Olympic Data Feed

Handball
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Handball 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 Handball 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 Handball Overview

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

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

Statistics codes used in the document. The following statistics codes are used throughout the document.
ASSIST - assist
ATC - attacks
BLC - block
BT - breakthrough
EG - empty goal
EXC - blue card
FB - fastbreak
LD - 9m shot
PTY - 7m shot (penalty)
RC - red card
SD - 6m shot
SHOT - total shots
TF - Technical Fault
TMS - 2 minute suspension
TO - turnover
W - wing shot
YC - yellow card
_GRA - statistics related to shot distribution

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended

DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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

2.3.1.3 Trigger and Frequency

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

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

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

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

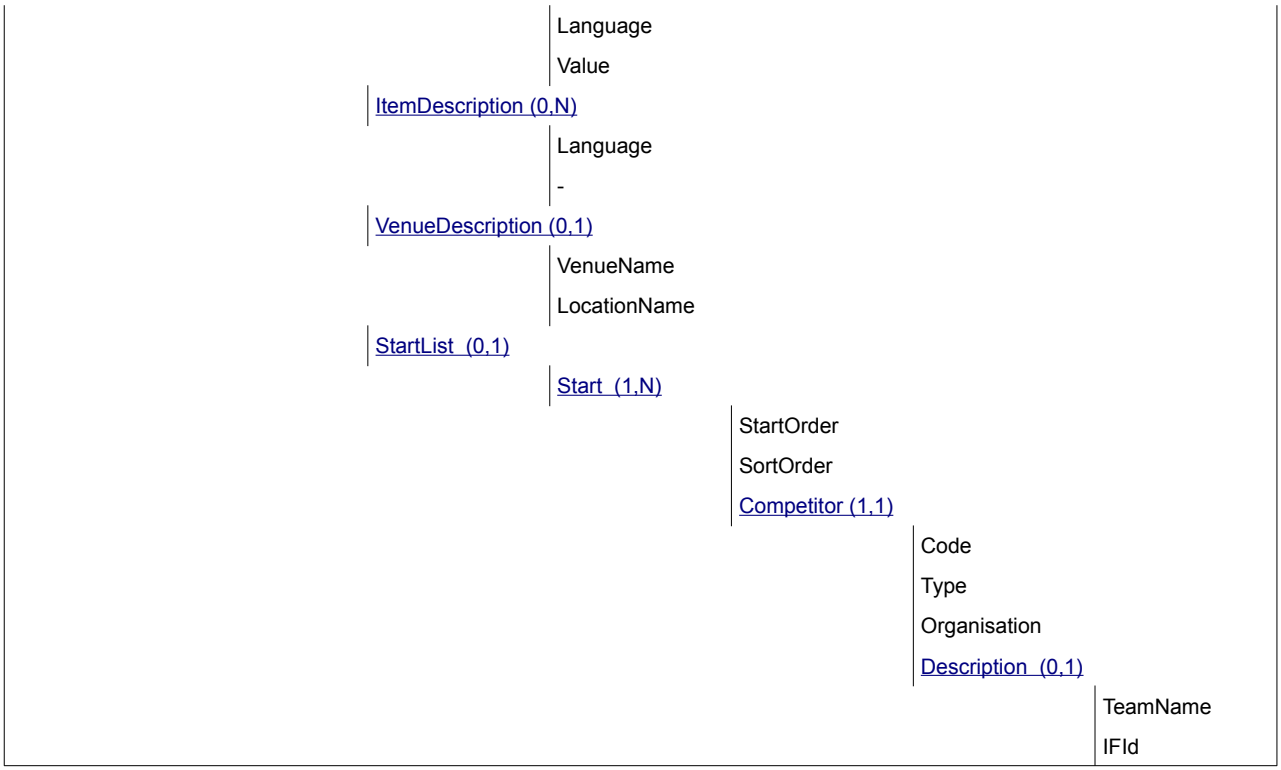
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

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



2.3.1.5 Message Values

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

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

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

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

Sample ( )

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

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

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

			Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

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

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

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

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

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

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

Mandatory when Unit/Venue is included			
Attribute	**M/O**	**Value**	**Description**
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

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

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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

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

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

- OlympicSolidarity
- ModificationIndicator
- Discipline (1,1)
  - Code
  - IFId
  - DisciplineEntry (0,N)
    - Type
    - Code
    - Pos
    - Value
  - RegisteredEvent (0,N)
    - Event
    - Bib
    - Status
    - Substitute
    - EventEntry (0,N)
      - Type
      - Code
      - Pos
      - Value

2.3.2.5 Message Values

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

Sample ( )

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time.

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

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

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

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

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

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

Type	Code	Pos	Description
ENTRY	BIB	N/A	Element Expected: When available for team officials

	Attribute	M/O	Value	Description
	Value	M	S(2)	Official's letter designation A, B.

Element: Competition /Participant /Discipline /RegisteredEvent (0,N) All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 1, 2,.... (for athlete)
Status	O	SC @AthleteStatus	Participant status (disqualified or replaced). 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).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position Code in the Team
ENTRY		HAND	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Handedness of the athlete
ENTRY		SHIRT_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	As soon as it is known (it can be sent in both messages)
ENTRY		CLUB_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club name
ENTRY		CLUB_CITY	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club city
ENTRY		CLUB_ORG	N/A	Element Expected: As soon as it is known (this information can be sent in both messages)

	Attribute	M/O	Value	Description
	Value	M	CC @Country	Club Country Code
ENTRY		INTERNAT_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	International games played
ENTRY		INTERNAT_GOALS	N/A	Element Expected: As soon as it is known (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	International goals scored
ENTRY		CAPTAIN	N/A	Element Expected: As soon as it is known (only for _UPDATE)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" in case the participant is a captain else do not send.

Sample (Handball)

```
<Discipline Code="HBL------------------------------" IFId="203258" >
  <RegisteredEvent Event="HBLMTEAM7--------------------------" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="LB" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Badel 1862" />
    <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Zagreb" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CRO" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="42" />
    <EventEntry Type="ENTRY" Code="INTERNAT_GOALS" Value="2" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

2.3.3.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
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	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

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

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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		UNIFORM	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt Colour
ENTRY		SHORTS	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shorts colour
ENTRY		UNIFORM_GK	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt colour for Goalkeeper
ENTRY		UNIFORM_OFFICIALS	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both

				messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt colour for team officials
ENTRY		DRAW	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Draw position for the team within the group
ENTRY		GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Team's Preliminary Group

Sample ( )

```
<Team Code="HBLMTEAM7-----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="HBLM------------------------------" >
    <RegisteredEvent Event="HBLMTEAM7-------------------------" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
....
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

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.

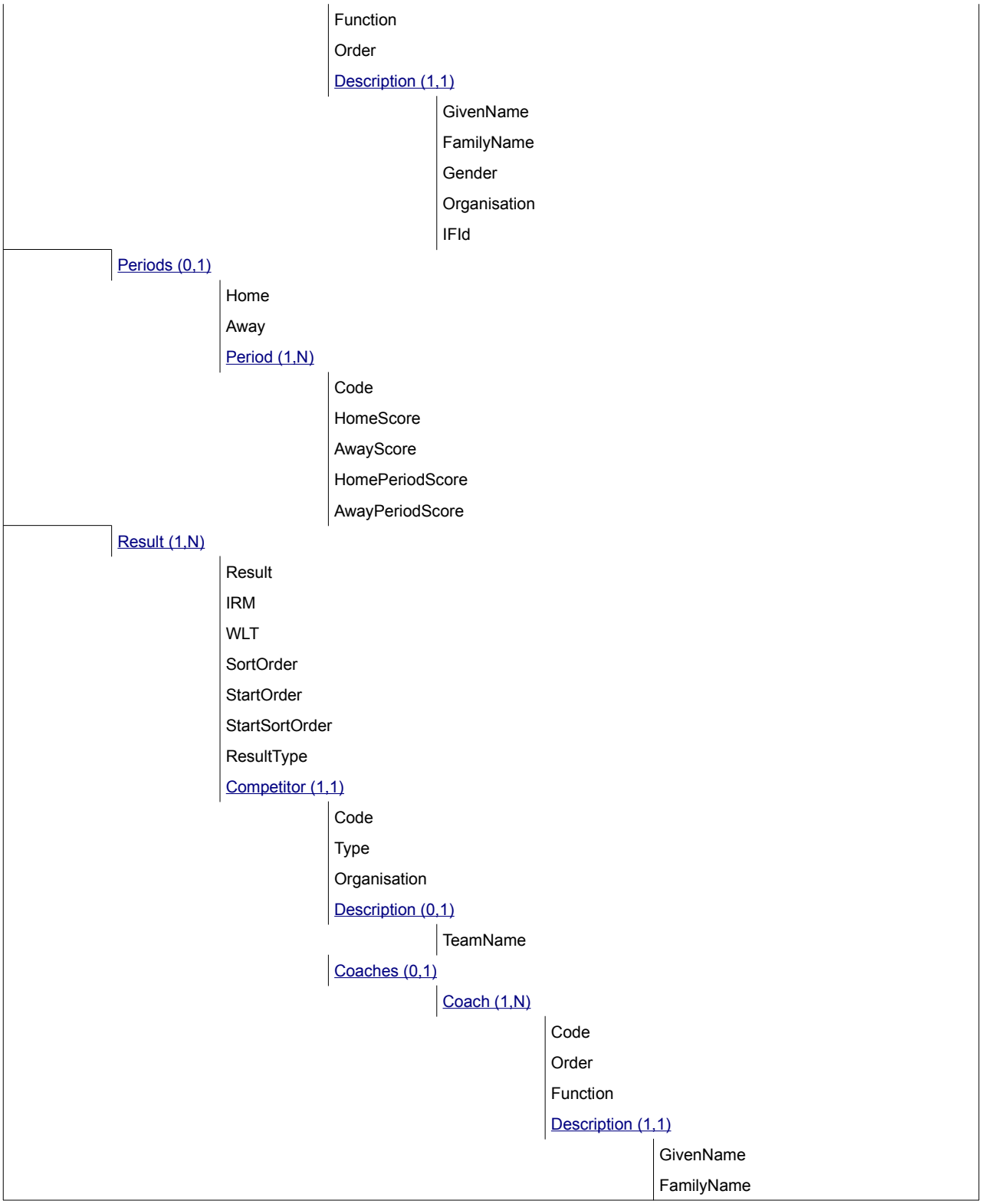
This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
* LIVE: At the beginning of each period.
* LIVE: After every change in any data (scores, substitute, DQ etc).

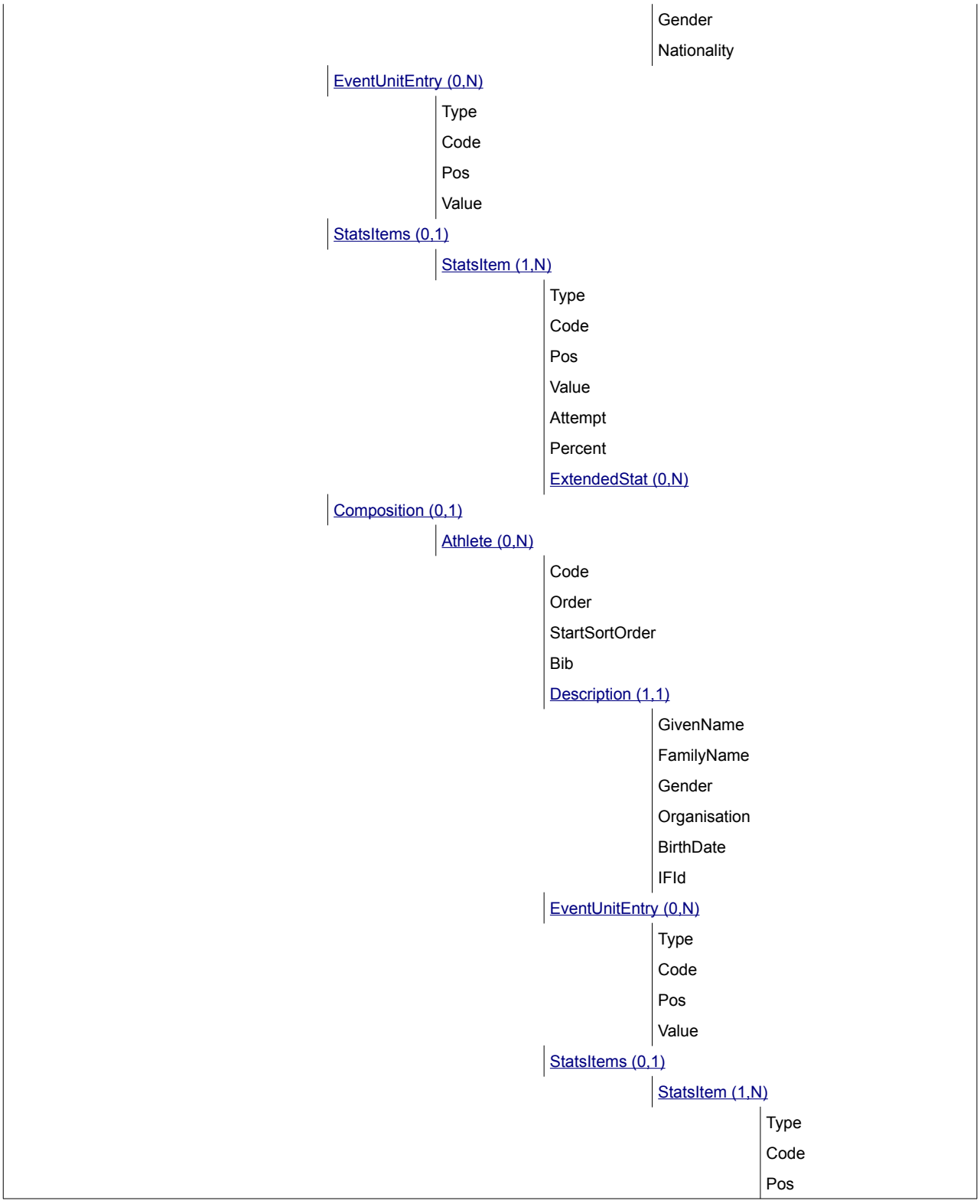
This message is also sent when the unit finishes and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks.
* INTERMEDIATE: After each period (if it is not the last period).
& UNOFFICIAL / OFFICIAL: After the unit.
Trigger 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
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
			Attendance					
	Officials (0,1)							
		Official (1,N)						
			Code					


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


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

	Value Attempt Percent ExtendedStat (0,N)

2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1) Actual times. Include when the unit starts.			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		PERIOD	N/A	Element Expected: Always after the start of the unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period SC @GameState	Send current period or the GameState Use SC @Period unless some GameState applies
DISPLAY		CURRENT	Numeric #0	Pos Description: Send a unique number for each competitor on the court. Element Expected: When available when the unit is LIVE and only for those players on the court.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
DISPLAY		SD W LD PTY FB BT ASSIST TO ST BLC YC RC TMS EXC SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK TF EG TF_TEAM YC_COACH TMS_COACH RC_COACH EXC_COACH	Numeric 0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /StatItems or Result / Competitor /Composition /Athlete /StatsItems /StatItems May be: SD, W, LD, PTY, FB, BT, ASSIST, TO, ST, BLC, YC, RC, TMS, EXC, SD_GK, W_GK, LD_GK, PTY_GK, FB_GK and BT_GK, TF, EG, TF_TEAM, YC_COACH, TMS_COACH, RC_COACH and EXC_COACH Pos Description:

				Send a unique number to avoid duplication of codes. Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the ID of the athlete/team who was updated

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="1" />
  <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="TO" Pos="1" Value="2518090" />
....
</ExtendedInfos>
```

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

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)

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Official's code

		zeroes	
Function	M	CC @ResultsFunction	Official's function. Send according to the codes, the referee etc.
Order	M	Numeric	Send by order for each official in each function, for example: Referee(s) followed by Reserve Referee(s), if more than one referees then sort by name.

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	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	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	SC @Period	Period 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.
AwayPeriodScore	O	Numeric #0	Score of the away competitor for this period

Element: Competition /Result (1,N) **For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric ##0	Result of the Team for the particular event unit.
IRM	O	SC @IRM	The invalid rank 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	SC @WLT	The code whether a competitor won, lost or tied the match /

			game
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 as @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute.

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Competitors extended information.

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

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

Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach /team official order. Send 1 if just one coach, sequential number if more than one
Function	M	CC @ResultsFunction	Coach / team official functions

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

Coach extended information.

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

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

For team event information

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	SC @Home	Send Home or Away designator
EUE		UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform colour of the team
EUE		UNIFORM_GK	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM_GK in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform colour of the team

Sample (General)

```
...
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
...
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
	Type	**Code**	**Pos**	**Description**
ST		SD W LD PTY FB BT EG SHOT	SC @Period	Code Description: Stats for each of (in order): 6 metre shots Wing shots 9 metre shots 7 metre shots (PTY) Fast Breaks Breakthroughs Empty Goals Total Shots Pos Description: Send the period. TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total goals made of each code
	Attempt	O	Numeric #0	Number of attempts
	Percent	O	Numeric ##0	Shooting percentage (%), only for TOT.
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat			

	Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	BLC		
	Pos	N/A		
	Value	S(3)	Total Blocked. If doesn't apply send "N/A"	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	MISS		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Missed	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	POST		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Post	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Saves	
ST		TL ML BL TC MC BC TR MR BR	SC @Period	Code Description: Shots for: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total goals for this destination
	Attempt	O	Numeric #0	Shots for each Code/Period
ST		ASSIST TO TF ST BLC YC RC EXC	SC @Period	Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total assists/ Turnovers /technical faults/ steals/blocked/ yellow cards/ red cards/blue cards BenchTeam TOs in the event unit.
ST		TF_TEAM	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total technical faults bench/team in the event unit
ST		EXC_COACH RC_COACH YC_COACH	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Yellow cards/Red cards/blue cards for the Coach in the event unit.
ST		TMS_COACH	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	2 Minute Suspensions for the Coach in the event unit.
ST		TMS	SC@Period	Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	2 Minute Suspensions in the event unit. Send + for "2 minutes + 2 minutes suspensions"
ST		ATC	SC@Period	Pos Description: Send the period Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Attacks for the team in the event unit.
	Percent	O	Numeric ##0	Scoring Efficiency
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK	SC@Period	Code Description: Only for Goalkeepers Shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers. Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total saves.
	Attempt	O	Numeric #0	Shots taken at the code and period

	Percent	O	Numeric ##0	Percent saved
ST		TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK	SC @Period	Code Description: Only for Goalkeepers Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right Pos Description: Send the period TOT for total of all periods (only for Teams statistics) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total save for this destination
	Attempt	O	Numeric #0	Shots at goalkeeper at this destination
ST		SD_R_GRA SD_C_GRA SD_L_GRA W_R_GRA W_L_GRA LD_R_GRA LD_C_GRA LD_L_GRA PS_GRA FB_GRA BT_GRA EG_GRA	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0/#0	Right/Centre/Left 6 metres, Right/Left Wing, Right/Centre/Left 9 metres, 7 metres, Fast Breaks, Breakthroughs, Empty Goals Goals/shots for the team.

Sample (General)

```
....
<StatsItems>
  <StatsItem Type="ST" Code="LD" Pos="H1" Attempt="12" Value="4" Percent="33" >
  <ExtendedStat Code="SAVE" Value="2" />
  <ExtendedStat Code="MISS" Value="1" />
  <ExtendedStat Code="POST" Value="2" />
  <ExtendedStat Code="BLC" Value="2" />
</StatsItem >
....
<StatsItem Type="ST" Code="ASSIST" Pos="H1" Value="16" />
<StatsItem Type="ST" Code="TO" Pos="H1" Value="23" />
<StatsItem Type="ST" Code="ST" Pos="H1" Value="3" />
<StatsItem Type="ST" Code="BLC" Pos="H1" Value="4" />
<StatsItem Type="ST" Code="YC" Pos="H1" Value="4" />
<StatsItem Type="ST" Code="TMS" Pos="H1" Value="7" />
<StatsItem Type="ST" Code="SHOT" Pos="H1" Attempt="24" Value="15" Percent="63" />
....
```

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

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		STATUS	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Athlete's status in the team.

				When the athlete has been Suspended, replaced or disqualified.
EUE		POSITION	N/A	Element Expected: As soon as known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position player in the team
EUE		STARTER	N/A	Element Expected: Send for athletes in the starting offensive line-up (when available)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @StartPos	Send code.
EUE		CAPTAIN	N/A	Element Expected: Send for the captain when known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" only if the player is captain

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="GK" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		SHOT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals scored
	Attempt	O	Numeric #0	Shots taken
	Percent	O	Numeric ##0	Shooting percentage (%).
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	BLC		
	Pos	N/A	N/A	
	Value	S(3)	Total Blocked. If doesn't apply send "N/A"	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	MISS		
	Pos	N/A	N/A	

	Value	Numeric #0	Total Missed.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	POST		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Post.	
ST		SD W LD PTY FB BT EG	N/A	Code Description: 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Empty Goals Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total goals
	Attempt	O	Numeric #0	Shots taken
ST		TL ML BL TC MC BC TR MR BR	N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total goals at this destination
	Attempt	O	Numeric #0	Shots taken at this destination
ST		ASSIST TO TF ST BLC YC EXC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total assists/ Turnovers /technical fault /steals/blocked/ yellow cards/ blue cards in the event unit.
ST		RC	N/A	Element Expected: Always if red card
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Card	Type of red card for the athlete X = Red Card After 3rd 2-Minute Suspension D = Direct Red Card

ST		TMS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	2 Minute Suspensions in the event unit. Send + for "2 minutes + 2 minutes suspensions".
ST		MINS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Time played for the athlete in the game.
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK (For Goalkeepers)	N/A	Code Description: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers. Element Expected: Always, if the information is available (Only for Goalkeepers)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total saves.
	Attempt	O	Numeric #0	Shots at the goalkeeper
	Percent	O	Numeric #0	Efficiency (%).
ST		TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK (For Goalkeepers)	N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Shots for the Goalkeepers. Element Expected: Always, if the information is available for goalkeepers
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total save at this destination
	Attempt	O	Numeric #0	Shots at this destination

Sample (General)

```
....
   <StatItems Type="ST" Code="LD" Attempt="12" Value="4" Percent="33" >
      <ExtendedStat Code="SAVE" Value="2" />
      <ExtendedStat Code="MISS" Value="1" />
      <ExtendedStat Code="POST" Value="2" />
      <ExtendedStat Code="BLC" Value="2" />
   </StatsItems>
...
   <StatItems Type="ST" Code="ASSIST" Value="1" />
   <StatItems Type="ST" Code="TO" Value="2" />
   <StatItems Type="ST" Code="ST" Value="3" />
   <StatItems Type="ST" Code="BLC" Value="4" />
   <StatItems Type="ST" Code="YC" Value="4" />
   <StatItems Type="ST" Code="SHOT" Attempt="4" Value="1" Percent="25"/ >
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

* At the start and end of every period (to start/stop clock)
* Immediately after every change in the score.
* 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
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Clock (0,1)		

		Period		
		Time		
		Running		
	Result (0,N)			
		Result		
		SortOrder		
		StartSortOrder		
		ResultType		
		Competitor (1,N)		
			Code	
			Type	
			Organisation	

2.3.5.5 Message Values

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

Element: Competition /Clock (0,1) Clock Information			
Attribute	**M/O**	**Value**	**Description**
Period	O	SC @Period	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 @StartOrder
ResultType	M	SC @ResultType	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	CC @Organisation	Competitor's organisation

Sample (Current)

```
<Competition>
  <Clock Period="H1" 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	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. (H1, H2, OT1, OT2 and PSO) Messages by period include all applicable actions for the period. If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

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

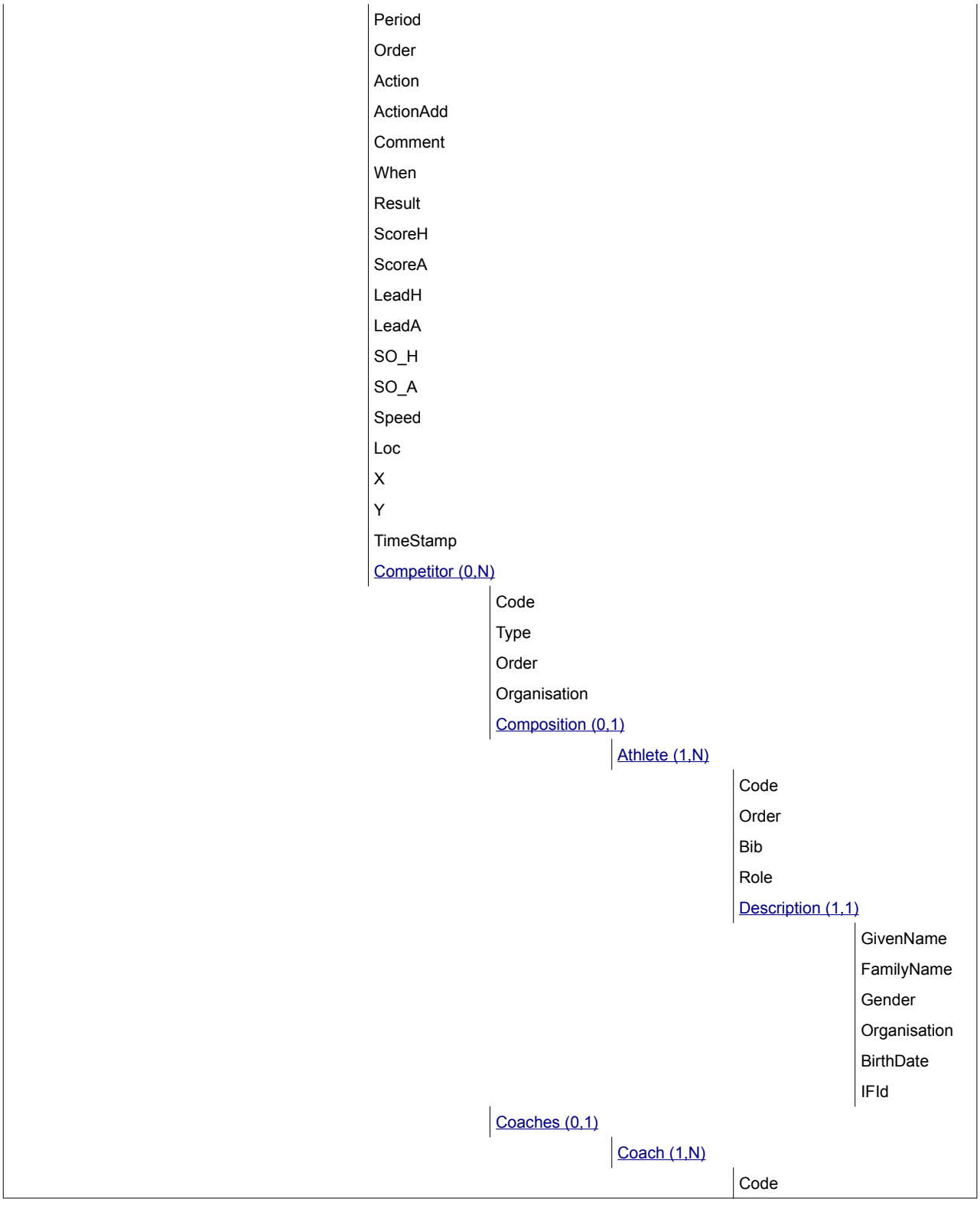
Message without DocumentSubcode
* Send empty when the start list is available (START_LIST), also used to clear all actions.
* After each period (INTERMEDIATE except the last which is UNOFFICIAL)
* If any correction for previous period is needed if the period is no longer running.
The message is sent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

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

2.3.6.4 Message Structure

The following table defines the structure of the message.

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


Period
Order
Action
ActionAdd
Comment
When
Result
ScoreH
ScoreA
LeadH
LeadA
SO_H
SO_A
Speed
Loc
X
Y
TimeStamp
Competitor (0,N)
Code
Type
Order
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Role
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Coaches (0,1)
Coach (1,N)
Code

			Order	
			Description (1,1)	
				GivenName
				FamilyName
				Gender
				Nationality

2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	OT	Numeric 0	Pos Description: 1..n Element Expected: Send for every OT started or played in the game

	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send the applicable OT code

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

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

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

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	SC @Period	Period of the action within the match
Order	M	Numeric	Unique ascending sequential number for all the incidents and actions considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	O	SC @Action	Actions in the game. Send one action code. The first action of each period should always be "STARTP". For GK substituted action send two Athlete Elements: 1st GK Out (ActionRole=OUT), 2nd GK In (ActionRole=IN).
ActionAdd	O	SC @DestType	Shot destination: Top Left, Top Right ..., and Bottom Left. In case of goal or shots saved. For shots only
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP
When	O	mm:ss	Time in which the action occurred. Action's time in minutes and seconds Example (2:05). No leading zeros.
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric ##0	Total Home Score of the game after the action Send if there is a score change for either team or always in a PSO
ScoreA	O	Numeric ##0	Total Away Score of the game after the action Send if there is a score change for either team or always in a PSO
LeadH	O	Numeric +/-#0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	Numeric +/-#0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
SO_H	O	Numeric #0	Home Score in penalty shootout
SO_A	O	Numeric #0	Away Score in penalty shootout
Speed	O	##0	Speed of the shot in km/h (for shots taken)
Loc	O	SC @Res_Sub	Shot position (type of shot)

X	O	S(20)	X coordinate of the action location (only for shots)
Y	O	S(20)	Y coordinate of the action location (only for shots)
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Shirt Number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

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

Athletes extended information

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

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

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
Order	O	Numeric	Coach order (if more than one coach is needed).

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

Coach extended information.

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

Sample (General)

```
<Action Id="123456" Period="H1" Order="3" Action="SHOT" When="2:14" Result="SAVE" ActionAdd="ML" LocA="LLD">
  <Competitor Code="HBLWTEAM7-----RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" Bib="17" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.3.6.6 Message Sort

Actions /Action @Order.

2.3.7 Pool Standings

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

The general rule is that this message is sent:
* Before the start of the competition to build in the initial tables. The message has status START_LIST.
* When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
* When the phase finishes (there are no more event units/games to compete). The message has status UNOFFICIAL/OFFICIAL.
Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (0,N)			
			Type		
			Code		
			Pos		
			Value		
		Progress (0,1)			
			LastUnit		
			UnitsTotal		
			UnitsComplete		
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		QualificationMark			
		SortOrder			
		Won			
		Lost			
		Tied			
		Played			
		For			
		Against			
		Diff			
		Competitor (1,1)			
			Code		

Type
Organisation
Description (0,1)
TeamName
Opponent (0,N)
Code
Type
Pos
Organisation
Date
Time
Unit
HomeAway
Result
Description (0,1)
TeamName

2.3.7.5 Message Values

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

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

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

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

Element: Competition /Result (1,N) For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or obtained by the competitor at all the games of the group
Result	O	Numeric or CANCELLED	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC @IRM	The invalid rank mark, if applicable
QualificationMark	O	SC @QualificationMark	Qualified indicator.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. Initially by Draw number, later when competition starts order by Rank Always starts at 1.
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.
Tied	O	Numeric #0	Number of games tied 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 goals for Do not send if the team has not played.
Against	O	Numeric #0	Total number of goals against Do not send if the team has not played.
Diff	O	Numeric ##0 or -##0	Goal difference, between goals for and goals against

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

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

Competitors extended information.

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	T for team
Pos	M	Numeric #0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 31-16). 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. May be “Cancelled” or other appropriate term.

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="63" Against="81" Diff="-38" >
  <Competitor Code="HBLMTEAM7-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="HBLMTEAM7-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00" Unit="HBLMTEAM7----------GPA-000200--" HomeAway="H" Result="42:40">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="HBLMTEAM7-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00" Unit="HBLMTEAM7----------GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="HBLMTEAM7-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00" Unit="HBLMTEAM7----------GPA-000500--" HomeAway="A" Result="21:41">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.7.6 Message Sort

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

2.3.8 Brackets

2.3.8.1 Description

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

2.3.8.2 Header Values

The following table describes the message header attributes.

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

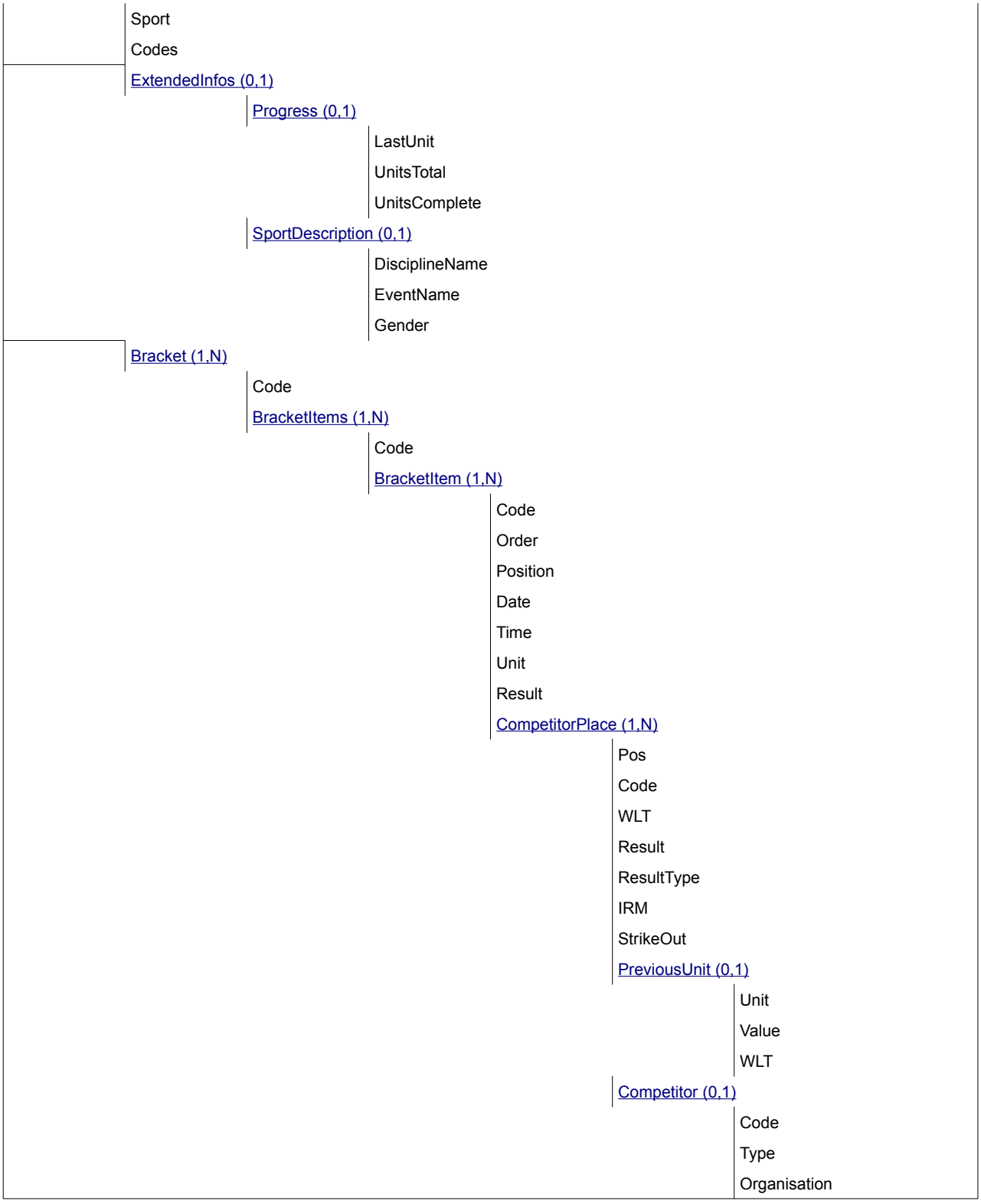
2.3.8.3 Trigger and Frequency

* Before the first match of competition (START_LIST).
* After every match in the preliminaries which determines a position in the bracket.
* After every match during final phases.
* Trigger after any change

2.3.8.4 Message Structure

The following table defines the structure of the message.

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


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

	Description (0,1)	
		TeamName

2.3.8.5 Message Values

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

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

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

Element: Competition /Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)

Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (example "26-27"). May include an IRM.

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

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

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

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

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

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

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

Sample (General)

```
<Bracket Code="FNL-">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Postition="1" Date="2012-08-10" Time="15:00" Unit="HBLWTEAM7----------
SFNL000100--" Result="25-22" >
      <CompetitorPlace Pos="1" Result="25" WLT="W" >
        <Competitor Code="HBLWTEAM7-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Result="22" WLT="L" >
        <Competitor Code="HBLWTEAM7-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.8.6 Message Sort

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

2.3.9 Statistics

2.3.9.1 Description

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

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the event
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	-CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. (see DocumentSubcode) -TEAM_RANKING: Ranking of team tournament statistics. -IND_RANKING: Ranking of individual tournament statistics, for the best athletes. -TOU: Tournament statistics.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

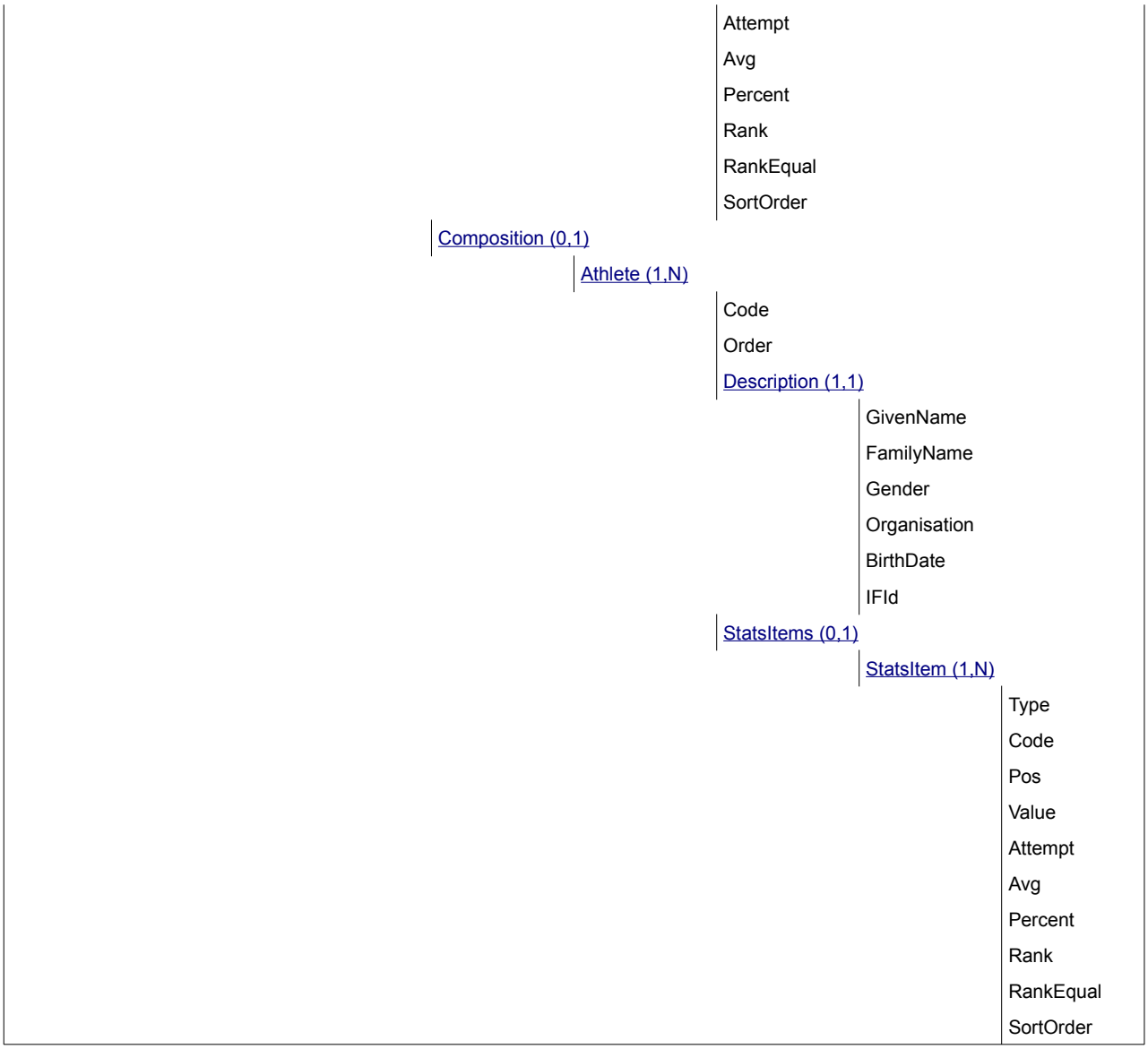
2.3.9.3 Trigger and Frequency

After each match

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



2.3.9.5 Message Values

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

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

Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team. Send after at least one unit is complete in the CUM, 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. 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. Send in the CUM, IND_RANKING and TEAM_RANKING messages.

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

Sport Description in Text

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

Element: Competition /Stats (1,1)

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

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

Type		Code	Pos	Description
ST		SHOT SD W LD PTY FB BT EG	N/A	Code Description: Total Shots / 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Empty Goal shots Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total goals of this type
	Attempt	O	Numeric ##0	Shot taken of this type
	Percent	O	Numeric ##0	Shooting percentage. Efficiency (%).
ST		ASSIST TO TF ST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU

		BLC YC RC RC_X RC_D EXC		
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total assists, turnovers / technical faults / steals / blocked / yellow cards / red cards (inc. direct and 3x2min)/ blue cards for the team.
ST		TMS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	2 Minute Suspensions
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK	N/A	Code Description: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers. Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total saves
	Attempt	O	Numeric ##0	Shots
	Percent	O	Numeric ##0	Efficiency (%)

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 TEAM_RANKING: For each team: 1 -Rank, 2 -Team NOC code If teams share equal rank, present teams in alphabetical order by team NOC code Always show rank for each team
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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

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

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

Type		Code	Pos	Description
ST		SD W LD PTY FB BT EG SHOT	N/A	Code Description: 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Empty Goal / total shots. Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total goals
	Attempt	O	Numeric ##0	Shots taken of this type
	Percent	O	Numeric ##0	Shooting percentage
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	BLC		
	Pos	N/A	N/A	
	Value	S(3)	Total Blocked. If doesn't apply send "N/A"	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	MISS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total Missed	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	POST		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total Post.	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total Saves.	
ST		TL ML BL TC	N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right shots for the teams.

		MC BC TR MR BR		Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total goals at this destination
	Attempt	O	Numeric #0	Shot made at this destination
ST		ASSIST TF ST BLC TO	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total assists/ technical faults / steals/ blocks / turnovers.
ST		YC RC RC_X RC_D EXC TMS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total turnovers/ yellow cards/ red cards(inc. direct and 3x2min)/ blue cards / 2 Minute Suspensions for the team Total of this stat for the team
ST		TF_TEAM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total technical faults bench/team
ST		YC_COACH RC_COACH EXC_COACH	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Yellow cards/Red cards/Blue cards for the Coach/Bench.
ST		TMS_COACH	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	2 Minute Suspensions for the Coach
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric ##0	Total match played for team.
ST		PTY_PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Penalty Points
	Avg	O	Numeric #0.0	Average penaly points
	Rank	O	String	Team's rank on penalty points average
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
ST		SD_R_GRA SD_C_GRA SD_L_GRA W_R_GRA W_L_GRA LD_R_GRA LD_C_GRA LD_L_GRA PS_GRA FB_GRA BT_GRA EG_GRA	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0/#0	Right/Centre/Left 6 metres, Right/Left Wing, Right/Centre/Left 9 metres, 7 metres, Fast Breaks, Breakthroughs, Empty Goals Goals/shots for the team.
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK	N/A	Code Description: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers. Element Expected: Always for goalkeepers, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total saves.
	Attempt	O	Numeric ##0	Shots of this type against the goalkeeper
	Percent	O	Numeric ##0	Efficiency (%).
ST		TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK	N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Saves for the Goalkeepers. Element Expected:

		MR_GK BR_GK		Always for goalkeepers, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total saves at this destination
	Attempt	O	Numeric #0	Shot at the goalkeeper at this destination

Sample (General)

```
<StatsItem Type="ST" Code="LD" Pos="0" Attempt="12" Value="4" Percent="33" >
   <ExtendedStat Code="SAVE" Value="2" />
   <ExtendedStat Code="MISS" Value="1" />
   <ExtendedStat Code="POST" Value="2" />
   <ExtendedStat Code="BLC" Value="2" />
</StatsItem>
...
<StatsItem Type="ST" Code="ASSIST" Pos="0" Value="16" />
<StatsItem Type="ST" Code="TO" Pos="0" Pos="0" Value="23" />
<StatsItem Type="ST" Code="ST" Pos="0" Value="3" />
<StatsItem Type="ST" Code="BLC" Pos="0" Value="4" />
<StatsItem Type="ST" Code="YC" Value="4" />
<StatsItem Type="ST" Code="TMS" Value="7" />
<StatsItem Type="ST" Code="SHOT" Attempt="24" Value="15" Percent="63"/ >
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order for CUM: Uniform number or disqualification, family name , given name Sort order for IND_RANKING: 1 -Rank, 2 -family name, 3 -given name

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) **Team member's stats item according to competitors' rules.**			
Type	**Code**	**Pos**	**Description**
ST	SHOT	N/A	Element Expected:

				Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total goals.
	Attempt	O	Numeric ##0	Total Shots for athlete.
	Percent	O	Numeric ##0	Shooting percentage Efficiency (%).
	Rank	O	String	Athlete's rank on goals for goal scores. (DocumentSubtype= IND_RANKING)
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Numeric	Sort Order for @Rank. (DocumentSubtype= IND_RANKING)
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	BLC		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total blocked	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	MISS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total misses.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	POST		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total post.	
ST		SD W LD PTY FB BT EG	N/A	Code Description: Total 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Empty Goal for the athlete Element Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of PTY also send when DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Total goals.

			##0	
	Attempt	O	Numeric ##0	Shots taken
ST		TL ML BL TC MC BC TR MR BR	N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right shots for the athlete Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0n	Total goals for this destination
	Attempt	O	Numeric #0	Shots taken at this destination
ST		ASSIST TO TF YC RC RC_X RC_D EXC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of ASSIST also send when DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total assists / turnovers / technical faults / yellow cards / red cards / blue cards for the athlete.
	Rank	O	String	Athlete's rank on assists. Send for ASSIST only. (DocumentSubtype= IND_RANKING)
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send. Send for ASSIST only. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Numeric	Sort Order for @Rank Send for ASSIST only. (DocumentSubtype= IND_RANKING)
ST		ST BLC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total steals / blocked for the athlete.
	Avg	O	Numeric #0.0	Average (only needed in IND_RANKING)
	Rank	O	String	Athlete's rank on steals/total blocked. (DocumentSubtype= IND_RANKING)
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send. (DocumentSubtype= IND_RANKING)

	SortOrder	O	Numeric	Sort Order for @Rank (DocumentSubtype= IND_RANKING)
ST		TMS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	2 Minute Suspensions for the athlete.
ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	hh:mm:ss	Time played for the athlete in all games where the athlete was participated. Do not send leading zeros
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total matches played for athlete.
ST		GOAL_ASSIST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total goals + assists.
	Rank	O	String	Athlete's rank on goals + assists.
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		PTY_PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total penalty points for the athlete
	Avg	O	Numeric #0.0	Average
	Rank	O	String	Athlete's rank on average penalty points.
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK	N/A	Code Description: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers. Element Expected: Always for goalkeepers, if the information is available for the DocumentSubtype=CUM. In

				the case of SHOT_GK & PTY_GK also send when DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total saves.
	Attempt	O	Numeric ##0	Shots of this type to the goalkeeper
	Percent	O	Numeric ##0	Efficiency (%).
	Rank	O	String	Goalkeeper's rank on efficiency of saves for total shots/penalty saves. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Numeric	Sort Order for @Rank. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
ST		TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK	N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right shots for the Goalkeepers. Element Expected: Always for goalkeepers, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total saves for this destination
	Attempt	O	Numeric ##0	Shots

Sample (General)

```
<StatsItem Type="ST" Code="LD" Attempt="12" Value="4" Percent="33" >
  <ExtendedStat Code="SAVE" Value="2" />
  <ExtendedStat Code="MISS" Value="1" />
  <ExtendedStat Code="POST" Value="2" />
  <ExtendedStat Code="BLC" Value="2" />
</StatsItem>
...
<StatsItem Type="ST" Code="ASSIST" Value="1" />
<StatsItem Type="ST" Code="TO" Value="2" />
<StatsItem Type="ST" Code="ST" Value="3" />
<StatsItem Type="ST" Code="BLC" Value="4" />
<StatsItem Type="ST" Code="YC" Value="4" />
<StatsItem Type="ST" Code="SHOT" Attempt="4" " Value="1" Percent="25" />
```

2.3.9.6 Message Sort

Sort according to the @Order attributes.

2.3.10 Event Final Ranking

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

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

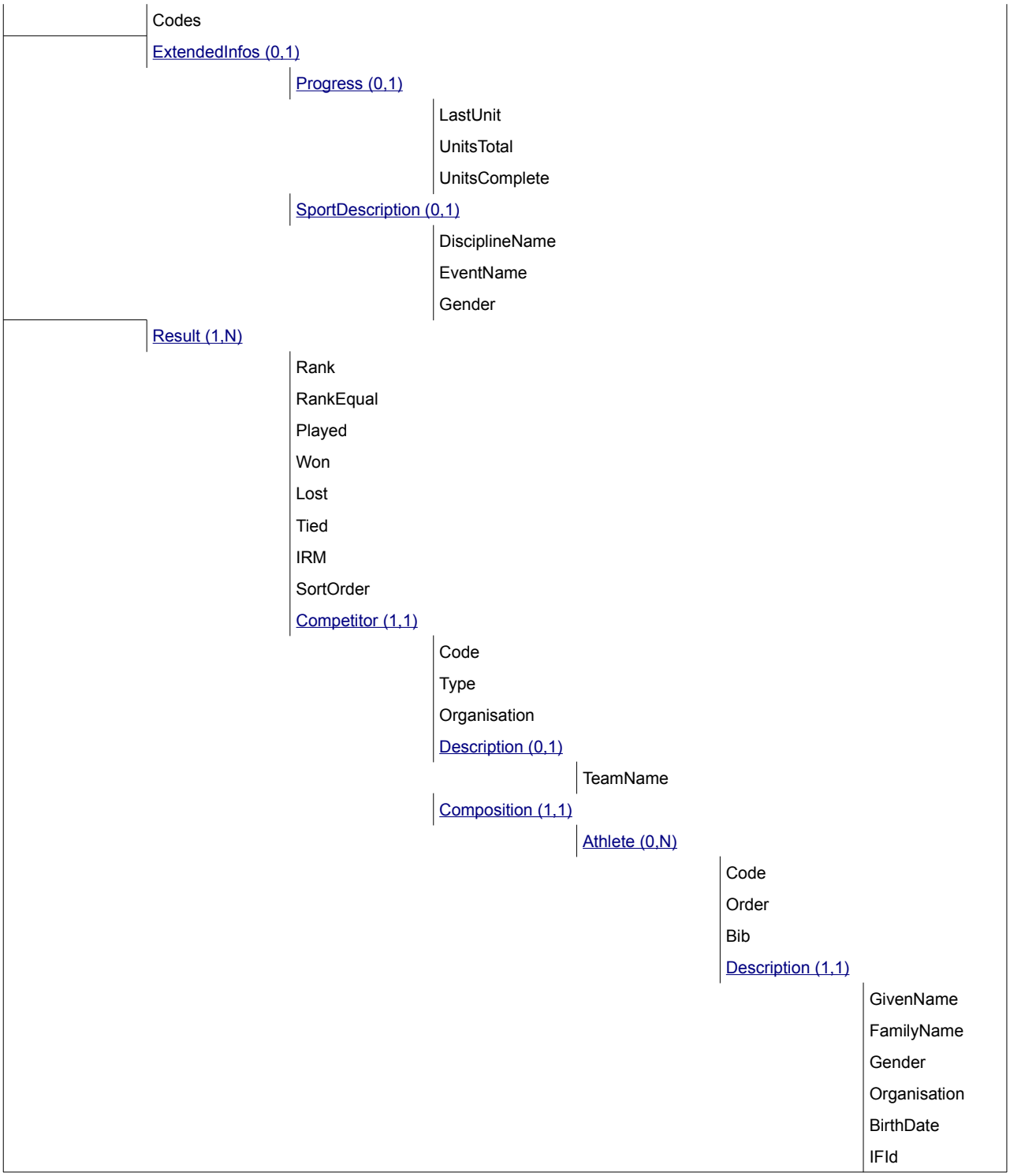
2.3.10.3 Trigger and Frequency

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

2.3.10.4 Message Structure

The following table defines the structure of the message.

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


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

2.3.10.5 Message Values

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

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

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

Element: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equaled 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
Tied	O	Numeric #0	Send number of matches tied
IRM	O	SC @IRM	Send if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T")
Bib	O	S(2)	Shirt number.

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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="HBLMTEAM7-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.10.6 Message Sort

Sort by Result @SortOrder

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
Periodically as soon as ODF operations start	DT_PARTIC_TEAMS		x				
Periodically as soon as ODF operations start	DT_SCHEDULE		x				
	DT_PDF C08 Competition Schedule			x			
	DT_PDF C35A Competition Officials		x				
	DT_PDF C35B IHF Referees and Delegates		x				
	DT_PDF C76 Tournament Summary	START_LIST		x			

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After initial download and as soon as Participant verification process finishes (ORIS C38 process)	DT_PARTIC_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
After the Technical Meeting	DT_PARTIC_TEAMS_UPDATE		x				
	DT_PDF C33 - Team Roster			x			
Before the start of the competition	DT_POOL_STANDING	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
As soon as the teams are known or if there is any change in the line-up	DT_RESULT	START_LIST					x
Send empty when the start list is available	DT_PLAY_BY_PLAY	START_LIST					x
	DT_PDF C58 Daily Schedule		x				
	DT_PDF C51 - Start List						x
	DT_PDF C65 Match Report						x
	DT_PDF C76 Tournament Summary	START_LIST		x			

3.3 During competition

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

After every action	DT_CURRENT						x
After the end of every period	DT_CURRENT						x
	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
After each period	DT_PLAY_BY_PLAY	INTERMEDIATE					x
When Competition has a planned break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
After each period	DT_RESULT	INTERMEDIATE					x
When Competition resumes	DT_SCHEDULE_UPDATE	RUNNING	x				o
After the end of the first half	DT_PDF C73 Results	INTERMEDIATE					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finishes	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
When Competition results are validated	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
After last match of each group in preliminary round and after every match during final phases	DT_BRACKETS	INTERMEDIATE		x			
After every match in preliminary round	DT_POOL_STANDING	INTERMEDIATE			x		
After last match in preliminary round	DT_POOL_STANDING	UNOFFICIAL			x		
After last match in preliminary round. Results are validated	DT_POOL_STANDING	OFFICIAL			x		
At the end of each phase and bronze match	DT_RANKING	PARTIAL		x			
After each match	DT_STATS			x			
	DT_PDF C65 Match Report						x
	DT_PDF C73 Results	OFFICIAL					x
	DT_PDF C69 Play by Play	OFFICIAL					x
	DT_PDF C83 Match Team Statistics	OFFICIAL					x
	DT_PDF C77 Empty Goal Analysis	OFFICIAL					x
	DT_PDF C84A Cumulative Statistics	INTERMEDIATE		x			
	DT_PDF C84B Overall Team Statistics	INTERMEDIATE		x			
	DT_PDF C84C Team Fair Play	INTERMEDIATE		x			
	DT_PDF C85A Individual Statistics	INTERMEDIATE		x			
	DT_PDF C85B Goalkeeper Statistics	INTERMEDIATE		x			
	DT_PDF C85C Fastest Goal Scoring Shots	INTERMEDIATE		x			

After every match of the day and after the end of each phase	DT_PDF C76 Tournament Summary	INTERMEDIATE		x			
Only after Bronze medal match	DT_MEDALLISTS	PARTIAL		x			
After bronze medal match	DT_PDF C92C Medallists (Team)	PARTIAL		x			
After bronze medal match	DT_PDF C93 Medallists by Event		x				
After bronze medal match	DT_PDF C95 Medal Standings		x				
After gold medal match	DT_BRACKETS	UNOFFICIAL		x			
After gold medal match validated	DT_BRACKETS	OFFICIAL		x			
After gold medal match validated	DT_MEDALLISTS	OFFICIAL		x			
After bronze and gold medal match	DT_MEDALS		x				
After bronze and gold medal match	DT_MEDALLISTS_DISCIPLINE		x				
After gold medal match	DT_RANKING	OFFICIAL		x			
	DT_PDF C76 Tournament Summary	OFFICIAL		x			
	DT_PDF C84A Cumulative Statistics	OFFICIAL		x			
	DT_PDF C84B Overall Team Statistics	OFFICIAL		x			
	DT_PDF C84C Team Fair Play	OFFICIAL		x			
	DT_PDF C85A Individual Statistics	OFFICIAL		x			
	DT_PDF C85B Goalkeeper Statistics	OFFICIAL		x			
	DT_PDF C85C Fastest Goal Scoring Shots	OFFICIAL		x			
	DT_PDF C92C Medallists (Team)	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V1.0	25 Aug 2017	First version
V1.1	3 Jan 2018	Updated
V2.0	8 Aug 2018	Updated
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	18 Apr 2019	Updated
V2.5	30 May 2019	Updated
V2.6	14 Aug 2019	Updated
V2.7	11 Nov 2019	Updated
V2.8	10 Dec 2019	Updated
V2.9	27 Mar 2020	Updated after Homologation
V3.0	17 Apr 2020	Updated
V3.01	4 Nov 2022	First version for Paris 2024
V3.1	5 May 2023	Approved
V3.2	28 Mar 2024	CR027332

File Reference: SOG-2024-HBL-3.2 APP

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First Version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	DT_PLAY_BY_PLAY: Updated to send by Period Removed references to YOG 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_RESULT: Delete BEACH data and Stats Added EG statistic throughout Clarified that EXC is used for blue cards (BLC and BC are already used) Other typographical errors without impact corrected.
V2.2	SFA	DT_RESULT: Add ENTRY/UNIFORM DT_IMAGE: Add message
V2.3	APP	DT_POOL_STANDING: Add QualificationMark CR16928: Move extensions to attribute to simplify. DT_RESULT and DT_STATS. Remove TFT throughout
V2.4	APP	CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY
V2.5	APP	CR16640: Add ODF Version @Competition

		DT_STATS/DT_RESULT: SAVE extension removed from ST/*_GRA statistics Editorial improvements without changing the intent
V2.6	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N CR17939: Add Actions/Action/Speed in DT_PLAY_BY_PLAY
V2.7	APP	CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.8	APP	CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight
V2.9		DT_RESULT: Add TO_TEAM, YC_COACH, TMS_COACH, RC_COACH and EXC_COACH to the available DISPLAY codes at ExtendedInfos /ExtendedInfo [188944] DT_CURRENT: Update Clock/Time to clarify not to send leading zeros.[189037] DT_RESULT: Add RC_X and RC_D at DISPLAY/String @ExtendedInfos /ExtendedInfo [189170] DT_RESULT: Add RC_X and RC_D to ST/RC @ Result /Competitor /StatsItems /StatsItem [189170] DT_RESULT: Add RC_X and RC_D to ST/RC @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem [189170] DT_STATS: Add Add RC_X and RC_D to ST/RC @ Stats /StatsItems /StatsItem [189170] DT_STATS: Add Add RC_X and RC_D to ST/RC @ Stats /Competitor /StatsItems /StatsItem [189170] DT_STATS: Add Add RC_X and RC_D to ST/RC @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [189170] DT_STATS: DocumentSubcode clarified
V3.0	APP	DT_RESULT: Remove RC_X and RC_D at ExtendedInfos /ExtendedInfo /DISPLAY DT_RESULT: Remove ST/RC_X and ST/RC_D at Result /Competitor /StatsItems /StatsItem DT_RESULT: Remove ST/RC, ST/RC_X and ST/RC_D at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Add ST/RC at Result /Competitor /Composition /Athlete /StatsItems /StatsItem as a non-numeric value
V3.01	SFA	DT_SCHEDULE: Update Unit/Medal description DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit DT_PARTIC: Remove Participant/Weight DT_PARTIC: Add ENTRY/CAPTAIN at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAM: Add ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Remove ENTRY/SEED at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Remove ENTRY/SHORTS_GK at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Add ENTRY/UNIFORM_OFFICIALS at Team /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo DT_RESULT: Add EUE/CAPTAIN at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add EUE/STARTER at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add DISPLAY/TF at /ExtendedInfos /ExtendedInfo DT_RESULT: Add ST/TF at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/TF at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Add EUE/UNIFORM_GK at Result /Competitor /EventUnitEntry DT_RESULT: Remove UI/UNIT_STATUS at at ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial) DT_PLAY_BY_PLAY: Add UI/OT at ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Add Action/Comment DT_PLAY_BY_PLAY: Update triggering DT_IMAGE: Delete DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_POOL_STANDINGS: Update triggering DT_POOL_STANDINGS: Update Result/ResultType DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Update Message Sort DT_BRACKETS: Update triggering

		DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_STATS: Add ST/TF at Stats /StatsItems /StatsItem DT_STATS: Add ST/TF at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ResultStatus DT_STATS: Update ST/GOAL_ASSIST at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update ST/TL_GK... at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Add ST/TF at Stats /Competitor /Composition /Athlete /StatsItems /StatsItemRemove EG_GK throughout document DT_RANKING: Update Result /Competitor /Composition /Athlete /Order
V3.1	APP	DT_PARTIC: Add Participant /Discipline /DisciplineEntry and remove official bib at Participant /Discipline /RegisteredEvent /Bib which is not supported DT_PARTIC_TEAMS: Correct typo for ENTRY/UNIFORM_OFFICIALS at Team /Discipline /RegisteredEvent /EventEntry Replace TO_TEAM with TF_TEAM meaning Team Technical Fault
V3.2	APP	DT_PLAY_BY_PLAY: Editorial update at Actions /Action /Order, no change in content [CR027332] DT_PLAY_BY_PLAY: Update Actions/Action/ScoreH and Update Actions/Action/ScoreA [CR027332]