description of ER/SUB_RANK at Result /ExtendedResults /ExtendedResult CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.7	APP	CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight DT_PLAY_BY_PLAY: Clarify SHOT_TYPE @Actions/Action/ExtendedAction for special situations
V2.8	APP	DT_STATS: DocumentSubcode clarified Minor clarifications without changing the intent
V3.0	SFA	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_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo



	<p>DT_RESULT: Remove EUE_UNIFORM from Result /Competitor /EventUnitEntry</p> <p>DT_RESULT: Update Result/Result</p> <p>DT_RESULT: Update Result/ResultType</p> <p>DT_RESULT: Update Result /Competitor /Composition /Athlete</p> <p>DT_PLAY_BY_PLAY: Update Actions/Action/Id &amp; Order Descriptions (editorial)</p> <p>DT_PLAY_BY_PLAY: Remove leading zeros in play by play "When" (editorial)</p> <p>DT_PLAY_BY_PLAY: Add Action/Comment</p> <p>DT_PLAY_BY_PLAY: Update triggering</p> <p>DT_PLAY_BY_PLAY: Add ExtendedInfos /ExtendedInfo</p> <p>DT_IMAGE: Remove uniform images</p> <p>DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial)</p> <p>DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo</p> <p>DT_POOL_STANDINGS: Result /Competitor /Opponent /Result</p> <p>DT_STATS: Update DocumentSubcode to use Team ID when applicable.</p> <p>DT_STATS: Update ST/FG_ATT_AVG.. at Stats /Competitor /StatsItems /StatsItem</p> <p>DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121]</p> <p>DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)</p> <p>DT_BRACKET: Update Message Sort</p>
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