Olympic Data Feed

Hockey
ODF Data Dictionary

Technology and Information Department
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Table of Contents

1 Introduction 5
1.1 This document 5
1.2 Objective 5
1.3 Main Audience 5
1.4 Glossary 5
1.5 Related Documents 5
2 Messages 6
2.1 Hockey Overview 6
2.2 Applicable Messages 6
2.3 Messages 8
2.3.1 Competition schedule / Competition schedule update 8
2.3.1.1 Description 8
2.3.1.2 Header Values 10
2.3.1.3 Trigger and Frequency 10
2.3.1.4 Message Structure 10
2.3.1.5 Message Values 12
2.3.1.6 Message Sort 16
2.3.2 List of participants by discipline / List of participants by discipline update 17
2.3.2.1 Description 17
2.3.2.2 Header Values 17
2.3.2.3 Trigger and Frequency 17
2.3.2.4 Message Structure 18
2.3.2.5 Message Values 19
2.3.2.6 Message Sort 23
2.3.3 List of teams / List of teams update 24
2.3.3.1 Description 24
2.3.3.2 Header Values 24
2.3.3.3 Trigger and Frequency 24
2.3.3.4 Message Structure 24
2.3.3.5 Message Values 25
2.3.3.6 Message Sort 29
2.3.4 Event Unit Start List and Results 30
2.3.4.1 Description 30
2.3.4.2 Header Values 30
2.3.4.3 Trigger and Frequency 30
2.3.4.4 Message Structure 31
2.3.4.5 Message Values 34
2.3.4.6 Message Sort 45
2.3.5 Current Information 46
2.3.5.1 Description 46
2.3.5.2 Header Values 46
2.3.5.3 Trigger and Frequency 46
2.3.5.4 Message Structure 46
2.3.5.5 Message Values 47
2.3.5.6 Message Sort 48
2.3.6 Play by Play 49

2.3.6.1 Description 49
2.3.6.2 Header Values 49
2.3.6.3 Trigger and Frequency 49
2.3.6.4 Message Structure 50
2.3.6.5 Message Values 51
2.3.6.6 Message Sort 54
2.3.7 Pool Standings 55
2.3.7.1 Description 55
2.3.7.2 Header Values 55
2.3.7.3 Trigger and Frequency 55
2.3.7.4 Message Structure 56
2.3.7.5 Message Values 57
2.3.7.6 Message Sort 60
2.3.8 Brackets 61
2.3.8.1 Description 61
2.3.8.2 Header Values 61
2.3.8.3 Trigger and Frequency 61
2.3.8.4 Message Structure 61
2.3.8.5 Message Values 63
2.3.8.6 Message Sort 65
2.3.9 Statistics 66
2.3.9.1 Description 66
2.3.9.2 Header Values 66
2.3.9.3 Trigger and Frequency 66
2.3.9.4 Message Structure 67
2.3.9.5 Message Values 68
2.3.9.6 Message Sort 75
2.3.10 Event Final Ranking 76
2.3.10.1 Description 76
2.3.10.2 Header Values 76
2.3.10.3 Trigger and Frequency 76
2.3.10.4 Message Structure 76
2.3.10.5 Message Values 77
2.3.10.6 Message Sort 79
2.3.11 Weather conditions 80
2.3.11.1 Description 80
2.3.11.2 Header Values 80
2.3.11.3 Trigger and Frequency 80
2.3.11.4 Message Structure 80
2.3.11.5 Message Values 81
2.3.11.6 Message Sort 82
3 Message Timeline 84
3.1 Preparation Phase 84
3.2 Before competition 84
3.3 During competition 84
3.4 After competition 85
4 Document Control 87

1 Introduction

1.1 This document

This document includes the ODF Hockey 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 Hockey 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 Hockey 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.
FG - Field Goal
PC - Number of Penalty corners
SHOT_PC - Penalty corner shots
PTY - Penalty Stroke
FG_GK - Field Goal saves/shots
PC_GK - Penalty Corner saves/shots
PTY_GK - Penalty Stroke saves/shots
ACP - Attack Circle Penetration

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_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X

DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
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)
    - Language
    - Value

ItemDescription (0,N)
Language
-
VenueDescription (0,1)
VenueName
LocationName
StartList (0,1)
Start (1,N)
StartOrder
SortOrder
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId

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)	Name of venue

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)

```
<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.
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 short unit description from common codes which matches the RSC. As in all messages with a description only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

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

Attribute	M/O	Value	Description
Language	M	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 name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/ location.

Element: Competition /Unit /StartList /Start (1,N) **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, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Should be sent when known

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)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

IFId

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)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-HOC-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 critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
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
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10...
Status	O	SC @AthleteStatus	Participant status. As soon as information is known.
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: As soon as it 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		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 (this information 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 @Organisation	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	Goals scored in international matches
ENTRY		CAPTAIN	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)	Send "Y" in case the participant is a captain else do not send.

Sample (Entries)

```
<Discipline Code="HOC------------------------------" IFId="203258" >
  <RegisteredEvent Event="HOCMTEAM11----------------------" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />
    <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="34" />
  </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)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

2.3.3.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**

Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

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

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 or 3 to indicate the number of the shirt Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt Colour
ENTRY		SHORTS	Numeric 0	Pos Description: Send 1,2 or 3 to indicate the number of the shorts/skirts 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)	Shorts/Skirts Colour
ENTRY		SOCKS	Numeric 0	Pos Description: Send 1,2 or 3 to indicate the number of the socks 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)	Socks Colour
ENTRY		UNIFORM_GK	Numeric 0	Pos Description: Send 1,2 or 3 to indicate the number of the shirt Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Goalkeeper's Shirt Colour
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 (General)

```
<Team Code="HOCMTEAM11----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
....
  </Composition>
  <TeamOfficials>
    <Official Code="7380748" Function="TM_MGR" />
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="SI_MGR" />
    <Official Code="7380753" Function="DOCTOR" />
    <Official Code="7380754" Function="PHYSIO" />
  </TeamOfficials>
  <Discipline Code="HOC--------------------------------" >
    <RegisteredEvent Event="HOCMTEAM11-----------------------" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
....
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

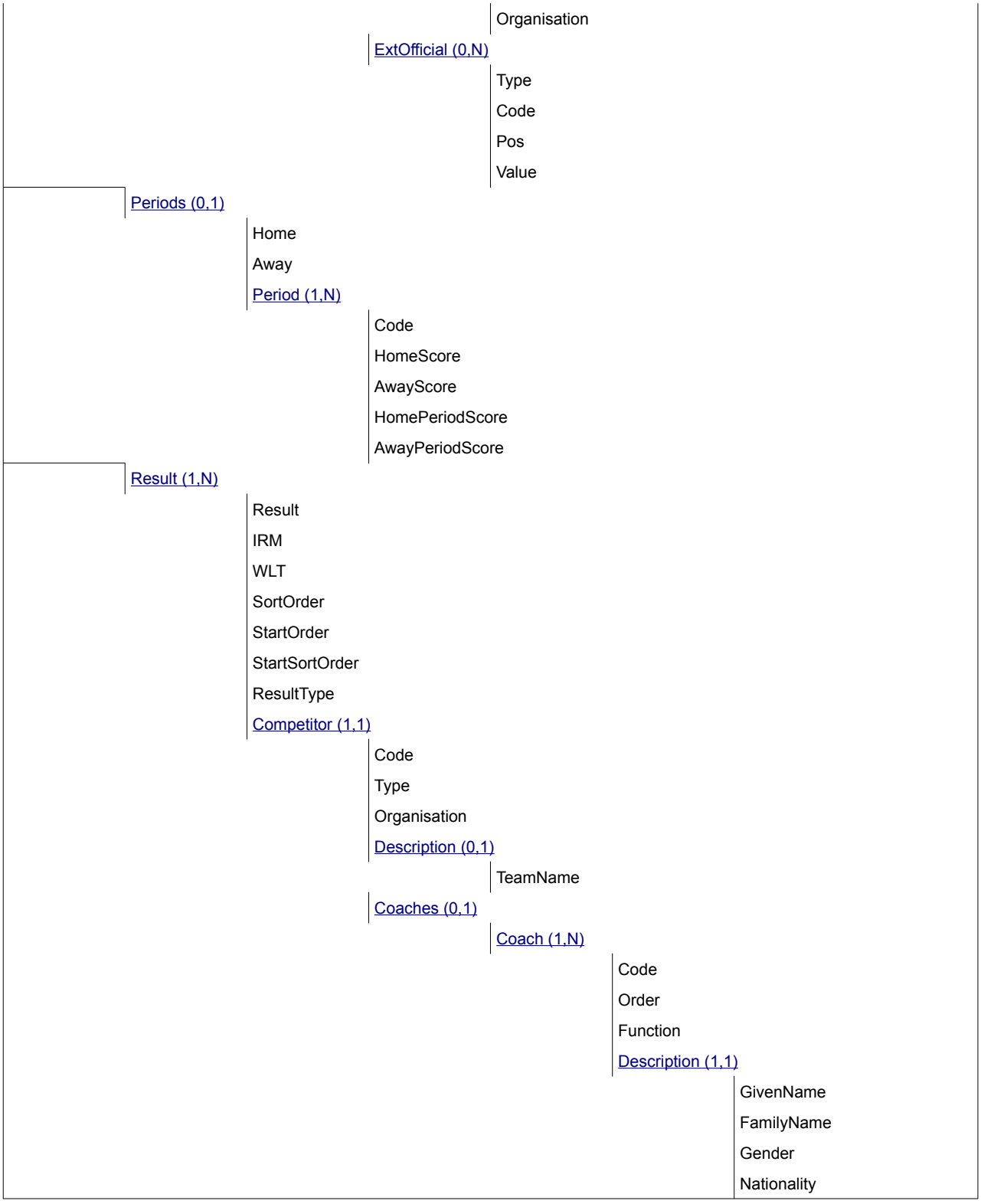
-START LIST: As soon as the team/teams are known.
-START LIST: As soon as any of the line-up and starters are known and any change/addition to these.
-LIVE: At the beginning of each period.
-LIVE: After every change in any data [scores, substitute, DQ etc].
-INTERMEDIATE: After each period (if it is not the last period).

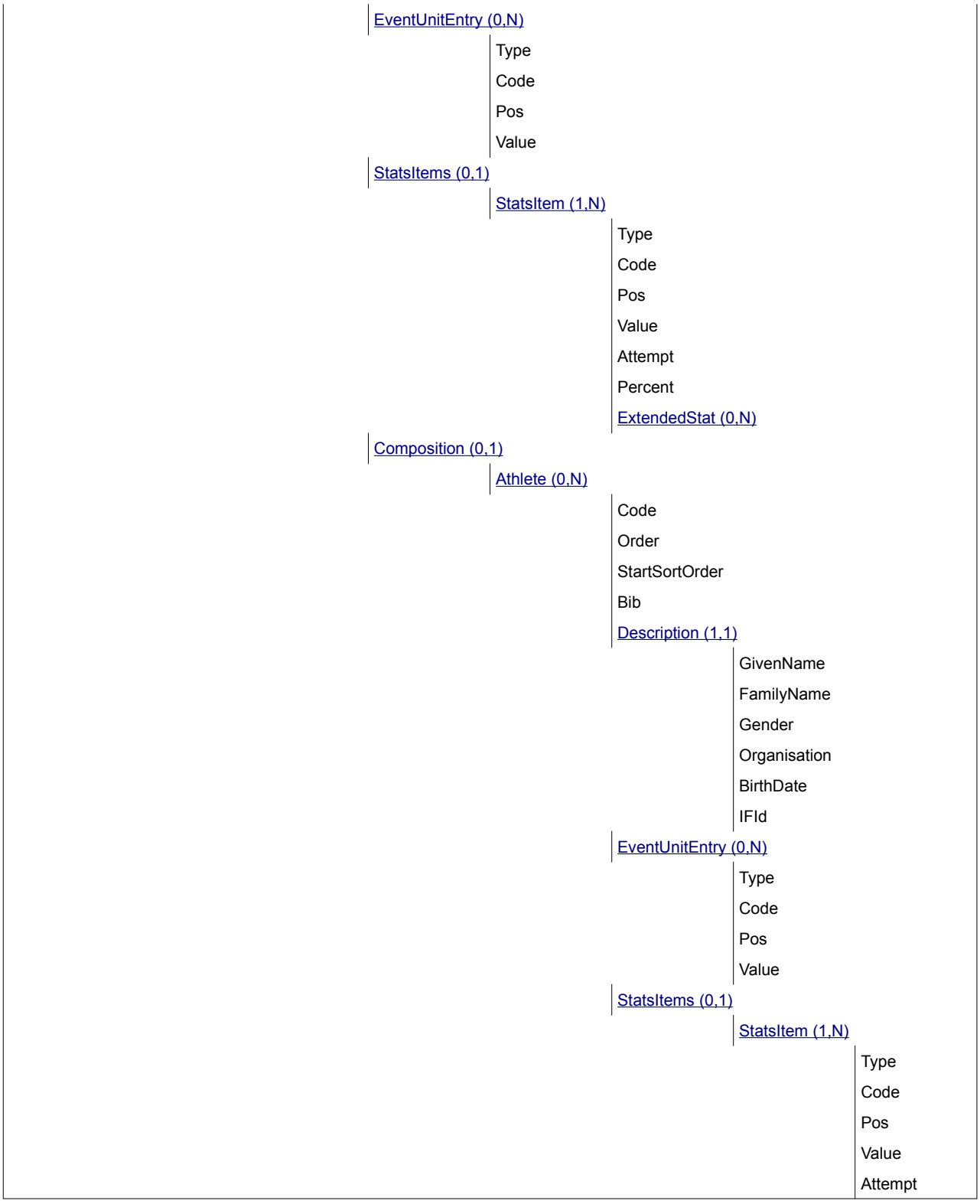
-UNOFFICIAL / OFFICIAL: After the match (unit).

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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
			Attendance				
	Officials (0,1)						
		Official (1,N)					
			Code				
			Function				
			Order				
			Description (1,1)				
				GivenName			
				FamilyName			
				Gender			


Organisation
ExtOfficial (0,N)
Type
Code
Pos
Value
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

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
UI		DECIDED	N/A	Element Expected: If result is not decided in regulation time.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Decided	Send applicable code.
STATS		ACP	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Attack Circle Penetration
STATS		VTR	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Video Team Referral
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected			
	Attribute	**Value**	**Description**	
	Code	R		
	Pos	N/A	N/A	
	Value	Numeric	Refused video referrals	

		#0		
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected			
	Attribute	**Value**	**Description**	
	Code	U		
	Pos	N/A	N/A	
	Value	Numeric #0	Upheld video referrals	
STATS		SUB	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of Substitutions
STATS		PC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Penalty Corners taken
DISPLAY		String	Numeric ##0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete / StatsItems /StatsItem may be: FG, PC, SHOT_PC, PTY, FG_GK, PC_GK, PTY_GK, GC, YC and RC. Pos Description: Unique sequential number for all the statistics to highlight Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute

Sample (ExtendedInfos)

```
<ExtendedInfos>
        <ExtendedInfo Type="UI" Code="PERIOD" Value="H1" />
        <ExtendedInfo Type="DISPLAY" Code="PC" Pos="1" Value="2518090" />
</ExtendedInfos>
```

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

Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Match number

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes
Attendance	O	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 zeroes	Official's code
Function	M	CC @ResultsFunction	Send the umpires (2 Umpires, 1 Reserve Umpire and 1 Video Umpire) according to the codes
Order	M	Numeric	Send by Order as on official score sheet

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

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

Element: Competition /Officials /Official /ExtOfficial (0,N)

Type	Code	Pos	Description
EO	UNIFORM	N/A	Element Expected: When it is available

	Attribute	M/O	Value	Description
	Value	M	String	Shirt Colour of the official

Sample (Officials)

```
...
<Officials>
  <Official Code="1138266" Function="UM" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
    <ExtOfficial Type="EO" Code="UNIFORM" Value="Yellow" />
  </Official>
  <Official Code="1105079" Function="UM" Order="2">
    <Description GivenName="Ann" FamilyName="Jones" Gender="F" Organisation="ESP" />
    <ExtOfficial Type="EO" Code="UNIFORM" Value="Yellow" />
  </Official>
  ...
</Officials>
...
```

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's code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period. Excluding goals scored at SOC
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period. Excluding goals scored at SOC
HomePeriodScore	O	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	O	Numeric #0	Score of the second named competitor just for each period.

Element: Competition /Result (1,N) **For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric ##0	Result of the Team for the particular event unit.
IRM	O	SC @IRM	IRM of the Team for the particular event unit. Send just in the case @ResultType both Points and IRM.
WLT	O	SC @WLT	The code whether a competitor won, lost or tied
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team

StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit

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 TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

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

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

Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Order of the team officials
Function	M	CC @ResultsFunction	Team officials function

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

Coach extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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	String	Shirt colour of the team
EUE		SHORTS	N/A	Element Expected: If it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Shorts/Skirts colour of the team
EUE		SOCKS	N/A	Element Expected: If it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Socks colour
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 it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Goalkeeper's Shirt Colour

Sample (Competitor)

```
....
<Competitor Code="HOCWTEAM11----RSA01" Type="T" Organisation="RSA">
  <Description TeamName="South Africa"/>
  <Coaches>
    <Coach Code="1098910" Function="MGR" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="F" Nationality="RSA" />
    </Coach>
    <Coach Code="1161886" Function="COACH" Order="2">
      <Description GivenName="Ann" FamilyName="Jones" Gender="F" Nationality="AUT" />
    </Coach>
    <Coach Code="1104950" Function="AST_COA" Order="3">
      <Description GivenName="Jack" FamilyName="Spratt" Gender="M" Nationality="USA" />
    </Coach>
  </Coaches>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Red" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="White" />
  <EventUnitEntry Type="EUE" Code="SOCKS" Value="Red" />
....
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	TOTAL FG	SC@Period	Code Description: TOTAL: Total Goals/ Shots & Conversion

		SHOT_PC PTY		Percentage FG: Field goals/shots SHOT_PC: Penalty corner goals/shots PTY: Penalty stroke goals/shots Pos Description: Send periods Element Expected: Always, if the information is available, shots and goals must always be sent at the same time
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Goals
	Attempt	O	Numeric ###0	Shots
	Percent	O	Numeric ##0	Total Conversion percentage Send only for TOTAL
ST		TOTAL_GK FG_GK PC_GK PTY_GK	N/A	Code Description: TOTAL_GK: Total Saves/ Shots & Conversion Percentage FG_GK: Field saves /shots PC_GK: Penalty corner saves /shots PTY_GK: Penalty stroke saves /shots Element Expected: Always, if the information is available, saves and shots must always be sent at the same time
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Saves
	Attempt	O	Numeric ###0	Shots
	Percent	O	Numeric ##0	Total Conversion percentage Send only for TOTAL_GK
ST		GC	SC@Period	Pos Description: Send proposed pos Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Green Cards
ST		YC	SC@Period	Pos Description: Send proposed pos Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Yellow Cards
ST		RC	SC@Period	Pos Description:

				Send proposed pos Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Red Cards
ST		POSSESS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Possession in %
ST		ACP	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Attack Circle Penetration
ST		VTR	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Video Team Referral
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	R		
	Pos	N/A	N/A	
	Value	Numeric #0	Refused video referrals	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	U		
	Pos	N/A	N/A	
	Value	Numeric #0	Upheld video referrals	
ST		PC	N/A	Element Expected: If the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of penalty corners taken
ST		SUB	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of Substitutions

Sample (Team Statistics)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOTAL" Pos="TOT" Attempt="5" Value="1" Percent="20" />
  <StatsItem Type="ST" Code="FG" Pos="TOT" Attempt="4" Value="0" />
  <StatsItem Type="ST" Code="PTY" Pos="TOT" Attempt="1" Value="1" />
  <StatsItem Type="ST" Code="TOTAL_GK" Attempt="1" Value="1" Percent="100" />
  <StatsItem Type="ST" Code="MINS" Pos="TOT" Value="70" />
  <StatsItem Type="ST" Code="POSSESS" Value="23:35" />
  <StatsItem Type="ST" Code="ACP" Value="22" />
  <StatsItem Type="ST" Code="VTR" Value="2">
    <ExtendedStat Code="U" Value="1" />
    <ExtendedStat Code="R" Value="1" />
  </StatsItem>
  <StatsItem Type="ST" Code="SUB" Value="40" />
  <StatsItem Type="ST" Code="TOTAL" Pos="H1" Attempt="1" Value="0" Percent="0" />
  <StatsItem Type="ST" Code="FG" Pos="H1" Attempt="1" Value="0" />
  <Stat Type="ST" Code="TOTAL_GK" Attempt="1" Value="1" Percent="100" />
...
```

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	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:

				Send just for those suspended players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended
EUE		CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" only if the player is captain
EUE		STARTER	N/A	Element Expected: Send just for those Starter players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is a Starter
EUE		POSITION	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the player in the team.
EUE		INTERNAT_PLAYED	N/A	Element Expected: Always, not updated to include current match.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	International matches played before the start of current match.
EUE		INTERNAT_GOALS	N/A	Element Expected: When not zero, not updated to include current match.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Goals scored in international matches before the start of current match.

Sample (Athlete)

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

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	TOTAL FG SHOT_PC PTY	N/A	Code Description: TOTAL: Total Goals/ Shots & Conversion Percentage FG: Field goals/shots SHOT_PC: Penalty corner goals/shots PTY: Penalty stroke goals/shots Element Expected:

				Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals
	Attempt	O	Numeric #0	Shots
	Percent	O	Numeric ##0	Conversion percentage (%) Send only for TOTAL
ST		TOTAL_GK FG_GK PC_GK PTY_GK	N/A	Code Description: TOTAL_GK: Total Saves/ Shots & Conversion Percentage FG_GK: Field saves/shots PC_GK: Penalty corner saves/shots PTY_GK: Penalty stroke saves/shots Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Saves
	Attempt	O	Numeric #0	Shots
	Percent	O	Numeric ##0	Conversion percentage (%) Send only for TOTAL_GK
ST		GC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Green Cards
ST		YC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Red Cards
ST		MINS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Minutes Played

Sample (Player Statistics)

```
<StatsItems>
   <StatsItem Type="ST" Code="TOTAL" Attempt="4" Value="1" Percent="25" />
   <StatsItem Type="ST" Code="FG" Attempt="3" Value="0" />
   <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />
   <StatsItem Type="ST" Code="MINS" Value="66" />
</StatsItems>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

- At the start and end of every period (to start/stop clock)
- Immediately after every change in the score including penalty shots.
- Every time the clock starts and stops
- During play i.e. after start and not during breaks in play, every 5 minutes 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
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.

Sample (General)

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

Element: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric ##0	Score of the team
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First

			named (1) and the Visitor (2)
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	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

2.3.5.6 Message Sort

Sort by Result/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 (match)
DocumentSubcode	SC@Period or not sent	Period code if sent for one period only. (Q1, Q2, Q3, Q4 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)
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

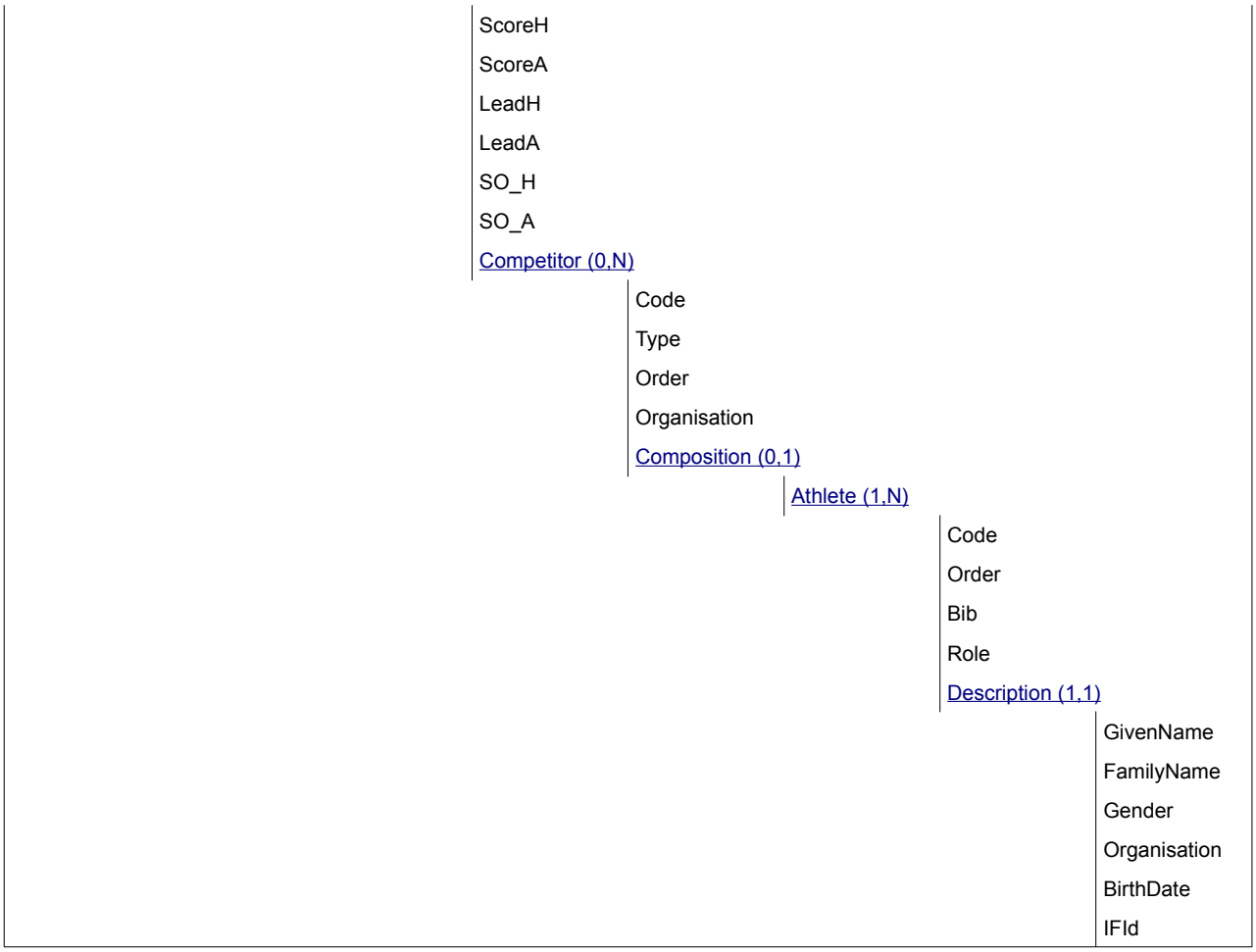
* Send empty when the start list is available (START_LIST), also used to clear all actions.
* After each period (INTERMEDIATE except the last which is UNOFFICIAL)
* If any correction for previous period is needed if the period is no longer running.
* The message is sent with all periods when the match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



2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes

Gender	M	CC @SportGender	Gender code for the event unit
UnitNum	O	S(6)	Match number

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

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

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless of if sent in a period message or a message including all periods.
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	SC @Period	Period within the match
Order	M	Numeric	Unique sequential ascending number for all the incidents and actions, considering all periods It is used to sort Action This value is the same of a given action, regardless of 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' and 'ENDP' at the end of the period. For Player substituted action (only for goalkeepers) send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN).
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP
When	O	mm' or mm'+	Time in minutes in which the action occurred. Show "+" on time of match for additional time Remove leading zeros. The minutes indicator must be included and + if applicable.
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
ScoreA	O	Numeric #0	Total Away Score of the game after the action Send if there is a score change for either team

LeadH	O	Numeric #0 or -#0	Lead for the Home Team. Send if there is a score change for either team.
LeadA	O	Numeric #0 or -#0	Lead for the Away Team. Send if there is a score change for either team.
SO_H	O	Numeric #0	Home Score in penalty shootout
SO_A	O	Numeric #0	Away Score in penalty shootout

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	T	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. It is specified in the codes section which roles should be used for which actions.

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

Athletes extended information

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

Sample (General)

```
<Action Id="123456" Period="Q1" Order="3" Action="SHOT" When="2:14" Result="GOAL" ScoreH="0" ScoreA="1" >
  <Competitor Code="HOCWTEAM11----SA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

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 (game, match, etc.).

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC of the phase (for the group)
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)
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 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)			
			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 equaled else do not send.
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric #0	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM.
QualificationMark	O	SC @QualificationMark	Qualified indicator.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of 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. Send 0 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 Numeric -#0	Goals difference, between goals for and goals against. Do not send if the team has not played.

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Competitor's ID

		zeroes	
Type	M	S(1)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

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

Competitors extended information.

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

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

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

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

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

Competitors extended information.

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

Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="3" Against="3" Diff="0">
  <Competitor Code="HOCMTEAM11----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="HOCMTEAM11----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00" Unit="HOCMTEAM11----------GPA-000200--" HomeAway="H" Result="2:0">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="HOCMTEAM11----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00" Unit="HOCMTEAM11----------GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="HOCMTEAM11----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00" Unit="HOCMTEAM11----------GPA-000500--" HomeAway="A" Result="1:3">
      <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 the competition starts) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

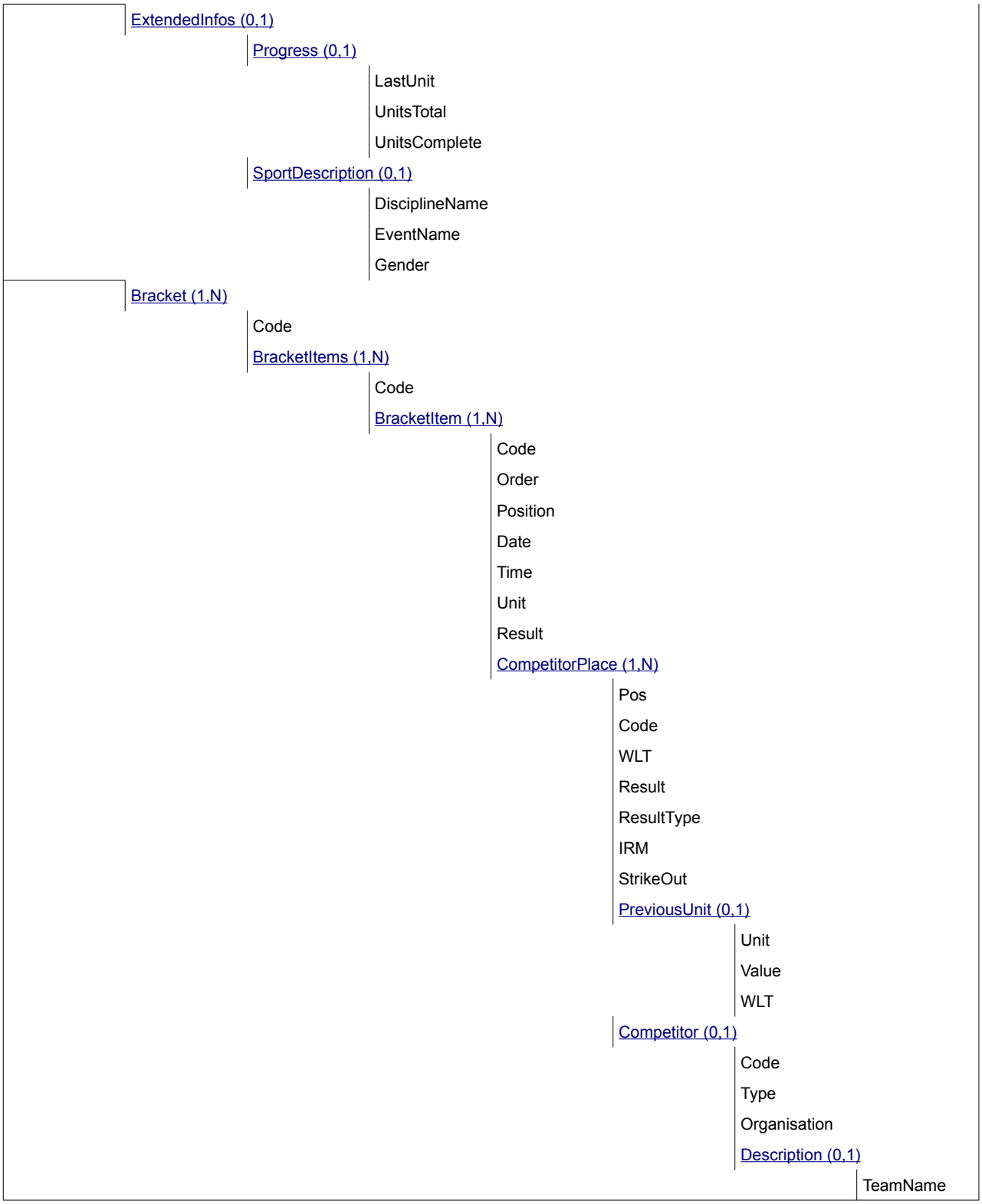
2.3.8.3 Trigger and Frequency

-Before the competition (START_LIST).
-After every match in the preliminaries which determines a position in the bracket.
-After every match during final phases.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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


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

2.3.8.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##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	S(6)	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric	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 are 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. If the match is cancelled, "Cancelled" should be sent.

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

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

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

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

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

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

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

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

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

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

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

Sample (General)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="HOCWTEAM11----------
SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="HOCWTEAM11----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="HOCWTEAM11----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 TOU IND_RANKING	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. TOU: For Tournament statistics (like Tournaments Total statistics) IND_RANKING: Ranking of individual tournament statistics, for the best athletes.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
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.

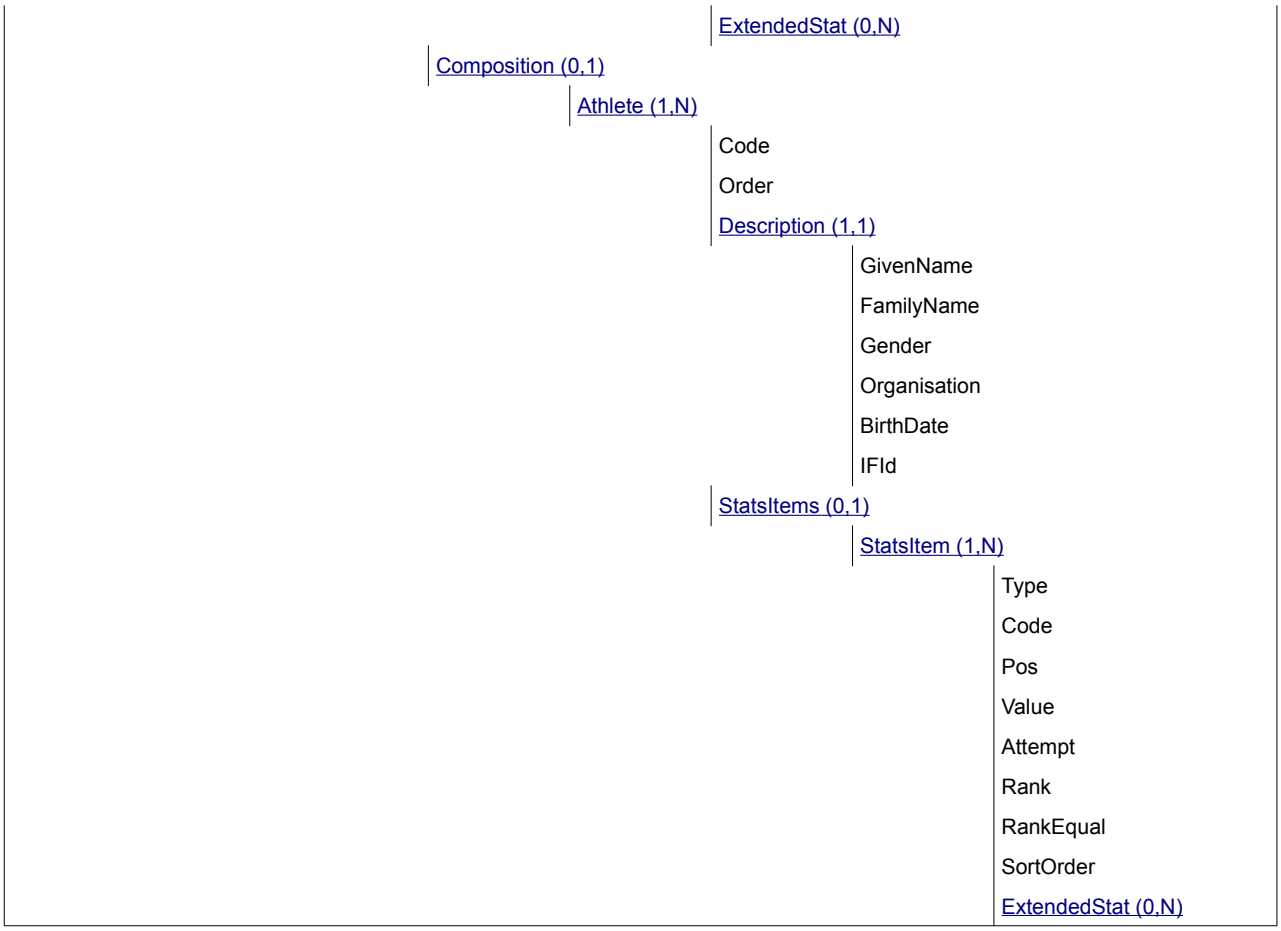
2.3.9.3 Trigger and Frequency

After each match when the result is official.

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		Progress (0,1)						
			LastUnit					
			UnitsTotal					
			UnitsComplete					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
	Stats (1,1)							
		Code						
		StatsItems (0,1)						
			StatsItem (1,N)					
				Type				
				Code				
				Pos				
				Value				
				ExtendedStat (0,N)				
		Competitor (0,N)						
			Code					
			Type					
			Order					
			Organisation					
			Description (0,1)					
				TeamName				
			StatsItems (0,1)					
				StatsItem (1,N)				
					Type			
					Code			
					Pos			
					Value			
					Attempt			



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 for the CUM and IND_RANKING messages
UnitsTotal	O	Numeric ##0	The total number of units (games) to be played. For CUM which only includes one team then it is the total units

			for that team. Send in the CUM and IND_RANKING messages
UnitsComplete	O	Numeric ##0	The total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM and IND_RANKING messages

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

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

Element: Competition /Stats /StatsItems /StatsItem (1,N) **Statistics for the event unit / phase or event - depending on the headers' DocumentCode.**				
Type		**Code**	**Pos**	**Description**
ST		TOTAL FG SHOT_PC PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Send the total number of Goals, Field Goals, Penalty Strokes (PTY), Penalty Corner Goals (SHOT_PC).
ST		GC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Green Cards
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Red Cards

ST		VTR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Video Team Referral
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	R		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Video Team Referral Refused	
	Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	U		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Video Team Referral Upheld	
ST		SUB	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of Substitutions

Sample (General)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="TOTAL" Value="185"/>
    <StatsItem Type="ST" Code="FG" Value="109" />
    <StatsItem Type="ST" Code="PC" Value="69" />
    <StatsItem Type="ST" Code="PTY" Value="7" />
    <StatsItem Type="ST" Code="GC" Value="82" />
    <StatsItem Type="ST" Code="YC" Value="26" />
...
  </StatsItems>
</Stats>
```

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	For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N) **Team competitor's stats item, according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Matches Played
ST		IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	IRM code (Disqualification indicator)
ST		TOTAL FG SHOT_PC PTY	Numeric #	Pos Description: Send 1 only for Against, do not send for the current team. Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Send total number of goals, Field Goals (FG), Penalty Corner (SHOT_PC), Penalty Strokes (PTY).
	Attempt	O	Numeric ###0	Send number of TOTAL shots, Field Goals shots (FG), Penalty Corner shots (SHOT_PC) and Penalty Strokes shots (PTY).
ST		GC	Numeric #	Pos Description: Send 1 only for Against, do not send for current team. Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Green Cards
ST		YC	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.

				Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Yellow Cards
ST		RC	Numeric #	Pos Description: Send 1 only for Against, do not send for current team. Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Red Cards
ST		TOTAL_GK FG_GK PC_GK PTY_GK	Numeric #	Pos Description: Send 1 only for Against, do not send for current team. Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Send number of TOTAL_GK goals, Field Goals (FG_GK), Penalty Corner (PC_GK) and Penalty Strokes (PTY_GK) saved by the Goalkeeper.
	Attempt	O	Numeric ###0	Send number of TOTAL_GK goals, Field Goals (FG_GK), Penalty Corner (PC_GK) and Penalty Strokes (PTY_GK) attempted.
ST		ACP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total attacking circle penetrations
ST		SUB	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Substitutions for the competitor
ST		VTR	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Video Team Referrals for the competitor
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			

	Attribute	Value	Description	
	Code	U		
	Pos	N/A	N/A	
	Value	Numeric #0	Upheld video referrals	
ST		PC	Numeric #	Pos Description: Send 1 only for Against, do not send for current team. Element Expected: If the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of penalty corners taken

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="7" />
  <StatsItem Type="ST" Code="TOTAL" Attempt="49" Value="20" />
  <StatsItem Type="ST" Code="FG" Attempt="30" Value="15" />
  <StatsItem Type="ST" Code="PTY" Attempt="15" Value="5" />
  <StatsItem Type="ST" Code="TOTAL" Pos="1" Value="14" />
  <StatsItem Type="ST" Code="FG" Pos="1" Value="8" />
  <StatsItem Type="ST" Code="PTY" Pos="1" Value="6" />
  <StatsItem Type="ST" Code="GC" Value="9" />
  <StatsItem Type="ST" Code="GC" Pos="1" Value="3" />
  <StatsItem Type="ST" Code="YC" Pos="1" Value="1" />
  <StatsItem Type="ST" Code="TOTAL_GK" Attempt="49" Value="35" />
  <StatsItem Type="ST" Code="FG_GK" Attempt="35" Value="27" />
  <StatsItem Type="ST" Code="TOTAL_GK" Pos="1" Attempt="67" Value="47" />
  <StatsItem Type="ST" Code="FG_GK" Pos="1" Attempt="54" Value="39" />
</StatsItems>
```

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

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				
Type		**Code**	**Pos**	**Description**
ST		OPPONENT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Organisation	Send the NOC of the opponent competitor
	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	STARTER		
	Pos	N/A	N/A	
	Value	SC @StartingCode	Send the proposed Code if the player was a starter	
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Matches Played
ST		STATUS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	IRM code (disqualification code)
ST		TOTAL FG SHOT_PC PTY	N/A	Code Description: TOTAL: Total goals/shots FG: Field goals/shots SHOT_PC: Penalty corners goals/shots PTY: Penalty strokes goals/shots Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Goals
	Attempt	O	Numeric ###0	Shots (only for CUM)
	Rank	O	Numeric ###0	Rank of the competitor
	RankEqual	O	S(1)	Send Y where Rank is Equaled else not sent.
	SortOrder	O	Numeric ###0	Sort Order for @Rank
ST		TOTAL_GK FG_GK PC_GK	N/A	Code Description: TOTAL_GK: Total GK saves/shots FG_GK: Field goal GK saves/shots

		PTY_GK		PC_GK: Penalty corner GK saves/shots PTY_GK: Penalty stroke GK saves/shots Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Saved
	Attempt	O	Numeric ###0	Shots at goal
ST		CARDS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected			
	Attribute	**Value**	**Description**	
	Code	GC YC RC		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Green, Yellow and Red Cards	

Sample (Athlete)

```
<Athlete ...>
...
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="7"/>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOCMTEAM11----BEL01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOM400KOR01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
....
    </StatsItem>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOCMTEAM11----NED01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
    <StatsItem Type="ST" Code="TOTAL" Attempt="1" Value="1" />
    <StatsItem Type="ST" Code="SHOT_PC" Attempt="1" Value="1"/>
    <StatsItem Type="ST" Code="CARDS">
      <ExtendedStat Code="GC" Value="1" />
    </StatsItem>
  </StatsItems>
</Athlete>
```

2.3.9.6 Message Sort

Sort according to the @Order attributes.

2.3.10 Event Final Ranking

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
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.

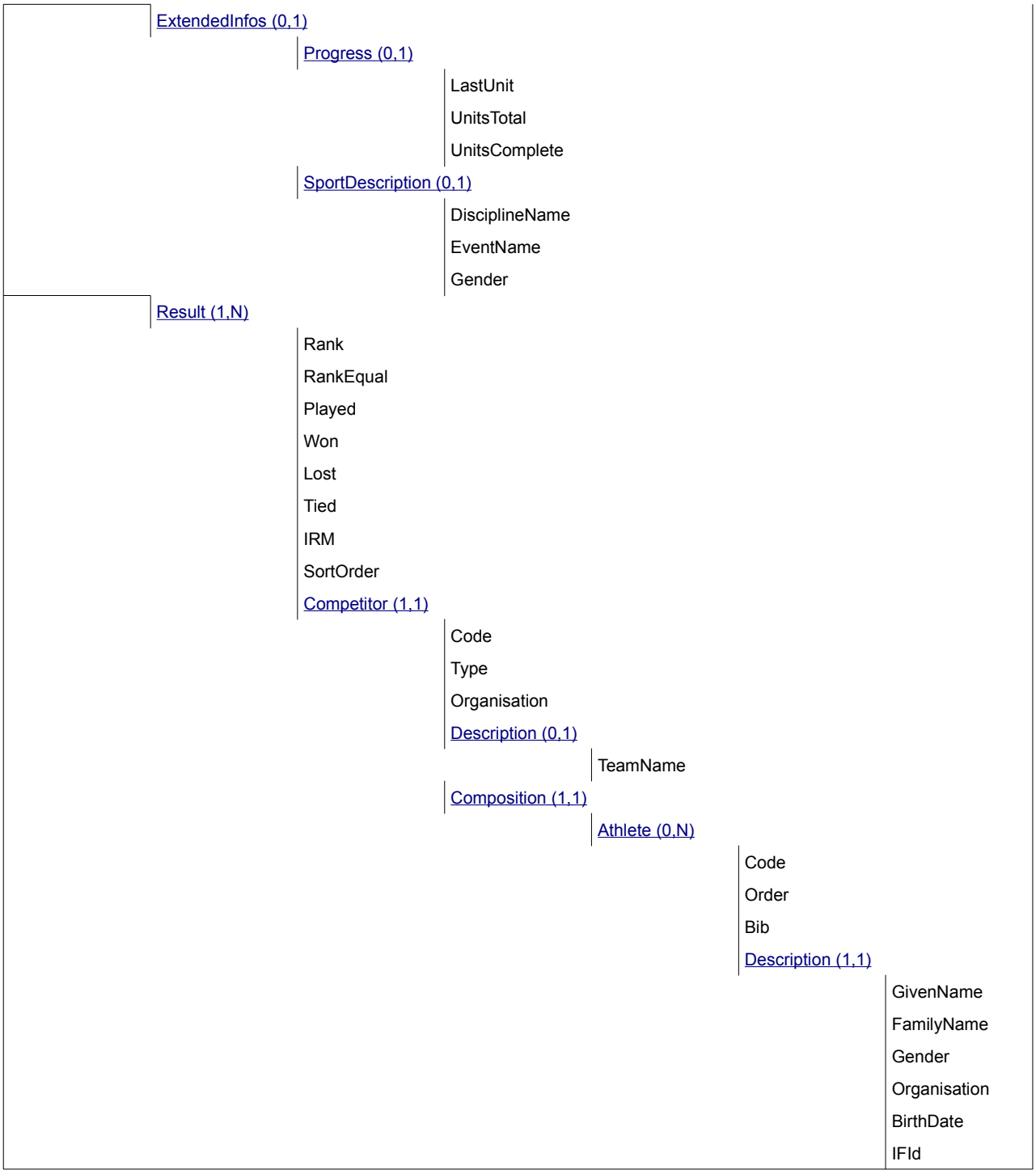
2.3.10.3 Trigger and Frequency

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					



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
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 just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result /Competitor (1,1) Competitor related to one final event result.

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

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

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

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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
  <Competitor Code="HOCMTEAM11----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

2.3.11 Weather conditions

2.3.11.1 Description

The Event Unit Weather Conditions is a message containing the weather conditions in the venue.

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "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.

2.3.11.3 Trigger and Frequency

The message is sent
- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Weather (1,1)				
		Date			
		Conditions (1,N)			

- Code
- Humidity
- Wind_Direction
- Condition (0,3)
  - Code
  - Value
- Temperature (0,N)
  - Code
  - Unit
  - Value
- Wind (0,N)
  - Code
  - Unit
  - Value
- ExtendedConditions (0,1)
  - ExtendedCondition (1,N)
    - Type
    - Code
    - Pos
    - Value

2.3.11.5Message Values

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

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	GEN	GEN for general, because this information will only be measured once.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3) Send three times in the case of Winter conditions.			
Attribute	**M/O**	**Value**	**Description**
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherConditions	Codes that describe the Weather Condition, they depend on the @Code

Element: Competition /Weather /Conditions /Temperature (0,N) Send with different @Code in the case of winter conditions as needed.			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR, WBGT	Air & Heat Stress Indicator (WBGT)
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Use KPH
Value	M	Numeric ##0	Wind speed in @Unit

Element: Competition /Weather /Conditions /ExtendedConditions /ExtendedCondition (1,N)				
Type		**Code**	**Pos**	**Description**
WEA		PRECIP_PERCENT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Percentage chance of precipitation

2.3.11.6Message Sort

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

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				o

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
	DT_RESULT	START_LIST					x
	DT_BRACKETS	START_LIST		x			
(one for each pool)	DT_POOL_STANDINGS	START_LIST			x		
After Event Briefing	DT_PDF C33 - Team Roster			x			
	DT_PDF C58 - Appointment Sheet		x				

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
45 minutes before each match	DT_PDF C54 - Startling Line-Up						x
	DT_RESULT	START_LIST					x
	DT_PLAY_BY_PLAY	START_LIST					x
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Triggering when competition is LIVE	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
	DT_CURRENT						x
In every Period break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
	DT_RESULT	INTERMEDIATE					x
	DT_PLAY_BY_PLAY	INTERMEDIATE					x
	DT_CURRENT						x
When competition resumes after every break	DT_SCHEDULE_UPDATE	RUNNING	x				o

	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
	DT_CURRENT						x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After a match is FINISHED	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_CURRENT						x
When results are UNOFFICIAL	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
(Only after Preliminary Round matches/ Unofficial after the last match of a pool is finished)	DT_POOL_STANDINGS	INTERMEDIATE			x		
(Only after the last match of a pool and after each match of the Final round /Unofficial after the Gold Medal match)	DT_BRACKETS	INTERMEDIATE		x			
(Only after Bronze and Gold Medal matches, UNOFFICIAL after Gold)	DT_MEDALLISTS	PARTIAL		x			
When results are OFFICIAL	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_PDF C69 - Match Highlights	OFFICIAL					x
	DT_PDF C73A - Match Report	OFFICIAL					x
(Only in the final round if applicable)	DT_PDF C73B - Shoot-Out Competition	OFFICIAL					x
(OFFICIAL after Gold)	DT_PDF C74 - Results Summary	INTERMEDIATE		x			
	DT_PDF C76 - Tournament Summary	INTERMEDIATE		x			
	DT_PDF C84A - Cumulative Statistics	INTERMEDIATE		x			
	DT_PDF C84B - Overall Team Statistics	INTERMEDIATE		x			
	DT_PDF C85A - Individual Scorers	INTERMEDIATE		x			
	DT_PDF C85B - Leading Scorer Statistics	INTERMEDIATE		x			
(Only after Preliminary round is finished; after Quarter-finals and after Semi-finals)	DT_SCHEDULE_UPDATE		x				o
(Only after Preliminary round is finished; after Quarter-finals and after Semi-finals)	DT_RESULT	START_LIST					x
(Only after Preliminary Round matches/ Official only after the last match of a pool is finished)	DT_POOL_STANDINGS	INTERMEDIATE			x		
	DT_STATS - IND_RANKING	INTERMEDIATE		x			
(Only official after the last match of a team in the competition. One for each team. Official after Gold)	DT_STATS - CUM	INTERMEDIATE		x			
	DT_STATS - TOU	INTERMEDIATE		x			

(Only after the last match of a pool and after each match of the Final round /Official after the Gold Medal match)	DT_BRACKETS	INTERMEDIATE		x			
(Only after last match of the Preliminary round, after the last Quarter-final match and after the Bronze and Gold matches. Official after Gold)	DT_RANKING	INTERMEDIATE		x			
(Only after the last match of the day)	DT_PDF C89 - Cards Issued	INTERMEDIATE		x			
(Only after Preliminary round and Quarter-final round when times are confirmed)	DT_PDF C76 - Tournament Summary	INTERMEDIATE		x			
(Only after the last match of the day)	DT_PDF C58 - Appointment Sheet		x				
(Only after final rankings of the pools and after the last match of QF and SF)	DT_PDF C08 - Competition Schedule		x				
(Only after Bronze and Gold Medal matches, Official after Gold)	DT_MEDALLISTS	PARTIAL		x			
(Only after Bronze and Gold Medal matches)	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
(Official after Gold)	DT_PDF C92C - Medallists	PARTIAL		x			
(Only after Bronze and Gold Medal matches)	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	15 October 2016	First Version
V1.1	23 November 2016	Updated
V1.2	9 January 2017	Updated with feedback
V1.3	2 March 2017	Updated
V1.4	24 March 2017	Updated
V1.5	1 August 2017	Updated
V1.6	25 August 2017	Updated
V1.7	4 December 2017	Updated
V1.8	20 February 2018	Updated
V1.9	22 April 2018	Updated
V2.0	8 August 2018	Updated
V2.1	25 October 2018	Updated
V2.2	24 January 2019	Updated
V2.3	25 February 2019	Updated
V2.4	18 April 2019	Updated
V2.5	14 August 2019	Updated
V2.6	11 Nov 2019	Updated
V2.7	14 Feb 2020	Updated
V2.8	13 Mar 2020	Updated
V3.0	18 Mar 2022	First version for Paris 2024
V3.01	7 Oct 2022	Updated

File Reference: SOG-2024-HOC-3.01 SFA

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First version
V1.1	SFR	DT_RESULTS: Remove PreviousResults DT_CURRENT: Remove Results element to remove some redundancy and minimize the message.
V1.2	SFA	DT_STATS: Clarified when the match information is sent in ExtendedInfos
V1.3	APP	DT_RESULT: Remove StartListMod from the header DT_POOL_STANDING: Remove DocumentSubtype from the header
V1.4	APP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription
V1.5	APP	Added Youth OG
V1.6	APP	DT_BRACKETS: Typo correction "Cancelled"
V1.7	APP	DT_STATS: Add goals data in IND_RANKING message.

V1.8	APP	DT_PARTIC: Updated to add Passport names (CR15219) Minor typographical corrections
V1.9	APP	DT_PLAY_BY_PLAY: Add Pid for consistency with other sports.
V2.0	SFA	DT_PLAY_BY_PLAY: Updated to send by Period Removed references to YOG & Commonwealth Games 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	APP	Add DT_IMAGE DT_RESULT: Add Pos for EUE/UNIFORM DT_PARTIC_TEAMS: Add the possibility of three uniform colours. DT_STATS: In Stats /Competitor /StatsItems /StatsItem remove the extension GOALS for teams as it is redundant. Editorial improvements without changing the meaning.
V2.2	APP	CR16914: Change DT_WEATHER message to venue level. CR16928: Move extensions to attribute to simplify. DT_RESULT and DT_STATS. Correct error in the header of the DT_IMAGE message Clarifications in stats ordering (aligning with implementation)
V2.3	APP	CR17224: DT_STATS: Add more team level stats, ACP, SUB, VTR
V2.4	APP	CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY DT_RESULT: Remove MINS from Team Stats DT_STATS: Removed athlete attempts for TOTAL, FG, PC & PTY for IND_RANKING Removed all references to GC_GK, YC_GK, RC_GK
V2.5	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N
V2.6	APP	CR18395: Increase size of SessionCode in DT_SCHEDULE Typographical corrections
V2.7	APP	DT_PLAY_BY_PLAY: Update substitutes at Action @ Actions/Action DT_PLAY_BY_PLAY: Update When value and Description @ Actions/Action CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight Remove ExtendedInfos /VenueDescription from DT_RANKING Editorial Improvements
V2.8	APP	DT_STATS: DocumentSubcode clarified DT_BRACKETS: Bracket /BracketItems /BracketItem /Code
V3.0	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_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAM: Remove ENTRY/SEED at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Add ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo DT_RESULT: Add EUE/INTERNAT_PLAYED and EUE/INTERNAT_GOALS at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add UI/DECIDED at ExtendedInfos /ExtendedInfo DT_RESULT: Update EUE/UNIFORM_GK at Result /Competitor /EventUnitEntry DT_RESULT: Update Message Sort DT_PLAY_BY_PLAY: Update Actions/Action/When DT_PLAY_BY_PLAY: Update Actions/Action/Id & Order Descriptions (editorial) 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_STANDING: Add Result/QualificationMark DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_STATS: Update triggering DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Update Message sort
V3.01	SFA	Hockey Overview: Update stats codes DT_RESULT: Add ExtendedInfos /VenueDescription /Attendance [Octane 148040] DT_RESULT: Update Result /Competitor /Composition /Athlete /Order DT_RESULT: Update possible Code values for DISPLAY at ExtendedInfos /ExtendedInfo DT_RESULT: Add ST/PC at Result /Competitor /StatsItems /StatsItem DT_RESULT/DT_STATS: Update PC to SHOT_PC throughout for PC shots DT_RESULT/DT_STATS: Add PC throughout for penalty corners taken DT_PLAY_BY_PLAY: Update triggering [Octane 150039] DT_PLAY_BY_PLAY: Add Actions /Action /LeadH and LeadA DT_PLAY_BY_PLAY: Add Actions /Action /Competitor /Composition /Athlete /Bib DT_BRACKETS: Update Message Sort DT_STATS: Remove ST/PC at Stats /StatsItems /StatsItem DT_WEATHER: Update Weather /Conditions /Temperature /Code DT_WEATHER: Add Weather /Conditions /Wind DT_WEATHER: Add Weather /Conditions /ExtendedConditions /ExtendedCondition