



Olympic Data Feed



Rugby Sevens ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Rugby Sevens 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 Rugby Sevens 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 Rugby Sevens 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.

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_PING	Transmission Test	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PDF	PDF Message	



2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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



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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:
 1. By day (or filter by day)
 2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
 3. By Time (regardless if HideStartDate="Y")
 4. By Order
- The Order can be match number for simplicity and show correct order for two matches at the same time.
- End users should display StartText if HideStartDate="Y"

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

Competition schedule update:

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

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	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	
IFld	

2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.
Medal	O	Numeric #0	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Numeric #0	The number of fields of play planned to be used in this session.



			This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.
--	--	--	---

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

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



			When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	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.
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED.
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 ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)



Type	M	S(1)	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			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
	Nationality				
	MainFunctionId				
	Current				



OlympicSolidarity			
ModificationIndicator			
Discipline (1,1)			
	Code		
	IFld		
	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 (Versions)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-RU7-1.10" Codes="SOG-2020-1.20" >
```

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



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



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

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

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).

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	INTERNAT_TOU_PLAY ED	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 tournaments played
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.
ENTRY	SHIRT_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)	Shirt Name of the player
ENTRY	U19	N/A	Element Expected: As soon as it is known (from OVR only).	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if the athlete is U19 at the start of the Tournament

Sample (Participants)



```
<Discipline Code="RU7-----" IFId="203258" >  
<RegisteredEvent Event="RU7MTEAM7-----" >  
  <EventEntry Type="ENTRY" Code="POSITION" Value="B" />  
  <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />  
  <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />  
  <EventEntry Type="ENTRY" Code="INTERNAT_TOU_PLAYED" Value="34" />
```

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(s) 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 (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

Element: Competition /Team /TeamOfficials /Official (1,N)			
Send if there are specific officials for the team. Does not apply to historical teams.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team official.



		zeroes	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 to indicate the number of the shirt: 1- Primary 2-Alternate. 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 to indicate the number of the short: 1- Primary 2-Alternate. 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 Colour
ENTRY		SOCKS	Numeric 0	Pos Description: Send 1, 2 to indicate the number of the socks: 1- Primary 2-Alternate. Element Expected: If the information is available
	Attribute	M/O	Value	Description
	Value	M	S(25)	Socks colour
ENTRY		SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The position in which the team is seeded for the competition.



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 (Teams)

```
<Team Code="RU7MTEAM7-----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="COACH"/>
    <Official Code="7380750" Function="PHYSIO"/>
  </TeamOfficials>
  <Discipline Code="RU" >
    <RegisteredEvent Event=" RU7MTEAM7-----" >
      <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).

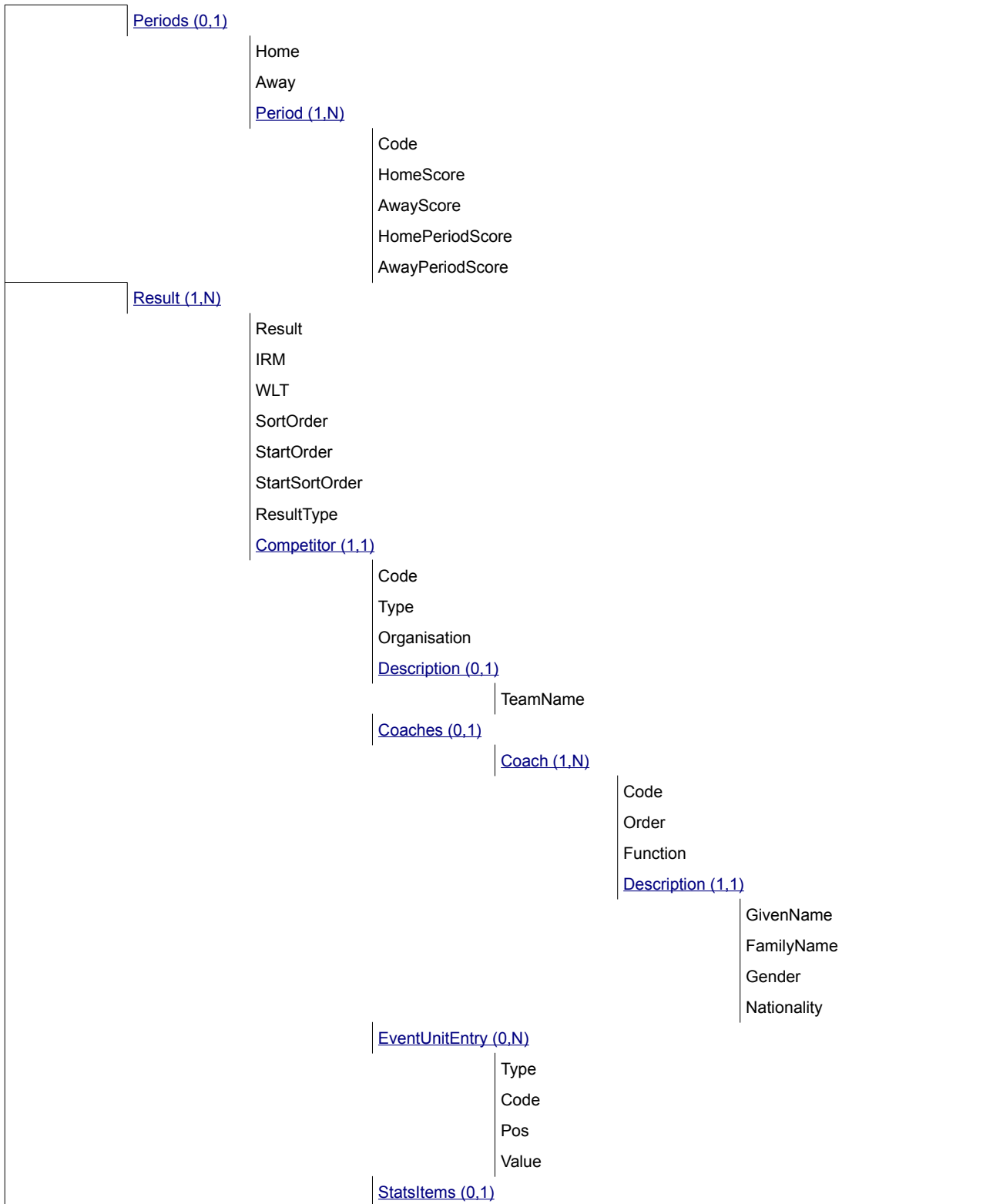


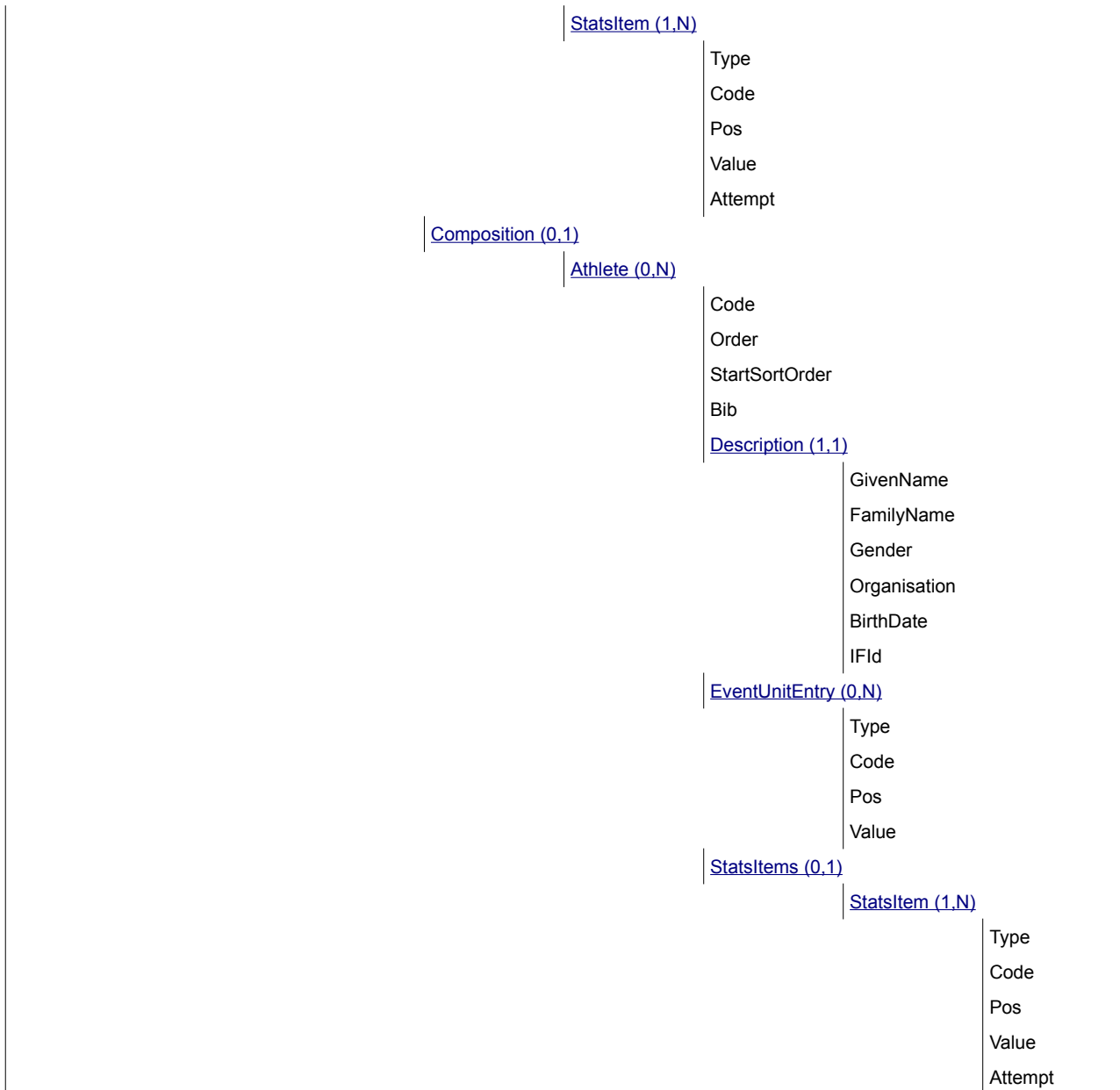
* UNOFFICIAL / OFFICIAL: After the match (unit).

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
<u>Competition (0.1)</u>							
	Gen						
	Sport						
	Codes						
	<u>ExtendedInfos (0.1)</u>						
		<u>UnitDateTime (0.1)</u>					
			StartDate				
		<u>ExtendedInfo (0.N)</u>					
			Type				
			Code				
			Pos				
			Value				
		<u>SportDescription (0.1)</u>					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		<u>VenueDescription (0.1)</u>					
			Venue				
			VenueName				
			Location				
			LocationName				
			Attendance				
	<u>Officials (0.1)</u>						
		<u>Official (1.N)</u>					
			Code				
			Function				
			Order				
			<u>Description (1.1)</u>				
				GivenName			
				FamilyName			
				Gender			
				Organisation			





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
	Value	M	SC @Period SC @GameState Send current period or the GameState Use SC @Period unless some GameState applies
DISPLAY	String	Numeric 0	Code Description: Send the @Code of the last updated Result / Competitor /Composition /Athlete /StatsItems /StatItem. May be: CONV, PTY, DROP, PTRY Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
	Attribute	M/O	Value
	Value	M	S(20) Send the competitor ID of the athlete or team who was updated
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable (for PTRY) and only when the unit is LIVE. Send multiple if applicable			
	Attribute	Value	Description
	Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /StatsItems /StatItem. May be: PTS. Only applies to PTRY.
	Pos	N/A	
	Value	S(1)	Send Y

Sample (ExtendedInfos)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-25T17:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="H2" />
  <ExtendedInfo Type="DISPLAY" Code="CONV" 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(6)	Match number

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes
Attendance	O	Numeric #####0	Total attendance (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 officials (1 Referee, 2 Assistant Referees and 2 In-Goal Judges) 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	Official's organisation

Element: Competition /Periods (0,1)			
Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Competitor code of the home competitor. Must be sent if known
Away	M	S(20) with no leading zeroes	Competitor code of the away competitor. Must be sent if known

Element: Competition /Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code



			Send for each period and each overtime (not cumulative overtime)
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period
HomePeriodScore	O	Numeric #0	Score of the home competitor just for this period
AwayPeriodScore	O	Numeric #0	Score of the away competitor just for this period

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Result	O	Numeric ##0	IRM of the Team for the particular event unit
IRM	O	SC @IRM	IRM of the Team for the particular event unit If match abandoned, then send ABD for both else there is usually only one IRM (if applicable)
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

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

Competitor related to the result of one event unit.

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

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

Competitors extended information.

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

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

Competitor's Coach

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	S(20) with no leading zeroes	Official code
Order	M	Numeric	Order of the officials sent
Function	M	CC @ResultsFunction	Official 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
	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
	Value	M	String Shirt colour of the team
EUE	SHORTS	N/A	Element Expected: If it is available
	Attribute	M/O	Value
	Value	M	String Shorts/Skirts colour of the team
EUE	SOCKS	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	M	String Socks colour of the team

Sample (Entries)

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Red" />
<EventUnitEntry Type="EUE" Code="SHORTS" Value="Blue" />
```

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



Type	Code	Pos	Description
ST	PTS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	M	Numeric #0
ST	TRY	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	M	Numeric #0
ST	CONV	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	M	Numeric #0
	Attempt	O	Numeric #0
ST	DROP	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	M	Numeric #0
	Attempt	O	Numeric #0
ST	PTY	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	M	Numeric #0
	Attempt	O	Numeric #0
ST	PTRY	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	M	Numeric #0
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.			
	Attribute	Value	Description
	Code	PTS	
	Pos	N/A	
	Value	Numeric #0	Penalty Tries Points
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

Sample (Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Value="14" />
  <StatsItem Type="ST" Code="TRY" Value="2" />
  <StatsItem Type="ST" Code="CONV" Attempt="2" Value="1" />
  <StatsItem Type="ST" Code="DROP" Attempt="2" Value="2" />
  <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />
</StatsItems>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID.	
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor if applicable will be provided in this attribute.	
StartSortOrder	M	Numeric	Order the competitor should appear in the Start List as in ORIS.	
Bib	M	S(2)	Shirt number	

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)				
Athletes extended information.				
Attribute	M/O	Value	Description	
GivenName	O	S(25)	Given name in WNPA format (mixed case)	
FamilyName	M	S(25)	Family name in WNPA format (mixed case)	
Gender	M	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
	Value	M	SC @AthleteStatus Send "SUSPEND" if the player is suspended
EUE	HIA	N/A	Element Expected: Send only for those with HIA status
	Attribute	M/O	Value
	Value	M	S(1) Send Y if the participant has HIA status
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)
	Attribute	M/O	Value
	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
	Value	M	S(1) Send "Y" if the competitor is a Starter
EUE	POSITION	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	CC @Position Position for the players
EUE	U19	N/A	Element Expected: If applicable.
	Attribute	M/O	Value
	Value	M	S(1) Send Y if the athlete is U19 at the start of the Tournament

Sample (Athlete entries)

```
<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="B" />
<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	PTS	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	M	Numeric #0 Points scored
ST	TRY	N/A	Element Expected: Always, if the information is available.



	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Tries made
ST		CONV	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Conversions made
	Attempt	O	Numeric #0	Conversion attempts
ST		DROP	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Drop goals
	Attempt	O	Numeric #0	Drop goal attempts
ST		PTY	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Penalty goals
	Attempt	O	Numeric #0	Penalty Goal Attempts
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 stats)



```
<StatsItems>  
  <StatsItem Type="ST" Code="PTS" Value="14" />  
  <StatsItem Type="ST" Code="TRY" Value="2" />  
  <StatsItem Type="ST" Code="CONV" Attempt="2" Value="1" />  
  <StatsItem Type="ST" Code="DROP" Attempt="2" Value="2" />  
  <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />  
  <StatsItem Type="ST" Code="MINS" Value="90" />  
</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 (game)
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 penalties.
- * Every time the clock starts and stops
- * During play i.e. after start and not during breaks in play, every 2 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)			
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.

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Team score
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

Sample (Current)

```
Competition Code="OG2020">  
<Clock Period="Q2" Time="1:34" Running="Y" />
```

2.3.5.6 Message Sort

Sort by Period @Code



2.3.6 Play by Play

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (game)
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. Only halves or OT for all overtimes if applicable. (H1, H2 and OT) Messages by period include all applicable actions for the period. If message sent without DocumentSubcode then the message includes the full match
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	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

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



* After the match (unit).

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

Message without DocumentSubcode

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

* After each period

* After extra time (if any).

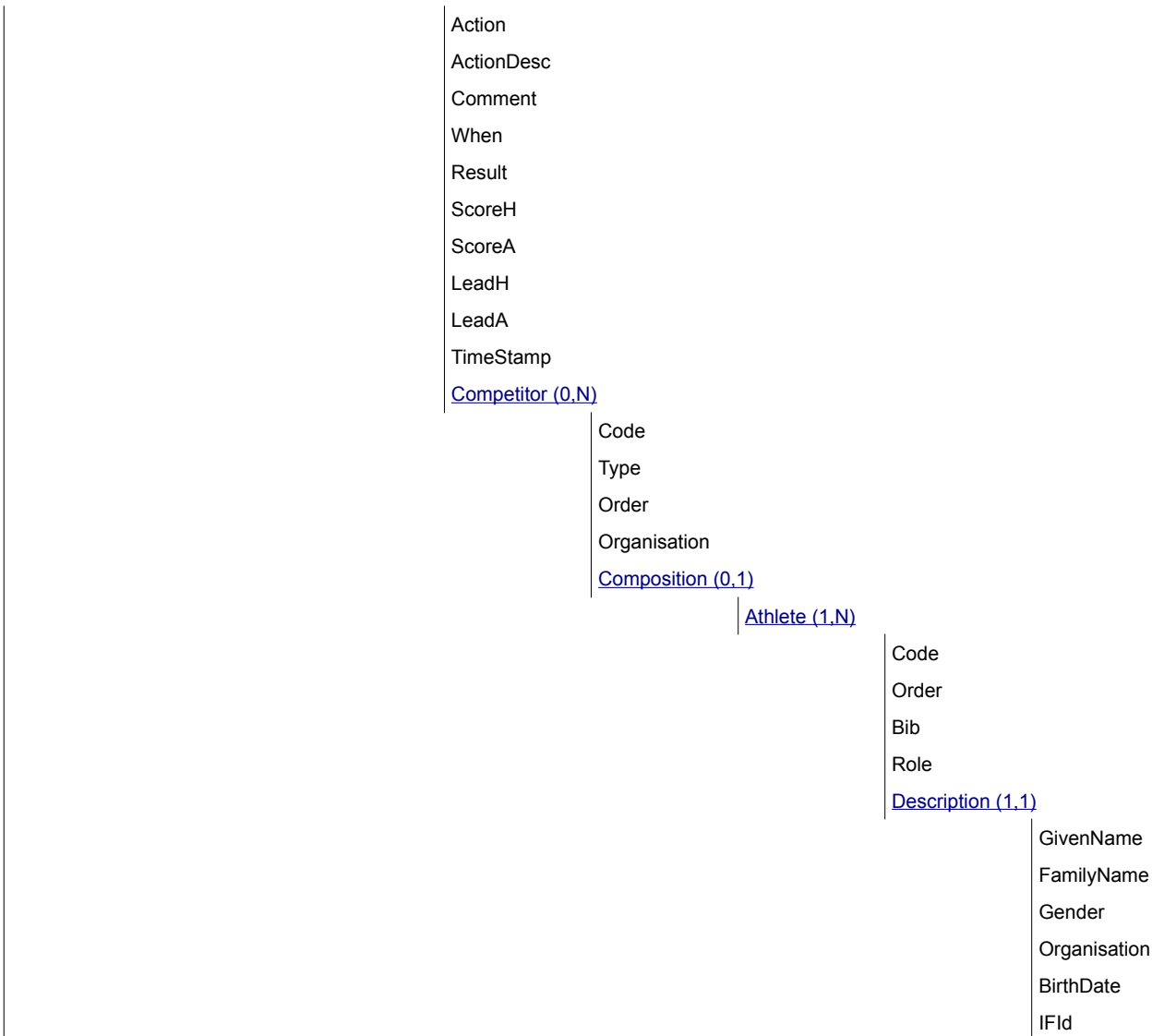
* After the match (unit).

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

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	



UI	OT	Numeric 0	Pos Description: 1..n Element Expected: Send for every OT started or played in the game.
Attribute	M/O	Value	Description
Value	M	SC.@Period	Send the applicable OT code
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always			
Attribute	Value	Description	
Code	MAX_TIME		
Pos	N/A		
Value	Numeric #0	Maximum length of OT in minutes	

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. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.



Period	M	SC @Period	Period within the match
Order	M	Numeric	Unique sequential ascending number for all the incidents and actions, considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	O	SC @Action	Actions in the game, Send one action code
ActionDesc	O	S(200)	Text information related to the action (in ENG)
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP
When	O	mm:ss	Time in minutes and seconds in which the action occurred. Example (2:05) Do not send leading zeros in minutes over 1 minute
Result	O	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	Lead of the home team. Difference between the numbers of goals for the Home Team. Use + for home team lead, and - for visitor team lead or just 0 is equal. Send if there is a score change for either team.
LeadA	O	Numeric [+/-]##0	Lead of the away team. Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead or just 0 is equal. Send if there is a score change for either team.
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.
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. Send 1 if only one.
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
IFld	O	S(16)	International Federation ID

Sample (Action)

```
<Action Id="123456" Period="H1" Order="3" Action="TRY" When="2:00" ScoreH="0" ScoreA="5" LeadH="-5" LeadA="+5"
Text="Text example" >
  <Competitor Code="RU7WTEAM7-----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 Phase level RSC including both for each group and combined ranking
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (before and during the phase for separate pools) 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.

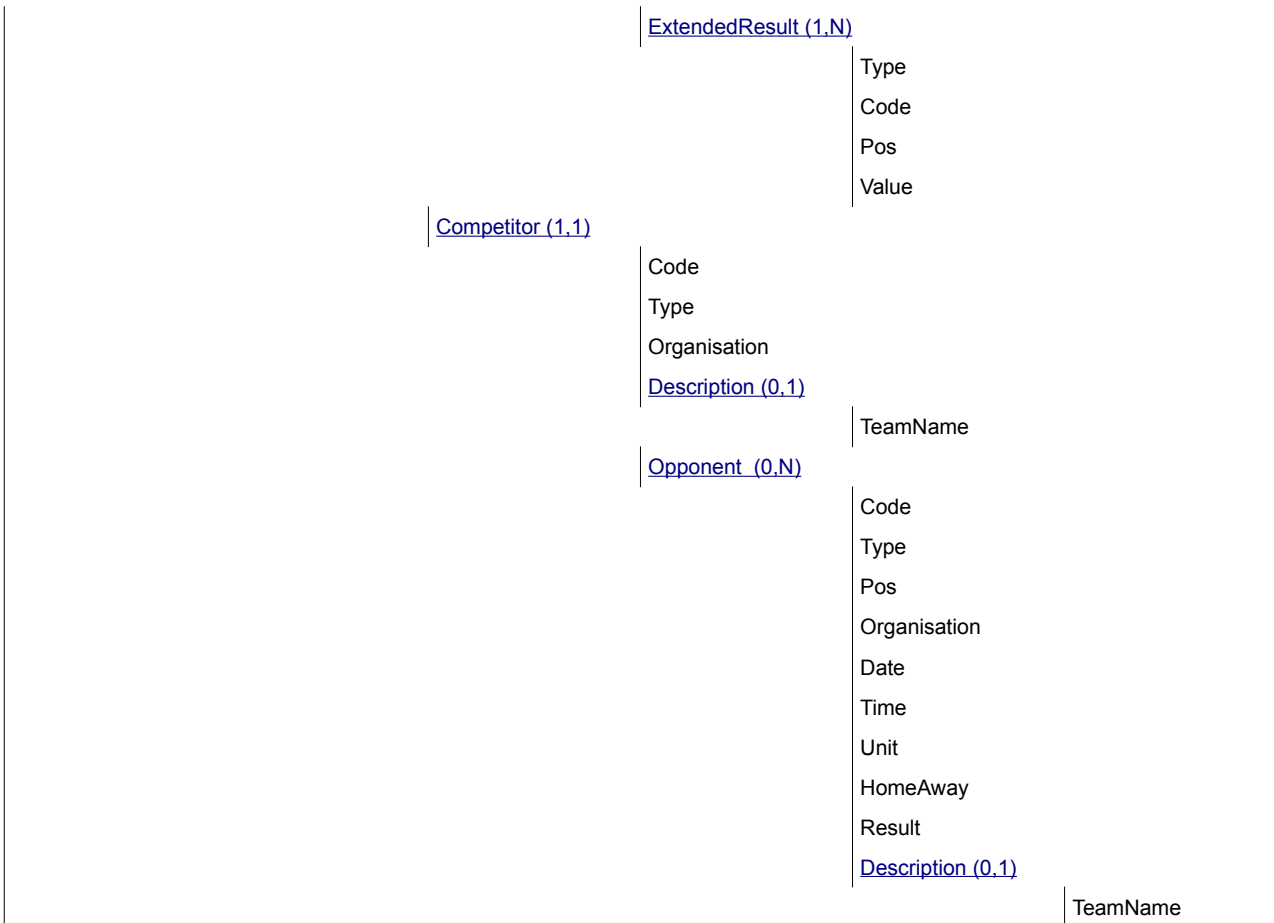


Trigger also after any change.

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			
		ExtendedResults (0.1)			



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
	Value	M	SC @QualRule
			Description
			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 of the Event Phase, not code
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 For the overall group send A1 etc. as appropriate
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled 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 (or all groups depending on the group)
Result	O	Numeric or "CANCELLED"	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. In case of overall group, do not send for the top 6 seeding places. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM
QualificationMark	O	SC @QualificationMark	Qualified indicator. Only include in overall message.
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	Number of games played by the team in the group



		#0	Do not send if the team has not played.
For	O	Numeric ##0	Total number of points for In case of overall group, do not send for the top 6 seeding places. Do not send if the team has not played.
Against	O	Numeric ##0	Total number of points against Do not send if the team has not played.
Diff	O	Numeric ##0 or -##0	Difference of points for/against In case of overall group, do not send for the top 6 seeding places. Do not send if the team has not played.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	SUB_RES	N/A	Element Expected: If available
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If available. In case of overall group, do not send for the top 6 seeding places.			
Attribute	Value	Description	
Code	DIFF		
Pos	N/A		
Value	Numeric ##0 or -##0	Difference of tries for/against	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If available			
Attribute	Value	Description	
Code	LOST		
Pos	N/A		
Value	Numeric #0	Total number of tries against	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If available. In case of overall group, do not send for the top 6 seeding places.			
Attribute	Value	Description	
Code	WON		
Pos	N/A		
Value	Numeric #0	Total number of tries for	
ER	SUB_RANK	N/A	Element Expected: Always for the combined group
Attribute	M/O	Value	Description
Value	M	S(2)	Rank in the group

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



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

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

Competitors extended information.

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

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

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

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

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

Competitors extended information.

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

Sample (Pool Standings)



```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="3" Against="3"
Diff="0">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SUB_RES">
      <Extension Code="WON" Value="2" />
      <Extension Code="LOST" Value="11" />
      <Extension Code="DIFF" Value="-9" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="RU7MTEAM7-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="RU7MTEAM7-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00"
Unit="RU7MTEAM7-----GPA-000200--" HomeAway="H" Result="2:0">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="RU7MTEAM7-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00"
Unit="RU7MTEAM7-----GPA-000400--" HomeAway="A" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="RU7MTEAM7-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00"
Unit="RU7MTEAM7-----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 start of the competition) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

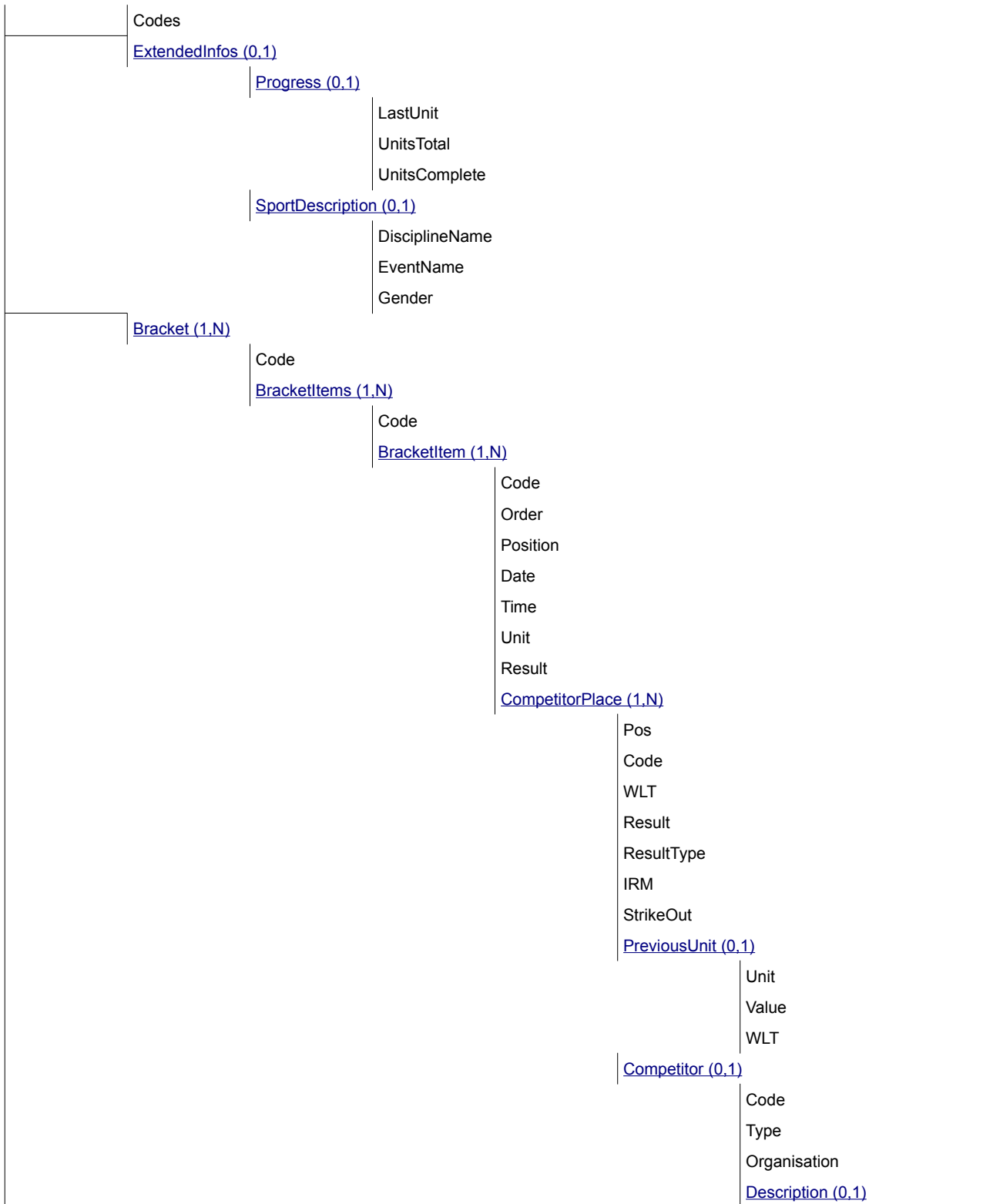
2.3.8.3 Trigger and Frequency

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

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0.1)							
	Gen						
	Sport						





	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 ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the



			top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (example "26-12"). May include an IRM.

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

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	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 or RSC of Pool/Combined	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 SC @Pool code or the match number if not from pool.
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 (Brackets)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="RU7WTEAM7-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="RU7WTEAM7-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="RU7WTEAM7-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

2.3.8.6 Message Sort

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

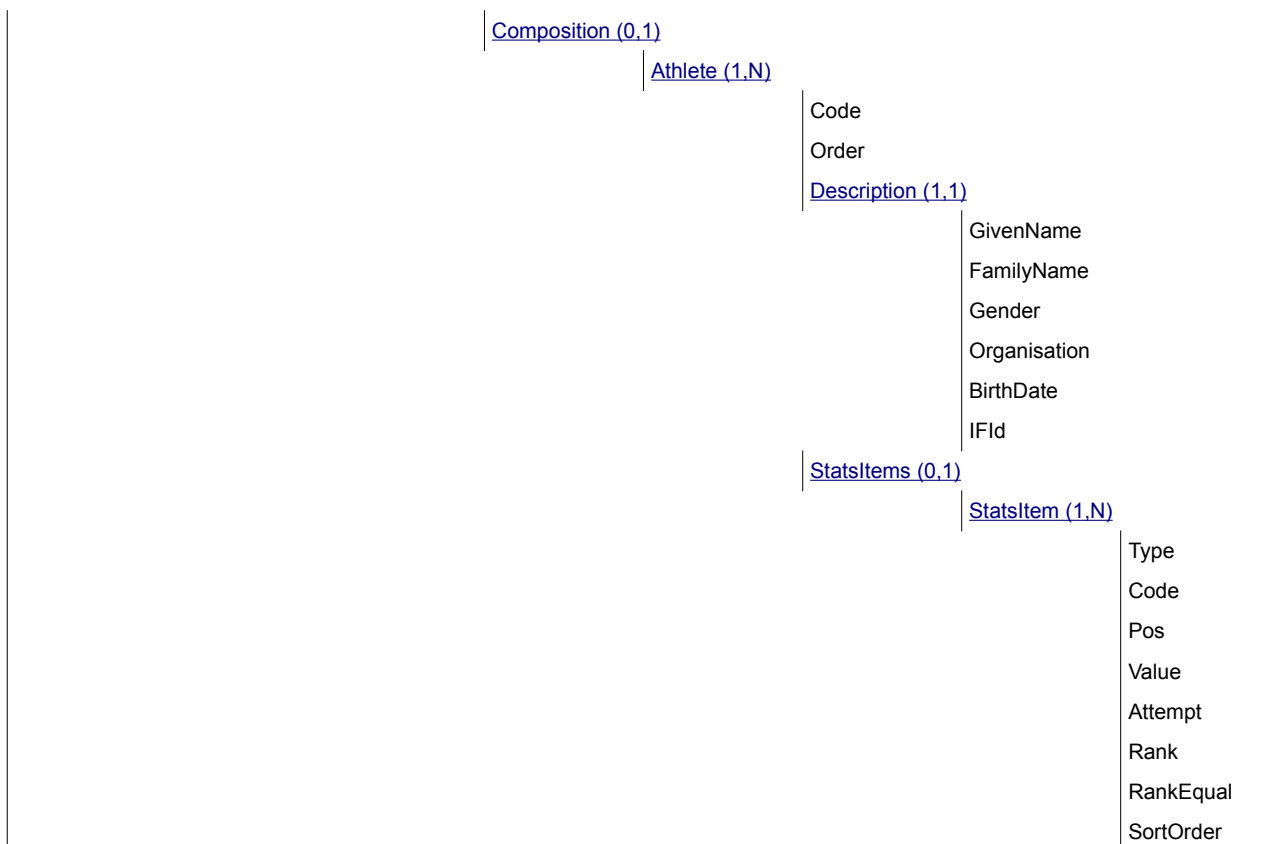
After each match



2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0.1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0.1)						
		Progress (0.1)					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		SportDescription (0.1)					
			DisciplineName				
			EventName				
			Gender				
	Stats (1.1)						
		Code					
		StatsItems (0.1)					
			StatsItem (1.N)				
				Type			
				Code			
				Pos			
				Value			
				Attempt			
		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 in the CUM and IND_RANKING messages.
UnitsTotal	O	Numeric ##0	The total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Send in the CUM and IND_RANKING messages.
UnitsComplete	O	Numeric	The total number of units (games) which are official. For CUM



		##0	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	PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value
	Value	M	Numeric ###0
	Description		Points scored
ST	TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value
	Value	M	Numeric ##0
	Description		Tries made
ST	CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value
	Value	M	Numeric ##0
	Description		Conversions made
	Attempt	O	Numeric ##0
	Description		Conversion Attempts
ST	DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value
	Value	M	Numeric ##0
	Description		Drop goals
	Attempt	O	Numeric ##0
	Description		Drop goal attempts



ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalty goals
	Attempt	O	Numeric ##0	Penalty goal attempts
ST		PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalty tries
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	PTS		
	Pos	N/A		
	Value	Numeric ##0	Penalty Tries points	
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	Yellow cards
ST		2YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	2nd Yellow cards
ST		RC	N/A	Type Description: Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Red cards

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

Competitor of the statistics.

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



Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	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	IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value
	Value	M	SC @IRM Disqualification / IRM code for the team
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value
	Value	M	Numeric #0 Matches played
ST	PTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (against) Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value
	Value	M	Numeric ###0 Points scored
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype = CUM and Pos = 1			
	Attribute	Value	Description
	Code	DIFF	
	Pos	N/A	
	Value	Numeric ##0 or -##0	Points Difference send "-" in front if negative
ST	TRY	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (against) Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value
	Value	M	Numeric Tries



			#0	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM and Pos = 1				
	Attribute	Value	Description	
	Code	DIFF		
	Pos	N/A		
	Value	Numeric ###0	Tries Difference send - in front if negative	
ST		CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Conversions made
	Attempt	O	Numeric ##0	Conversion attempts
ST		DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Drop goals
	Attempt	O	Numeric ##0	Drop goal attempts
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalty goals
	Attempt	O	Numeric ##0	Penalty goal attempts
ST		PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalty tries
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	PTS		
	Pos	N/A		
	Value	Numeric ##0	Penalty Tries points	
ST		YC	N/A	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		2YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total 2nd yellow cards
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total red cards

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 a team member
	Order	M	Numeric ##0	Sort order for CUM: Uniform number or disqualification, family name, given name Sort order for IND_RANKING: 1 Rank, 2 family name, 3 given name

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItem /StatsItem (1,N)				
Team member's stats item according to competitors' rules.				
	Type	Code	Pos	Description
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	Disqualification / IRM code for the athlete
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	Matches played
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Points scored
	Rank	O	S(3)	Athlete's Ranking based on Points scored
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric	Sort Order for @Rank
ST		TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Tries made
	Rank	O	S(3)	Athlete's Ranking based on Tries made
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric	Sort Order for @Rank
ST		CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Conversions made
	Attempt	O	Numeric ##0	Conversion attempts
	Rank	O	S(3)	Athlete's Ranking based on Conversions made
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric	Sort Order for @Rank
ST		DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Drop goals
	Attempt	O	Numeric ##0	Drop goal attempts



	Rank	O	S(3)	Athlete's Ranking based on Drop Goals made
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric	Sort Order for @Rank
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalty goals
	Attempt	O	Numeric ##0	Penalty goal attempts
	Rank	O	S(3)	Athlete's Ranking based on Penalty Goals made
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric	Sort Order for @Rank
ST		YC	N/A	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	N/A	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		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	M/O	Value	Description
	Value	M	mmm:ss	Minutes played

2.3.9.6 Message Sort

Sort according to the @Order attributes.



2.3.10 Event Final Ranking

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

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

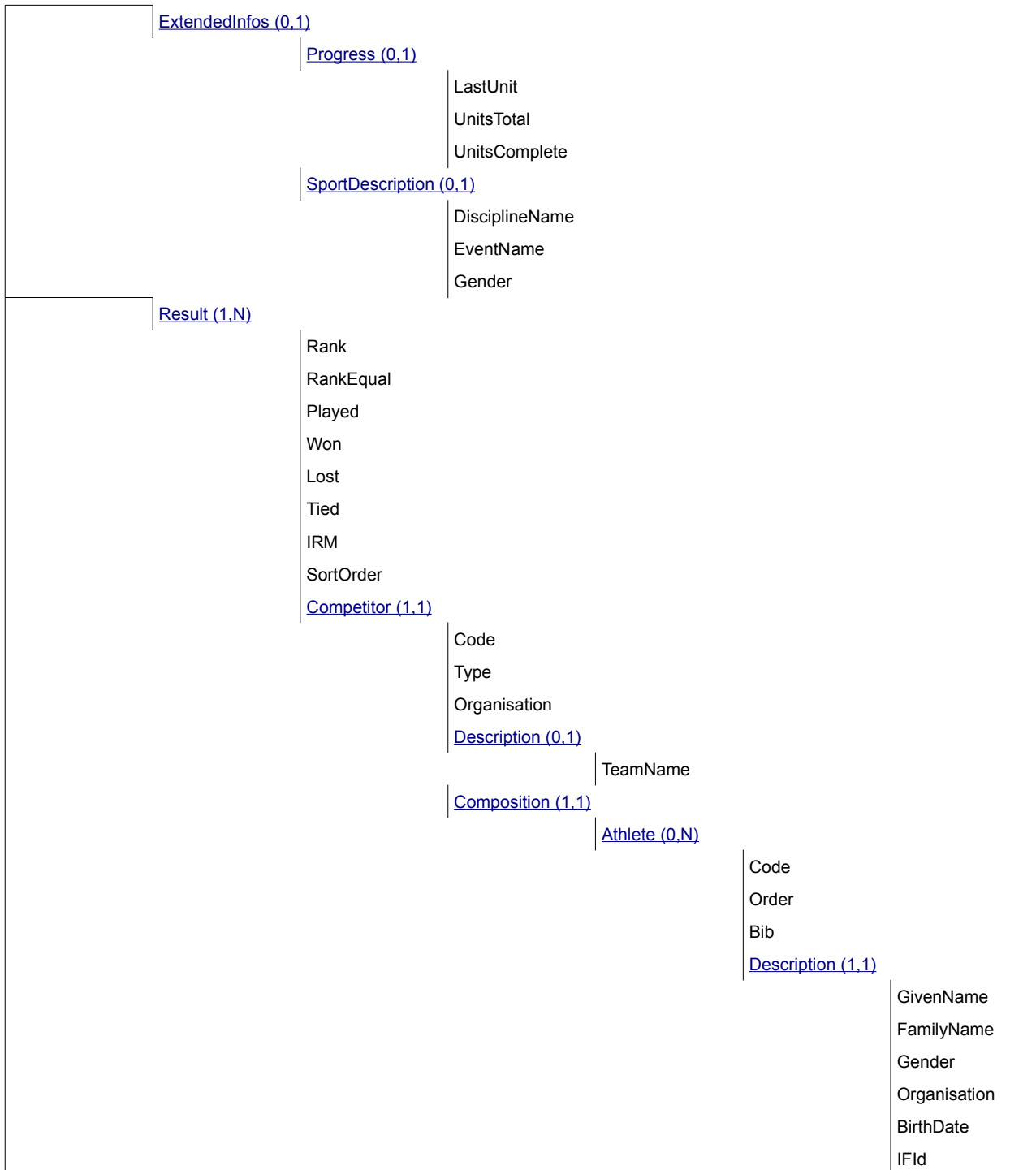
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

* 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	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

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

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 in case of the Rank has been equalled else do not send.
Played	O	Numeric #0	Number of matches played by the competitor in the event
Won	O	Numeric #0	Number of matches won by the competitor in the event
Lost	O	Numeric #0	Number of matches lost by the competitor in the event
Tied	O	Numeric #0	Number of matches tied by the competitor in the event
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 a team member. Team members should be participating in the event.
Order	M	Numeric #0	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number.

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

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
<Competitor Code="RU7MTEAM7-----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 Weather Conditions is a message containing the current 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
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

2.3.11.5 Message Values

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

Element: Competition /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)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherConditions	Codes that describe the Weather Conditions.

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR	Air temperature



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 '+')

2.3.11.6 Message Sort

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



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3 Message Timeline

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V1.0	2 Mar 2017	First version
V1.1	24 Mar 2017	Updated
V1.2	1 Aug 2017	Approved
V1.3	12 Mar 2018	Updated
V2.0	18 Apr 2019	Updated
V2.1	14 Aug 2019	Updated
V2.2	11 Nov 2019	Updated
V2.3	10 Dec 2019	Updated
V2.4	13 Mar 2020	Updated
V3.0	7 Jan 2022	First version for Paris 2024
V3.01	18 Mar 2022	Minor updates to align with other team sports
V3.02	14 Apr 2022	Typographical errors

File Reference: SOG-2024-RU7-3.02 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SAF	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription
V1.2	APP	DT_PARTIC_TEAMS/DT_RESULT: Add Socks
V1.3	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
V2.0	SFA	DT_PARTIC: Add SHIRT_NAME DT_RESULT: Add Pos for EUE/UNIFORM, add EUE/HIA DT_PLAY_BY_PLAY: Updated to send by Period and TimeStamp. Updated When attribute. DT_POOL_STANDING: Update Result/Diff value and SUB_RESULT/DIFF 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. CR16914: Change DT_WEATHER message to venue level. CR16928: DT_RESULTS and DT_STATS: Simplify by using new Attributes to replace extensions. DT_IMAGE: Message added DT_BRACKETS: Add START_LIST status DT_PARTIC/DT_RESULT: Add U19 CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY
V2.1	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Typographical corrections
V2.2	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE



V2.3	APP	CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight Remove ExtendedInfos/VenueDescription from DT_POOL_STANDINGS, DT_BRACKETS, DT_RANKING DT_PLAY_BY_PLAY: Add Bib at Actions /Action /Competitor /Composition /Athlete Typographical Corrections
V2.4	APP	DT_RESULT: Update description of Code at Periods/Period [188176] DT_STATS: DocumentSubcode clarified
V3.0	SFA	DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAM: Add ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update EUE/POSITION at Result /Competitor /Composition /Athlete /EventUnitEntry to always include DT_RESULT: Update Result /Competitor /Composition /Athlete /Order DT_RESULT: Update Result /Competitor /Composition /Athlete /StartOrder Result /Competitor /Composition /Athlete DT_PLAY_BY_PLAY: Update Actions/Action/Id & Order Descriptions (editorial) DT_PLAY_BY_PLAY: Update triggering DT_PLAY_BY_PLAY: Remove leading zeros in play by play "When" (editorial) 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_POOL_STANDING: Update DocumentCode in the header DT_POOL_STANDING: Update ResultStatus in the header DT_POOL_STANDING: Update Result/Rank DT_POOL_STANDING: Add ER/SUB_RANK at ExtendedResults /ExtendedResult DT_POOL_STANDING: Add Result/QualificationMark DT_BRACKETS: Update message sort DT_STATS: Add ST/2YC at both levels DT_STATS: Add ST/PTRY/PTS at Stats /StatsItems /StatsItem DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)
V3.01	SFA	DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit DT_IMAGE: Delete
V3.02	SFA	DT_RESULT: Result/@Result - typographical error DT_STATS: DocumentSubcode - typographical error DT_POOL_STANDINGS: Update Results/QualificationMark