Olympic Data Feed

Water Polo
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Water Polo 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 Water Polo 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 Water Polo Overview

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

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

Statistics codes used in the document. The following statistics codes are used throughout the document.
2EXC - Double exclusion
6M - 6m in free throw
6MP - 6m after free throw
ACT - Action shot
BLC - Block
CAT - Counter attack shot
CNT - Centre shot
CS - Counter attacking situation exclusion
DRV - Driving shot
DS - Driving situation
EXC - Exclusion
EXT - Extra player shot
FRP - Penalty fouls
M6 - 6m free throw situation
PF - Personal foul
PTY - Penalty shot
REB - Rebound
SP - Sprint
ST - Steal
TFL - Turnover foul
TTO - Team turnover
TYC - Centre forward position exclusion
TYF - Field exclusion

2.2 Applicable Messages

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

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

- Message responsibilities appears in the ODF General Document.

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

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:
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
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included).

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

2.3.1.3 Trigger and Frequency

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

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

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

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	Session (0,N)					
		SessionCode				
		StartDate				
		EndDate				
		Leadin				
		Venue				

- VenueName
- ModificationIndicator
- SessionStatus
- SessionType
- Medal
- FOP
- SessionName (1,N)
  - Language
  - Value

Unit (0,N)

- Code
- PhaseType
- UnitNum
- ScheduleStatus
- StartDate
- HideStartDate
- EndDate
- HideEndDate
- ActualStartDate
- ActualEndDate
- Order
- Medal
- Venue
- Location
- MediaAccess
- SessionCode
- ModificationIndicator
- StartText (0,N)
  - Language
  - Value
- ItemName (1,N)
  - Language
  - Value
- ItemDescription (0,N)
  - Language
  - -
- VenueDescription (0,1)
  - VenueName
  - LocationName

StartList (0,1)
Start (1,N)
StartOrder
SortOrder
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId

2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	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	Send the number of gold medals planned to be determined in

		#0	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 (General)

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

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.

			Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate) This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. Can use match number so the units are displayed in the correct order when at the same time.
Medal	O	SC @UnitMedalType	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interuption) from

			the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

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

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

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

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

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

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

Mandatory when Unit/Venue is included

Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

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

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

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

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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

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

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.2.5 Message Values

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

Sample (General)

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

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

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

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

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

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

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

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(2)	Cap number. Although this attribute is optional, it will be updated and informed as soon as this information is known for current athletes. Example: 8, 12,....

Status	O	SC @AthleteStatus	Participant status (disqualified or replaced). Send if applicable else do not send.
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		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" if the player is the captain
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(30)	Club City For USA, CAN, AUS clubs add state code after city name.
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_ORG	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Country	Club Country Code
ENTRY		HAND	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	SC @Hand	Handedness
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###	Number of international matches played
ENTRY		OG_GOALS	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###	Goals scored in Olympic Games

ENTRY		OG_PAR	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	Olympic Games Participation
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 for the player

Sample (General)

```
<Discipline Code="WPO------------------------------" IFId="203258" >
  <RegisteredEvent Event="WPOMTEAM7-------------------------" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Badel 1862" />
    <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Zagreb" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CRO" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="42" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

2.3.3.5 Message Values

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

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

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

Element: Competition /Team /TeamOfficials /Official (1,N) Send if there are specific officials for the team. Does not apply to historical teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	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		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
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	S(2)	Team's seed in the competition

Sample (General)

```
<Team Code="WPOMTEAM7-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
....
  </Composition>
  <TeamOfficials>
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="AST_COA" />
  </TeamOfficials>
  <Discipline Code="WPOM------------------------------" >
    <RegisteredEvent Event="WPOMTEAM7-------------------------" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="DRAW" 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 PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:
* START LIST: As soon as the team/teams are known, before the match begins.
* START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.

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

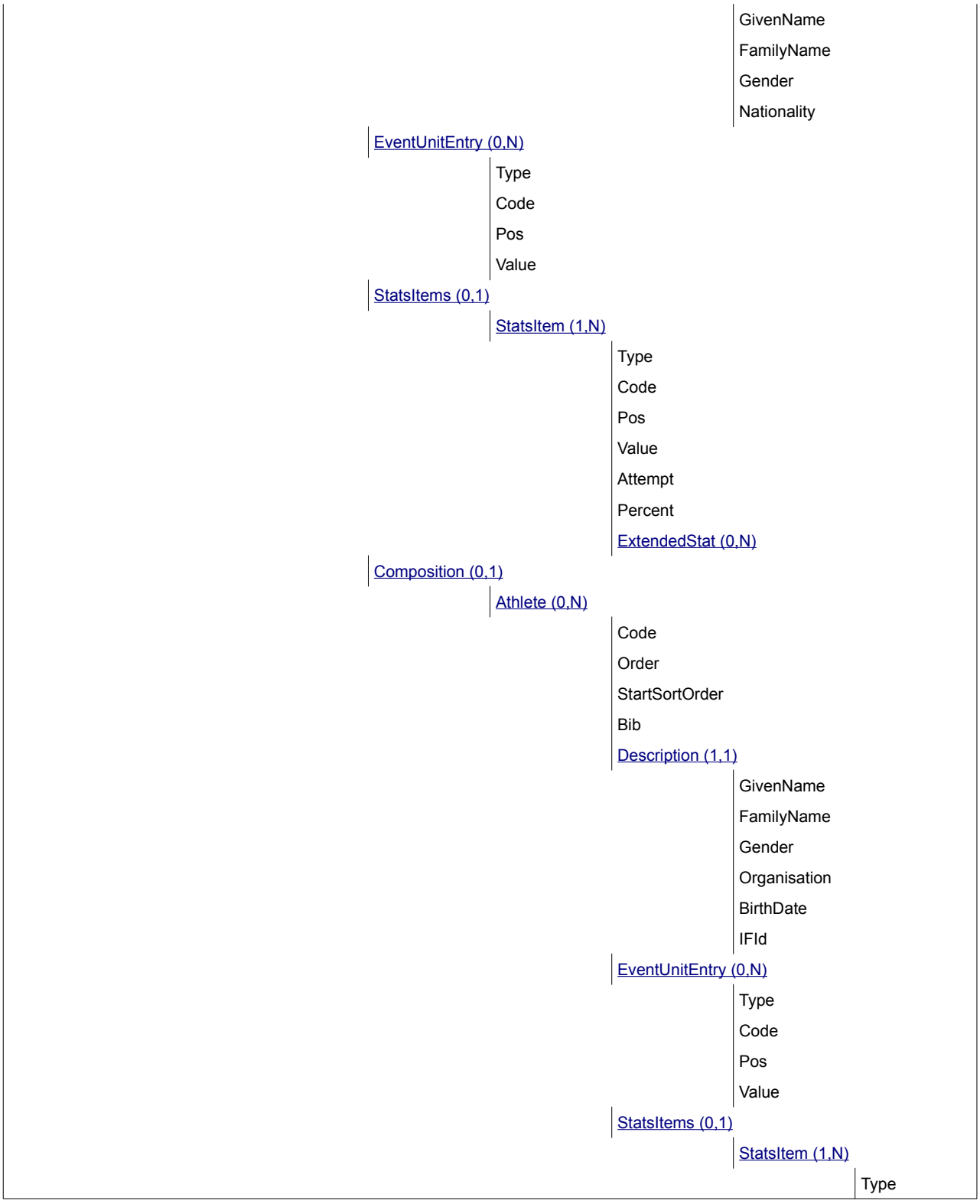
This message is also sent when the unit finishes and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks.
* INTERMEDIATE: After each period (if it is not the last period).
* UNOFFICIAL / OFFICIAL: After the unit.
Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
			Duration				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
			Attendance				
	Officials (0,1)						

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


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

	Code Pos Value Attempt Percent

2.3.4.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		RES_CODE	N/A	Element Expected: If the match has a penalty shoot out.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Send PSO if the match has a penalty shoot out.
UI		TIE_RANKS	N/A	Element Expected: In case of shootout game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Text	Ranks for this shootout games Tie-Break ranks for preliminary group round
STATS		POSSESS	N/A	Element Expected: When available Not applicable when for START_LIST and in case of shootout game.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of possessions
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	TIME		

	Pos	N/A		
	Value	mm:ss	Possession time	
STATS		EXC	WS WT	Pos Description: Send WS for with substitute, WT for substitute after 4 mins Element Expected: When available Not applicable when for START_LIST and in case of shootout game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of each type of exclusion
STATS		2EXC	N/A	Element Expected: When available Not applicable when for START_LIST and in case of shootout game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of Double Exclusions
STATS		ACT_TEAM	GOAL ATT	Pos Description: Send GOAL for goals, ATT for attempts Element Expected: When available Not applicable when for START_LIST and in case of shootout game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Action shots goals/attempt
STATS		EXT_TEAM	GOAL ATT PERCENT SIT	Pos Description: Send GOAL for Extraplayer goals, ATT for Extraplayer shots, PERCENT or situations percentage, SIT for situations Element Expected: When available Not applicable when for START_LIST and in case of shootout game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Extra player shot goals/attempts/Percentage, situations
STATS		PTY_TEAM	GOAL ATT	Pos Description: Send GOAL for goals, ATT for attempts Element Expected: When available Not applicable when for START_LIST and in case of shootout game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Penalty goals/attempts
UI		PS_GAME	N/A	Element Expected: In case of shootout game
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(1)	Shootout game indicator. Send Y if the event unit is a penalty shootout game
UI		PERIOD	N/A	Element Expected: Always after the start of the unit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period SC @GameState	Send current period or the GameState Use SC @Period unless some GameState applies
DISPLAY		CURRENT	Numeric #0	Pos Description: Send a unique number for each competitor on the field of play. Element Expected: When available when the unit is LIVE and only for those players on the field of play.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
DISPLAY		ACT, CNT, DRV, EXT, 6M, PTY, CAT, TFL, ST, REB, BLC, SP, TYC, TYF, EXC, FRP, 2EXC, ACT_GK, CNT_GK, EXT_GK, DRV_GK, 6M_GK, PTY_GK, CAT_GK	Numeric #0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem Possible values are ACT, CNT, DRV, EXT, 6M, PTY, CAT, TFL, ST, REB, BLC, SP, TYC, TYF, EXC, FRP, 2EXC, ACT_GK, CNT_GK, EXT_GK, DRV_GK, 6M_GK, PTY_GK, CAT_GK Pos Description: Unique sequential number for all the statistics to highlight Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-12T10:20:00+01:00" Duration="32:00" />
  <ExtendedInfo Type="STATS" Code="POSSESS" Value="82" />
  <ExtendedInfo Type="STATS" Code="EXC" Value="2" />
  <ExtendedInfo Type="STATS" Code="ACT_TEAM" Pos="GOAL" Value="8" />
  <ExtendedInfo Type="STATS" Code="ACT_TEAM" Pos="MISS" Value="13" />
  <ExtendedInfo Type="STATS" Code="2EXC" />
  <ExtendedInfo Type="STATS" Code="EXT_TEAM" Pos="GOAL" Value="8" />
  <ExtendedInfo Type="STATS" Code="EXT_TEAM" Pos="SIT" Value="5" />
...
  <ExtendedInfo Type="STATS" Code="CRN_TEAM" Value="1" />
...
  <ExtendedInfo Type="DISPLAY" Code="ACT" 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	Official's function. Send according to the codes, the referee etc. Only send RE & TCH_DEL functions Can be different from the function in DT_PARTIC.
Order	M	Numeric	Send by order for each official in each function.

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
IFId	O	S(16)	International Federation ID

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

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

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

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

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

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

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 Team Officials

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Order of officials Send 1, 2 .. as required for all coaches/officials
Function	M	CC @ResultsFunction	Official's 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/official's nationality

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

For team event information

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

	Attribute	M/O	Value	Description
	Value	M	SC @Home	Send Home or Away designator

Type	Code	Pos	Description
EUE	UNIFORM	N/A	Element Expected: Always

	Attribute	M/O	Value	Description
	Value	M	SC @Uniform	Cap Colour

Sample (General)

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

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N) **Not applicable when ResultStatus=START_LIST and in case of shootout game.**				
Type		**Code**	**Pos**	**Description**
ST		TOTAL ACT CNT DRV EXT 6M PTY CAT	SC@Period	Code Description: Total, Action shot, Centre shot, driving shot, Extra player shot, 6metre shot in free throw, Penalty shot, Counter attack shot Pos Description: Send the period or TOT for all. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals
	Attempt	O	Numeric #0	Shots taken for each code
	Percent	O	Numeric ##0	Shooting percentage (%), only send for TOTAL, ACT, EXT, PTY
ST		TFL	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Turnover fouls
ST		ST	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Steals
ST		REB	SC@Period	Pos Description: Send the period or TOT for all Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Rebounds
ST		BLC	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Blocked shots
ST		SP	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Sprint wins
	Attempt	O	Numeric #0	Sprint attempts
ST		TYC	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Centre forward position exclusion
ST		TYF	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Field exclusion
ST		DS	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Driving situation exclusion
ST		M6	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Exclusion in 6 metre free throw situation
ST		CS	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Counter attacking situation exclusion
ST		2EXC	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Double Exclusions
ST		FRP	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Penalty Fouls
ST		EXC	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Exclusions
ST		PF	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Personal Fouls
ST		TTO	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team turn overs
ST		TOUT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Time Out
ST		EXC_WS	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Exclusions with substitution
ST		EXC_WT	SC@Period	Pos Description: Send the period or TOT for all. Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Exclusions with substitution after 4 mins
ST		POSSESS	SC@Period	Pos Description:

				Send the period number Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of possessions
	Percent	M	Numeric ##0	Possession percentage
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	TIME		
	Pos	N/A	Do not send anything	
	Value	mm:ss	Possession time	
ST		ACT_TEAM PTY_TEAM	SC@Period	Pos Description: Send the period number Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	All action goals and penalty shots goals
	Attempt	O	Numeric ##0	Attempts in each category
ST		EXT_TEAM	SC@Period	Pos Description: Send the period number Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals
	Attempt	O	Numeric ##0	Extra player shots
	Percent	O	Numeric ##0	Extra player situations percentage (%)
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	SIT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Number of situations	
ST		TOTAL_GK ACT_GK CNT_GK DRV_GK EXT_GK 6M_GK	N/A	Code Description: Total, GK Action shot, GK Centre shot, GK driving shot, GK Extra player shot, GK 6metre shot in free throw, GK Penalty shot, GK Counter attack shot Element Expected:

		PTY_GK CAT_GK		When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Saves
	Attempt	O	Numeric #0	Shots
	Percent	O	Numeric ##0	Percentage (%) of shots saved, only for TOTAL_GK.
ST		YC_COACH RC_COACH	S(20) with no leading zeroes	Pos Description: Send ID of the official Element Expected: Always, if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y

Sample (General)

```
....
<StatsItems>
   <StatsItem Type="ST" Code="TOTAL" Pos="TOT"Attempt="20" Value="10" Percent="50" />
   <StatsItem Type="ST" Code="ACT" Attempt="2" Value="1" />
   <StatsItem Type="ST" Code="CNT" Attempt="3" Value="1" />
....
   <StatsItem Type="ST" Code="POSSESS" Pos="Q4" Value="10" >
      <ExtendedStat Code="TIME" Value="2:53" />
   </StatsItem>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition the competitors should be sorted as on the Match Result in ORIS.
StartSortOrder	M	Numeric #0	Order attribute used to sort team members in a team on the start list. Order defined as in ORIS.
Bib	M	S(2)	Cap 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		CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the player is captain
EUE		HAND	N/A	Element Expected: Always if known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Handedness of the player
EUE		INTERNAT_PLAYED	N/A	Element Expected: Always if not null
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of international games played
EUE		OG_GOALS	N/A	Element Expected: Always if not null
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of goals scored in the previous Olympic Games
EUE		OG_PAR	N/A	Element Expected: Always if not null
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of Olympic Games the athlete has participated in.
EUE		POSITION	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the player in the team
EUE		STARTER	N/A	Element Expected: Send just for those starter players (when this information is known)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the player is a Starter
EUE		STATUS	N/A	Element Expected: Send only for those suspended players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Suspended players Send "SUSPEND" if the player is suspended

Sample (Athletes)

```
<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="D" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
  <EventUnitEntry Type="EUE" Code="OG_GOALS" Value="1" />
  <EventUnitEntry Type="EUE" Code="INTERNAT_PLAYED" Value="239" />
```

Element: Competition /Result /Competitor /Competition /Athlete /StatsItems /StatsItem (1,N) **Not applicable in case of shootout games.**				
Type		**Code**	**Pos**	**Description**
ST		MINS	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Time played
ST		TOTAL ACT CNT DRV EXT 6M PTY CAT	N/A	Code Description: Total, Action shot, Centre shot, driving shot, Extra player shot, 6metre shot in free throw, Penalty shot, Counter attack shot Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals
	Attempt	O	Numeric #0	Shots taken for each code
	Percent	O	Numeric ##0	Shooting percentage (%), only send for TOTAL
ST		TFL	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Turnover fouls
ST		ST	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Steals
ST		REB	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Rebounds
ST		BLC	N/A	Element Expected: Always when available

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Blocked shots
ST		SP	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Sprints won
	Attempt	O	Numeric #0	Sprint attempts
ST		TYC	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	20 sec exclusions in the centre forward position (20C)
ST		TYF	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	20 sec exclusions in the field (20C)
ST		DS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Driving situation exclusion
ST		M6	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Exclusion in 6 metre free throw situation
ST		CS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Counter attacking situation exclusion
ST		2EXC	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Double Exclusions
STS		FRP	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Penalty Fouls
ST		EXC	N/A	Element Expected: Always when available

	Attribute	M/O	Value	Description
	Value	M	SC @Exclusions	Exclusions
ST		PF	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Personal Fouls
ST		TOTAL_GK ACT_GK CNT_GK DRV_GK EXT_GK 6M_GK PTY_GK CAT_GK	N/A	Code Description: Total, GK Action shot, GK Centre shot, GK driving shot, GK Extra player shot, GK 6metre shot in free throw, GK Penalty shot, GK Counter attack shot Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Saves
	Attempt	O	Numeric #0	Shots
	Percent	O	Numeric ##0	GK Percentage (%) of shots saved (only send for TOTAL_GK)

Sample (General)

```
....
<StatsItems>
   <StatsItem Type="ST" Code="MINS" Value="32:00" />
   <StatsItem Type="ST" Code="TOTAL_GK" Attempt="19" Value="9" Percent="47" />
   <StatsItem Type="ST" Code="ACT_GK" Attempt="6" Value="3" />
   <StatsItem Type="ST" Code="CNT_GK" Attempt="6" Value="3" />
   <StatsItem Type="ST" Code="EXT_GK" Attempt="2" Value="0" />
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

* At the start and end of every period (to start/stop clock)
* Immediately after every change in the score.
* Every time the clock starts and stops
* During play i.e. after start and not during breaks in play, every 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) Clock Information			
Attribute	**M/O**	**Value**	**Description**
Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
Time	M	mm:ss	Value of the clock
Running	M	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running; N to indicate the clock is stopped.

Sample (Clock)

```
<Clock Period="Q1" Time="1:34" Running="Y" />
```

Element: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric	Result of the Team for the unit
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)

StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Competition /Result /Competitor (1,N) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes.	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

2.3.5.6 Message Sort

Sort by SortOrder.

2.3.6 Play by Play

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. (Q1, Q2, Q3, Q4 and PSO) Messages by period include all applicable actions for the period. If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

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

Message without DocumentSubcode

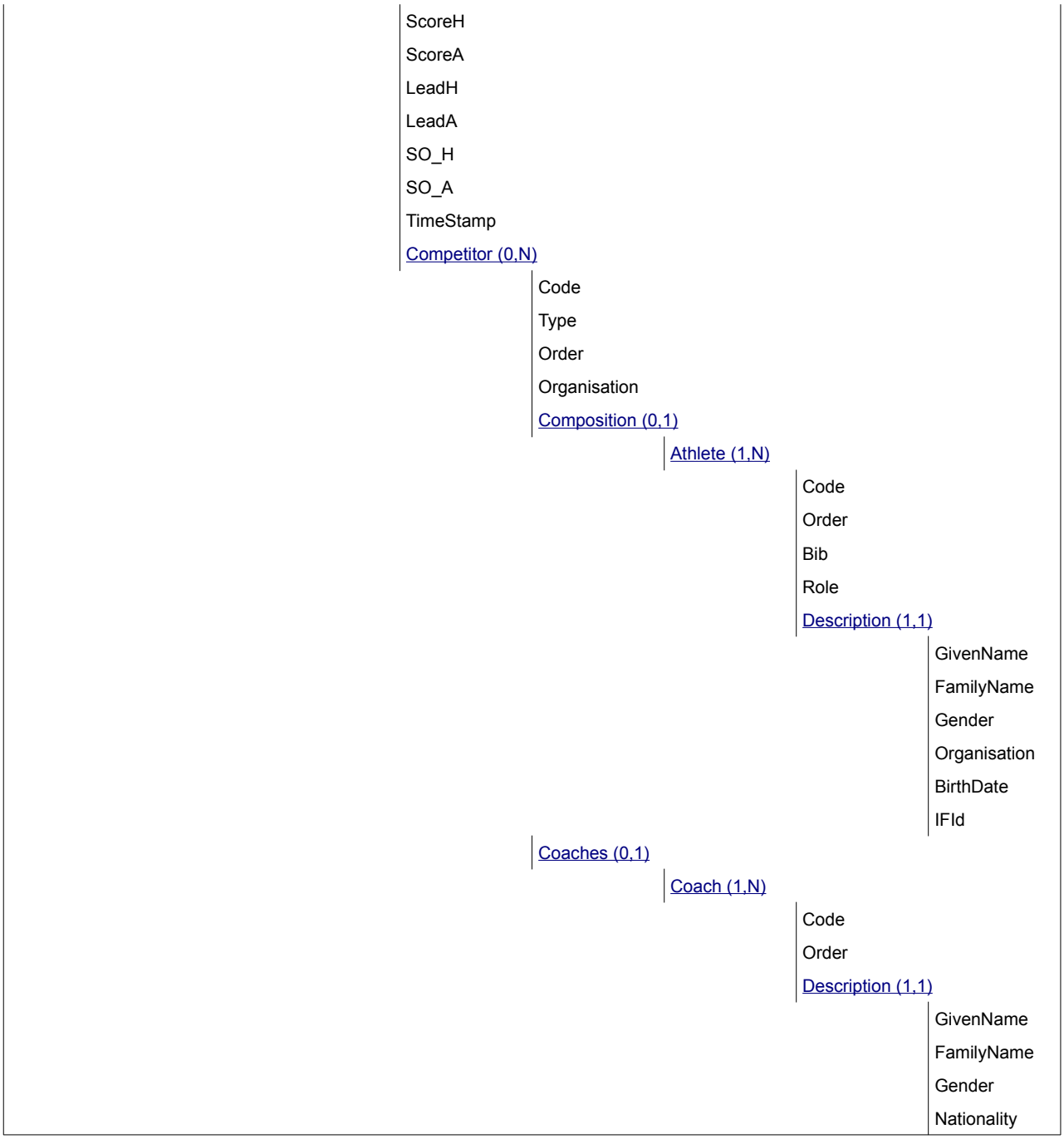
* Send empty when the start list is available (START_LIST), also used to clear all actions.
* After each period (INTERMEDIATE except the last which is UNOFFICIAL)
* If any correction for previous period is needed if the period is no longer running.
The message is sent with all periods when the match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

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

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Actions (0,1)						
		Home					
		Away					
		Action (1,N)					
			Id				
			PId				
			Period				
			Order				
			Action				
			Comment				
			When				
			Result				



2.3.6.5 Message Values

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

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

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

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit
UnitNum	O	S(8)	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	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	S(20) with no leading zeroes	Away Competitor ID

Element: Competition /Actions /Action (1,N)

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	SC @Period	Period of the action within the match
Order	M	Numeric	Unique ascending number for all the incidents and actions, from considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	O	SC @Action	Actions in the game. Send one action code. The first action of each period should always be "STARTP".
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP

When	O	mm:ss	Time in which the action occurred. Action's time in minutes and seconds Example (2:05). No leading zeros.
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric #0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric #0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	Numeric +/-#0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	Numeric +/-#0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
SO_H	O	Numeric #0	Home Score in penalty shootout
SO_A	O	Numeric #0	Away Score in penalty shootout
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

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

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

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

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

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

Athletes extended information

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

BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Actions /Action /Competitor /Coaches /Coach (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
Order	O	Numeric	Coach order (if more than one coach is needed).

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

Sample (General)

```
<Action Id="123456" Period="H1" Order="3" Action="LD" When="2:14" Result="SAVE" >
  <Competitor Code="WPOWTEAM7-----RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" Bib="17" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.3.6.6 Message Sort

Actions /Action @Order.

2.3.7 Pool Standings

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

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

2.3.7.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.7.5 Message Values

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

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

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

LastUnit	O	CC @Unit	Send the full RSC of the most recently unit made official for the pool included in this message.
UnitsTotal	O	Numeric ##0	Total number of units (games) to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units (games) which are official in the pool included in this message.

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

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

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		RTW	N/A	Element Expected: Always after the first match of the team.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of matches won by the competitor in the group in regulation time
ER		RTL	N/A	Element Expected: Always after the first match of the team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of matches lost by the competitor in the group in regulation time
ER		PSW	N/A	Element Expected: Always after the first match of the team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of matches won by the competitor in the group in PSO
ER		PSL	N/A	Element Expected: Always after the first match of the team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of matches lost by the competitor in the group in PSO

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 (General)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="10" Against="8" Diff="2" >
  <Competitor Code="WPOMTEAM7-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="WPOMTEAM7-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00" Unit="WPOMTEAM7----------GPA-000200--" HomeAway="H" Result="10:8">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="WPOMTEAM7-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00" Unit="WPOMTEAM7----------GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="WPOMTEAM7-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00" Unit="WPOMTEAM7----------GPA-000500--" HomeAway="A" >
      <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) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

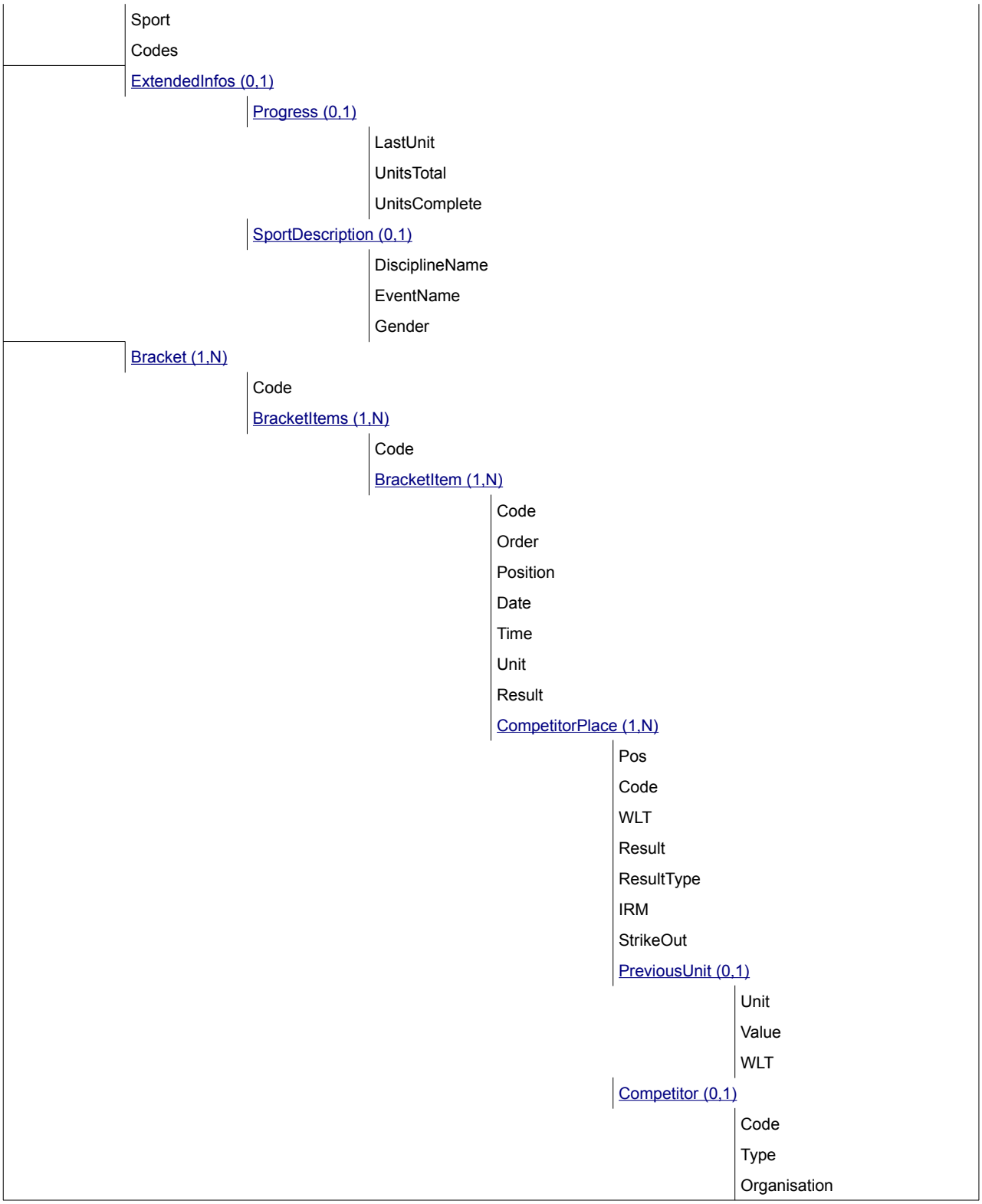
2.3.8.3 Trigger and Frequency

* Before the competition. (START_LIST)
* After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
* After every match during final phases. (INTERMEDIATE for each match and OFFICIAL after last match)
* Trigger after any change

2.3.8.4 Message Structure

The following table defines the structure of the message.

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


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

	Description (0,1)	
		TeamName

2.3.8.5 Message Values

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

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

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

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

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

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

Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (example "6-2"). May include an IRM.

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

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

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

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

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

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

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

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

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

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

Sample (General)

```
<Bracket Code="FNL-">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="WPOWTEAM7----------
SFNL000100--" Result="12-10" >
      <CompetitorPlace Pos="1" Result="12" WLT="W" >
        <Competitor Code="WPOWTEAM7-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Result="10" WLT="L" >
        <Competitor Code="WPOWTEAM7-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.8.6 Message Sort

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

2.3.9 Statistics

2.3.9.1 Description

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

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event CC @Phase	Depending on the statistics is could be at any level though is always full RSC. This message will be sent with different RSCs, these denote if the statistics are form Overall, Preliminary Phase and Finals phases (QF, SF, medal matches). The codes used are: WPOWTEAM7---------- for Overall WPOWTEAM7----------FNL--------- for Finals Phases WPOWTEAM7----------GP---------- for Preliminary Phase
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	-CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. (see DocumentSubcode) -TEAM_RANKING: Ranking of team tournament statistics. -IND_RANKING: Ranking of individual tournament statistics, for the best athletes. -TOU for tournament statistics
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). INTERMEDIATE (used after the competition has started and is not finished, typically between units) OFFICIAL (after the last unit which effects the statistics is official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.

		See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

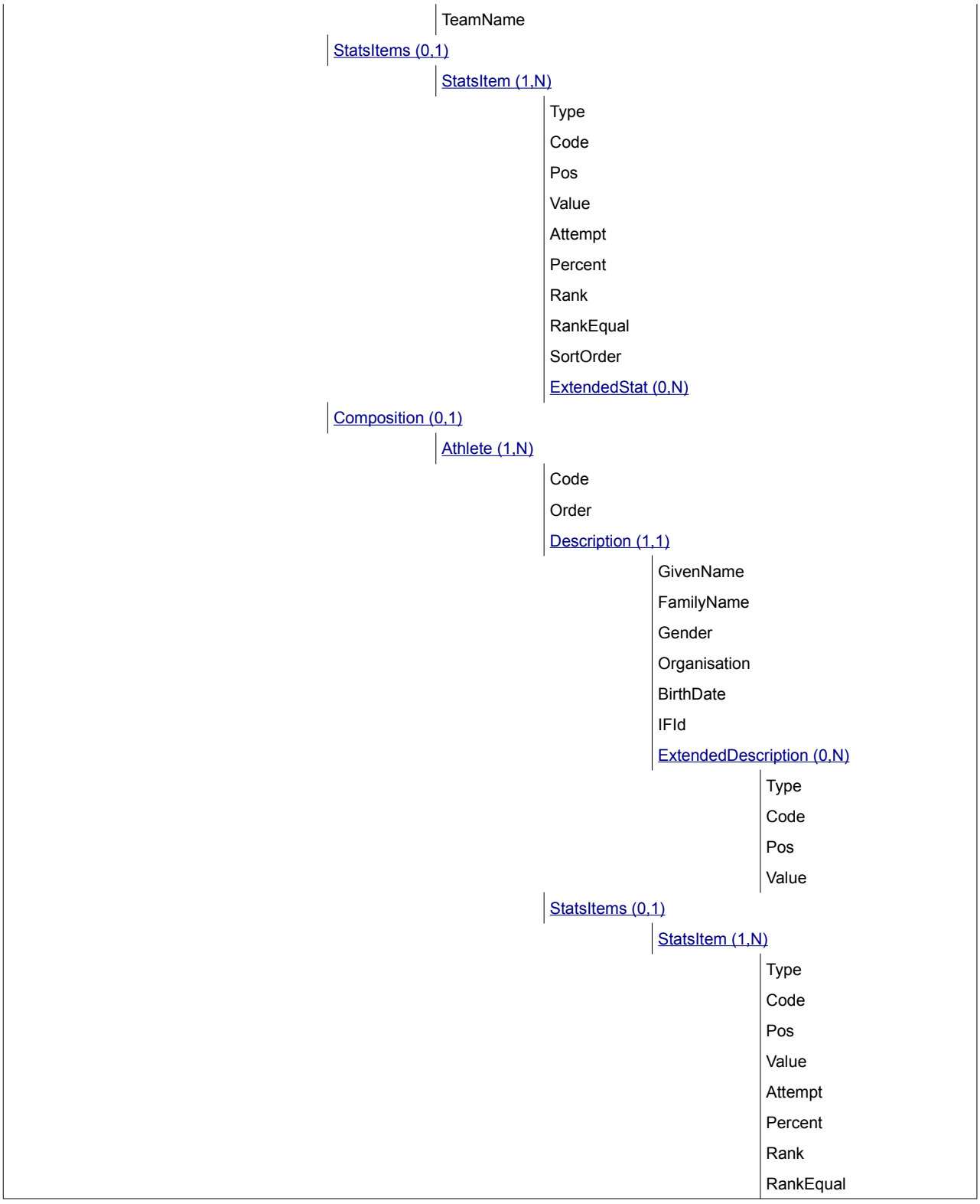
2.3.9.3 Trigger and Frequency

After each match (INTERMEDIATE)
After last match (OFFICIAL)
Note: First send the CUM messages and after send the TEAM_RANKING and IND_RANKING messages.

2.3.9.4 Message Structure

The following table defines the structure of the message.

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


TeamName
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Attempt
Percent
Rank
RankEqual
SortOrder
ExtendedStat (0,N)
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
ExtendedDescription (0,N)
Type
Code
Pos
Value
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Attempt
Percent
Rank
RankEqual

	SortOrder ExtendedStat (0,N)

2.3.9.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team. Send after at least one unit is complete in the CUM, IND_RANKING and TEAM_RANKING messages.
UnitsTotal	O	Numeric ##0	Send the total number of units (games) to be played). For CUM which only includes one team then it is the total units for that team. Send in the CUM, IND_RANKING and TEAM_RANKING messages.
UnitsComplete	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM, IND_RANKING and TEAM_RANKING messages.

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

Element: Competition /Stats (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element: Competition /Stats /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**

ST		MP	N/A	Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the overall number of matches played
ST		TOTAL ACT CNT DRV EXT 6M PTY CAT	N/A	Code Description: Use TOTAL for Total shots Use ACT for Action shot Use CNT for Centre shots Use DRV for Driving shots Use EXT for Extra player shots Use 6M for 6m direct shot in free throw Use PTY for Penalty shot Use CAT for Counter attack shot Element Expected: Always for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Total successful shot attempts
	Attempt	O	Numeric ####0	Total shot attempts
	Percent	O	Numeric ##0	Shooting percentage
ST		TFL ST REB BLC	N/A	Code Description: Use TFL for Turnover fouls Use ST for Steals Use REB for Rebounds Use BLC for Blocked shots Element Expected: Always for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Number of the statistic
ST		SP	N/A	Element Expected: Always for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Sprint attempts won
	Attempt	O	Numeric ###0	Total sprint attempts
ST		TYC TYF DS M6 CS 2EXC	N/A	Code Description: Use TYC for Centre forward position exclusion Use TYF for Field exclusion Use DS for Driving situation exclusion Use M6 for Exclusion in 6m free throw situation Use CS for Counter attacking situation exclusion Use 2EXC for Double exclusion Element Expected: Always for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Total number for this code
	Percent	O	Numeric ##0	Percent for this code
ST		FRP EXC	N/A	Code Description: Use FRP for Penalty foul Use EXC for Exclusion Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total

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	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 / groups.

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N) **Team competitor's stats item, according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
ST		MP	N/A	Element Expected: If available, for the DocumentSubtype=CUM & TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the overall number of matches played
ST		POSSESS	N/A	Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of possessions
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	

	Code	TIME		
	Pos	N/A	Do not send anything	
	Value	h:mm:ss	Possession time	
ST		ACT_TEAM EXT_TEAM PTY_TEAM	N/A	Code Description: Action shot, Extra Player shots, Penalty throw Element Expected: Always send if DocumentSubtype= CUM only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Goals in each category
	Attempt	O	Numeric ##0	Attempts in each category
	Percent	O	Numeric ##0	Extra player situations percentage (%) for EXT_TEAM
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for EXT_TEAM			
	Attribute	**Value**	**Description**	
	Code	SIT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Number of situations	
ST		TOTAL ACT CNT DRV EXT 6M PTY CAT	Numeric 0	Code Description: Use TOTAL for Total shots Use ACT for Action shot Use CNT for Centre shots Use DRV for Driving shots Use EXT for Extra player shots Use 6M for 6m direct shot in free throw Use PTY for Penalty shot Use CAT for Counter attack shot Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always for the DocumentSubtype=CUM & TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Total successful shot attempts
	Attempt	O	Numeric ####0	Total shot attempts
	Percent	O	Numeric ##0	Shooting percentage
	Rank	O	Numeric #0	Rank Only for DocumentSubtype= TEAM_RANKING
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent. Only for DocumentSubtype= TEAM_RANKING

	SortOrder	O	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this Item) Only for DocumentSubtype= TEAM_RANKING
ST		TFL ST REB BLC	Numeric 0	Code Description: Use TFL for Turnover fouls Use ST for Steals Use REB for Rebounds Use BLC for Blocked shots Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Number of the statistic
ST		TTO	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Team turnover
ST		SP	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Sprint attempts won
	Attempt	O	Numeric ###0	Total sprint attempts
ST		TYC TYF DS M6 CS 2EXC PF	Numeric 0	Code Description: Use TYC for Centre forward position exclusion Use TYF for Field exclusion Use DS for Driving situation exclusion Use M6 for Exclusion in 6m free throw situation Use CS for Counter attacking situation exclusion Use 2EXC for Double exclusion Use PF for total personal fouls Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always for the DocumentSubtype=CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Total number for this code
	Percent	O	Numeric ##0	Percent for this code (not for PF)
ST		FRP EXC	Numeric 0	Code Description: Use FRP for Penalty foul Use EXC for Exclusion Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total
ST		TOTAL_GK ACT_GK CNT_GK DRV_GK EXT_GK 6M_GK PTY_GK CAT_GK	N/A	Code Description: Use TOTAL_GK for Total saves Use ACT_GK for Action saves Use CNT_GK for Centre saves Use DRV_GK for Driving saves Use EXT_GK for Extra player saves Use 6M_GK for 6m direct save in free throw Use PTY_GK for Penalty save Use CAT_GK for Counter attack save Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Total successful saves
	Attempt	O	Numeric ####0	Total attempts
	Percent	O	Numeric ##0	Percentage (TOTAL_GK only)
ST		TOUT EXC_WS EXC_WT	N/A	Code Description: Use TOUT for Timeout Use EXC_WS for Exclusions with substitution Use EXC_WT for Exclusions w/Subst after 4 min. Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total
ST		YC_COACH RC_COACH	S(20) with no leading zeroes	Code Description: Send ID of the official for individual coach cards. Do not send for total of this card type Element Expected: If available, for the DocumentSubtype=CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of card.

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order for CUM: Cap number 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 /Description /ExtendedDescription (0,N)				
Type		**Code**	**Pos**	**Description**
ED		BIB	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Cap number

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		MP	N/A	Element Expected: If available, for the DocumentSubtype=CUM & IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the overall number of matches played
ST		MINS	N/A	Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Average minutes Played
ST		TOTAL ACT	N/A	Code Description: Use TOTAL for Total shots

		CNT DRV EXT 6M PTY CAT		Use ACT for Action shot Use CNT for Centre shots Use DRV for Driving shots Use EXT for Extra player shots Use 6M for 6m direct shot in free throw Use PTY for Penalty shot Use CAT for Counter attack shot Element Expected: Always for the DocumentSubtype=CUM & IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Total successful shot attempts
	Attempt	O	Numeric ####0	Total shot attempts
	Percent	O	Numeric ##0	Shooting percentage
	Rank	O	Numeric #0	Rank Only for DocumentSubtype= IND_RANKING
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent. Only for DocumentSubtype= IND_RANKING
	SortOrder	O	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this Item) Only for DocumentSubtype= IND_RANKING
ST		TFL ST REB BLC	N/A	Code Description: Use TFL for Turnover fouls Use ST for Steals Use REB for Rebounds Use BLC for Blocked shots Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Number of the statistic
ST		SP	N/A	Element Expected: Always for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Sprint attempts won
	Attempt	O	Numeric ###0	Total sprint attempts
	Percent	O	Numeric ##0	Shooting percentage Only for DocumentSubtype= IND_RANKING
	Rank	O	Numeric #0	Rank Only for DocumentSubtype= IND_RANKING
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent. Only for DocumentSubtype= IND_RANKING
	SortOrder	O	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this Item) Only for DocumentSubtype= IND_RANKING

ST		TYC TYF DS M6 CS 2EXC PF	N/A	Code Description: Use TYC for Centre forward position exclusion Use TYF for Field exclusion Use DS for Driving situation exclusion Use M6 for Exclusion in 6m free throw situation Use CS for Counter attacking situation exclusion Use 2EXC for Double exclusion Use PF for total personal fouls Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total number for this code
ST		FRP EXC	N/A	Code Description: Use FRP for Penalty foul Use EXC for Exclusion Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total
ST		TOTAL_GK ACT_GK CNT_GK DRV_GK EXT_GK 6M_GK PTY_GK CAT_GK	N/A	Code Description: Use TOTAL_GK for Total saves Use ACT_GK for Action saves Use CNT_GK for Centre saves Use DRV_GK for Driving saves Use EXT_GK for Extra player saves Use 6M_GK for 6m direct save in free throw Use PTY_GK for Penalty save Use CAT_GK for Counter attack save Element Expected: Always for the DocumentSubtype=CUM & IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Total successful saves (for CUM always and IND_RANKING only for TOTAL_GK, PTY_GK)
	Attempt	O	Numeric ####0	Total attempts for CUM always and IND_RANKING only for TOTAL_GK, PTY_GK)
	Percent	O	Numeric ##0	Percentage for TOTAL_GK (CUM and IND_RANKING) and PTY_GK (IND_RANKING)
	SortOrder	O	Numeric ##0	Only for IND_RANKING and only for TOTAL_GK
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for applicable codes			
	Attribute	**Value**	**Description**	
	Code	GA		

	Pos	N/A	Do not send anything	
	Value	Numeric #0	Number goals against [conceeded] (only for TOTAL_GK and PTY_GK)	
ST		MP_GK	N/A	Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total matches played as goalkeeper

2.3.9.6 Message Sort

Sort according to the @Order attributes.

2.3.10 Event Final Ranking

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

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

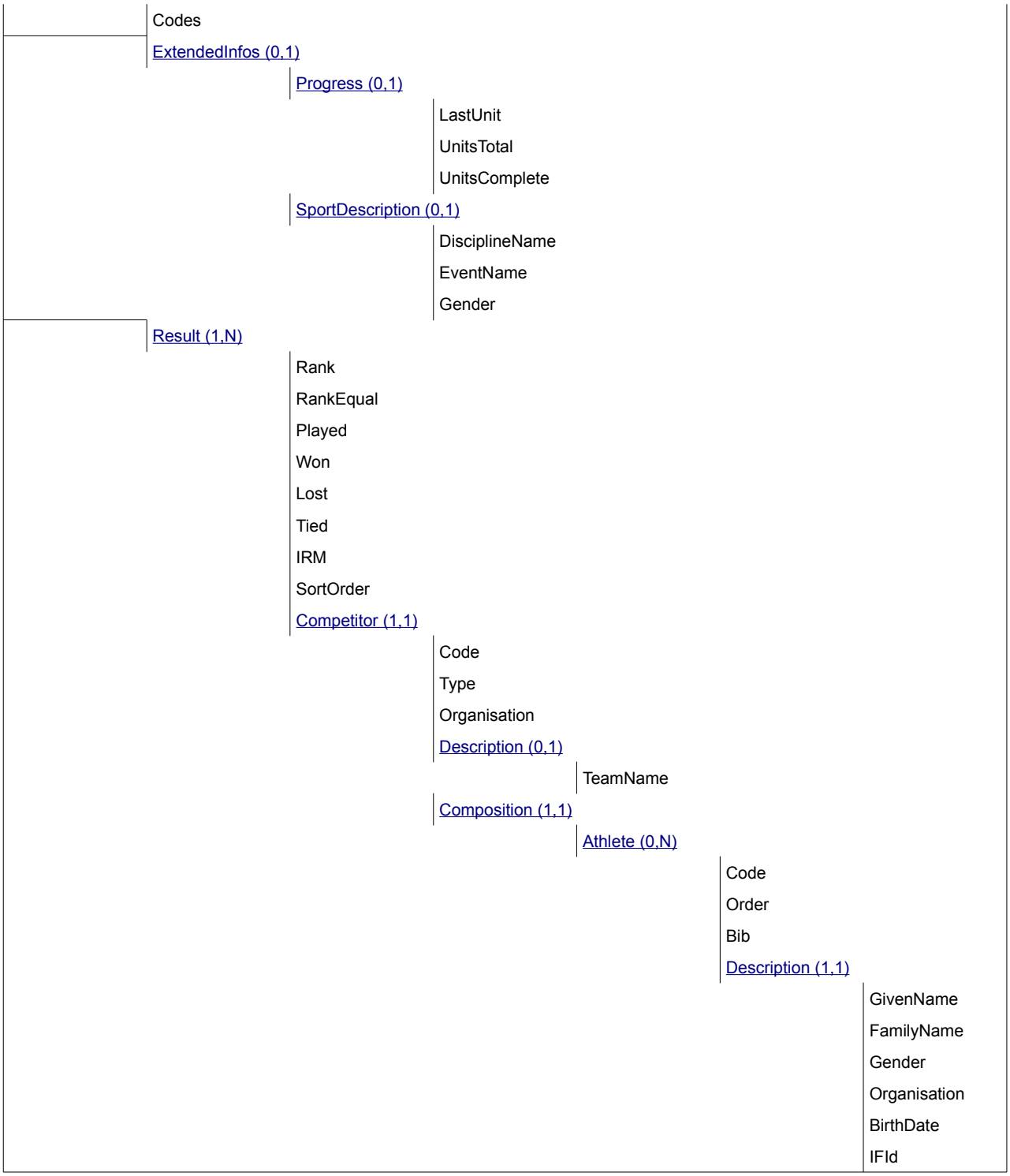
2.3.10.3 Trigger and Frequency

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

2.3.10.4 Message Structure

The following table defines the structure of the message.

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


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

2.3.10.5 Message Values

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

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

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

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

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

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

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

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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="WPOMTEAM7-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.10.6 Message Sort

Sort by Result @SortOrder

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				
Day INFO goes live (one per event)	DT_PDF C08 Competition Schedule			x			
Day INFO goes live	DT_PDF C35 Competition Officials		x				
Day INFO goes live (one per event)	DT_PDF C76 Tournament Summary	START_LIST		x			

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as participant verification process finish (ORIS C38x/C39 process)	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
In any competition schedule change	DT_SCHEDULE_UPDATE		x				o
As soon as teams are known	DT_RESULT	START_LIST					x
	DT_BRACKETS	START_LIST		x			
One for each pool	DT_POOL_STANDING	START_LIST			x		
After Technical Meeting	DT_PDF C33 Team Roster			x			
Evening before a competition day	DT_PDF C58 Daily Schedule		x				

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Evening before a competition day (all matches on that day)	DT_PDF C51 Start List						x
	DT_RESULT	START_LIST					x
	DT_PLAY_BY_PLAY	START_LIST					x
When competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Triggering when competition is LIVE	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
	DT_CURRENT						x
In every period break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o

	DT_RESULT	INTERMEDIATE					x
	DT_PLAY_BY_PLAY	INTERMEDIATE					x
	DT_CURRENT						x
When competition resumes after every break	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
	DT_CURRENT						x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After a match is FINISHED	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_CURRENT						x
When results are UNOFFICIAL	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
Only after Preliminary Round matches. UNOFFICIAL after the last match of a pool is finished	DT_POOL_STANDING	INTERMEDIATE			x		
Only after the last match of a pool and after each match of the Final round. UNOFFICIAL after the Gold Medal match	DT_BRACKETS	INTERMEDIATE		x			
Only after Bronze and Gold Medal matches, UNOFFICIAL after Gold	DT_MEDALLISTS	PARTIAL		x			
When results are OFFICIAL	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_PDF C69 Play by Play	OFFICIAL					x
	DT_PDF C73A Results	OFFICIAL					x
OFFICIAL after Gold	DT_PDF C76 Tournament Summary	INTERMEDIATE		x			
	DT_PDF C84A Cumulative Statistics	INTERMEDIATE		x			
	DT_PDF C84B Overall Team Statistics	INTERMEDIATE		x			
	DT_PDF C84C Team Statistics	INTERMEDIATE		x			
	DT_PDF C85A Individual Statistics	INTERMEDIATE		x			
	DT_PDF C85B Individual Statistics - Leading Scorers	INTERMEDIATE		x			
	DT_PDF C85C Goalkeeper Statistics	INTERMEDIATE		x			
After Preliminary round is finished and after each match of the final round	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
As soon as a team is known for the next round match	DT_RESULT	START_LIST					x
OFFICIAL after the last match of a pool is finished	DT_POOL_STANDING	INTERMEDIATE			x		
OFFICIAL after the last match of a	DT_STATS - CUM	INTERMEDIATE		x	x		

team in the competition. One for each team							
OFFICIAL after Gold	DT_STATS - IND_RANKING	INTERMEDIATE		x			
	DT_STATS - TEAM RANKING	INTERMEDIATE		x			
	DT_STATS - TOU	INTERMEDIATE		x			
INTERMEDIATE after the last match of a pool and after each match of the Final round. OFFICIAL after the Gold Medal match	DT_BRACKETS	OFFICIAL		x			
PARTIAL after last match of the Preliminary round, Classification 7th-8th, 5th-6th and Bronze Medal Match. OFFICIAL after Gold	DT_RANKING	OFFICIAL		x			
After the end of preliminary round in case of tied ranks	DT_PDF C73B Penalty Shoot-Out Competition	OFFICIAL			x		
After the last match of the day and at the end of each phase. OFFICIAL after Gold	DT_PDF C76 Tournament Summary	OFFICIAL		x			
Evening before a competition day	DT_PDF C58 Daily Schedule		x				
PARTIAL after Bronze. OFFICIAL after Gold Medal matches.	DT_MEDALLISTS	OFFICIAL		x			
Only after Bronze and Gold Medal matches	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
PARTIAL after Bronze. OFFICIAL after Gold Medal matches.	DT_PDF C92C Medallists	OFFICIAL		x			
Only after Bronze and Gold Medal matches	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V2.0	18 Apr 2019	First Version
V2.1	14 Aug 2019	Updated
V2.2	11 Nov 2019	Updated
V2.3	10 Dec 2019	Updated
V2.4	9 Apr 2020	Updated after Homologation
V3.0	2 Dec 2022	First version for Paris 2024
V3.01	10 Mar 2023	Updated
V3.1	6 Apr 2023	Approved
V3.2	8 Sep 2023	CR026440
V3.3	3 May 2024	CR027811

File Reference: SOG-2024-WPO-3.3 APP

Change Log		
Version	**Status**	**Changes on version**
V2.0	SFR	First Version CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16537: 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. CR 16833: DT_SCHEDULE: Clarifications added CR 16928: DT_RESULTS / DT_STATS: Extensions moved to attributes. DT_BRACKETS: Clarify START_LIST DT_RESULT: Update ExtendedInfos to add Possession Time and other improvements, clarify team officials DT_RESULT: Remove CRN_TEAM DT_RESULT: Update ExtendedInfos EXT_TEAM DT_RESULT: Update competitor stats for EXT_TEAM DT_RESULT: Updated to follow ORIS DT_RESULT: Update Type in TIE_RANKS to UI DT_RESULT/DT_STATS: Add PF (Personal Fouls) at team and athlete level DT_RESULT/DT_STATS: Update POSSES/NUM to Value attribute DT_RESULT: Update CONCEED to GA DT_STATS: Add TTO for teams, AA and POSESS DT_STATS: Add ACT_TEAM, EXT_TEAM, PTY_TEAM DT_RESULT: Add cards for coaches CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY Fixed typographical errors
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 DT_RESULT: Update format of STATS/EXT_TEAM @ExtendedInfos Terminology of FRP update to Penalty Fould throughout document DT_RESULT: Add Period for EXC_WS and EXC_WT DT_STATS: Remove AA Stat (included incorrectly) DT_STATS: Percent removed for fouls at athlete level DT_STATS: Update DocumentCode to send the message for different phases DT_STATS: Remove MIN_GK and ST_GK for athletes DT_RESULT: Update YC_COACH & RC_COACH definition

		DT_STATS: Add YC_COACH & RC_COACH DT_STATS: Update ST/EXT_TEAM @Stats /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/EXT_TEAM @Result /Competitor /StatsItems /StatsItem /ExtendedStat DT_RESULT: Update DISPLAY with possible values of Code. Other editorial improvements without changing the intent
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
V2.4	APP	DT_RESULT: Update description at Officials/Official/Function [188326] DT_RESULT: Update sample at Result /Competitor /EventUnitEntry without changing requirements [188328] DT_STATS: Update formats of ST/POSSES and ST_POSSES/TIME at Stats/Competitor/StatsItems/StatsItems [188383] DT_STATS: Update Pos of ST/TTO at Stats/Competitor/StatsItems/StatsItems [188384] DT_STATS: Update Pos of ST/xxx_GK at Stats/Competitor/StatsItems/StatsItems [188385] DT_STATS: DocumentSubcode clarified
V3.0	SFA	DT_SCHEDULE: Update Unit/Medal description DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit DT_PARTIC: Remove Perticipant/Weight DT_PARTIC: Update ENTRY/CLUB_CITY at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Add ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Remove ENTRY/SEED DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo DT_RESULT: Update Description at ExtendedInfos /UnitDateTime /Duration DT_RESULT: Clarify STATS/EXC at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/ACT.. at ExtendedInfos /ExtendedInfo DT_RESULT: Add Percent for ST/POSSESS at Result /Competitor /StatsItems /StatsItem DT_PLAY_BY_PLAY: Add Action/Comment DT_PLAY_BY_PLAY: Update triggering DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_BRACKETS: Update Message Sort DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_STATS: Add SortOrder for ST/xxx_GK at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem
V3.01	SFA	DT_RESULT: Add ExtendedInfos /VenueDescription /Attendance DT_POOL_STANDING: Remove Result/Tied DT_POOL_STANDING: Add Result /ExtendedResults /ExtendedResult DT_STATS: Update Expected at ST/SP at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update ST/*_GK at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Remove CNR stats throughout Remove 6MF stats throughout
V3.1	APP	Changed to Approved
V3.2	APP	DT_PARTIC_TEAMS: Add ENTRY/SEED at Team /Discipline /RegisteredEvent /EventEntry [CR026440] DT_RESULT: Update ST/TOTAL, ACT.. at /Result /Competitor /StatsItems /StatsItem to add more % [CR026440]
V3.3	APP	DT_RESULT: Update header at Result /Competitor /StatsItems /StatsItem [CR027811] DT_RESULT: Update header at Result /Competitor /Composition /Athlete /StatsItems /StatsItem [CR027811] DT_RESULT Update ExtendedInfos/ExtendedInfo related to shootout game. [CR027811] DT_RESULT: Add UI/RES_CODE at ExtendedInfos /ExtendedInfo. [CR027811] DT_PLAY_BY_PLAY: Update Actions/Action/Order [CR027811]