OLYMPIC DATA FEED

ODF Goalball Data Dictionary
Paris 2024

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1 Introduction

1.1 This document

This document includes the ODF Goalball Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for goalball.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Goalball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the goalball 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 General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

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

- 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 should follow the general definition rules.

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

Message Type	Message Name	Message extended
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time in message	Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2
12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

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

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

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

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

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

Competition schedule update:

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

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

2.2.1.3 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).

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.

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.

2.2.1.4 Message Values

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

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

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

Sample (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 incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00

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

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. Can use match number so the units are displayed in the correct order when at the same time.
Medal	O	SC @UnitMedalType	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED.
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED.
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

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

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

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

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

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

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

Mandatory when Unit/Venue is included

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

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace.	Competitor's ID 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

2.2.1.5 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.

2.2.2 List of participants by discipline / List of participants by discipline update

2.2.2.1 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.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant 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.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 Trigger and Frequency

The DT_PARTIC 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_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.

2.2.2.4 Message Values

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

Sample

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

Element: 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 atribute 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)

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
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.

Element: Participant (1,N)

Attribute	M/O	Value	Description
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: Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event
Bib	O	S(2)	Shirt number. Example: 8, 10...
Class	O	CC @SportClass	Code to identify the class of the athlete.
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

2.2.2.5 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant 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.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 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.

2.2.3.4 Message Values

lement: 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: 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 @DisciplineGender	Discipline 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: Team /Composition /Athlete (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.

Order	O	Numeric	Team member order

Element: 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: 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: 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: Team /Discipline /RegisteredEvent /EventEntry (0,N)
Send if there are specific team's event entries.

Type	Code	Pos	Description
~~ENTRY~~	~~SEED~~	~~N/A~~	~~Element Expected:~~ ~~As soon as it is known (this information can be sent in both messages).~~
	~~Attribute~~	~~M/O~~	~~Value~~	~~Description~~
	~~Value~~	~~M~~	~~Numeric~~ ~~#0~~	~~The position in which the team is seeded for the competition.~~
ENTRY	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

Element: 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**

	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Draw position for the team within the group

Type	Code	Pos	Description
ENTRY	UNIFORM	Numeric 0	Pos Description: Send 1 for A uniform and 2 for B uniform Element Expected: As soon as this information is known (it can be sent in both messages)

	Attribute	M/O	Value	Description
	Value	M	S(25)	Uniform Colour

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 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.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 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, statistics, substitutes, DQ etc.).

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

Trigger also after any change.

2.2.4.4 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: ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Always after the start of the unit

	Attribute	M/O	Value	Description
	Value	M	SC @Period SC @GameState	Send current period or the GameState Use SC @Period unless some GameState applies

Type	Code	Pos	Description
DISPLAY	SHOT PTY	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatItems or Result /Competitor /Composition /Athlete /StatsItems /StatItems. May be: SHOT and PTY if there is a SHOT or PTY attempt Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable

	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the ID of the athlete/team who was updated

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: When applicable and only when the unit is LIVE. Send multiple if applicable

	Attribute	Value	Description
	Code	String	Send the @ExtendedStat Code "PTY" or Attribute name "Value" of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatsItem. May be: - PTY: if there was a penalty during SHOT or PTY attempt - Value: if it was a successful SHOT or PTY attempt (GOAL)
	Pos	N/A	N/A
	Value	S(1)	Send "Y"

Element: ExtendedInfos /SportDescription (0,1)

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Match number

Element: ExtendedInfos /VenueDescription (0,1)

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

Element: 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.
Order	M	Numeric	Send by Order as on official score sheet

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

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

Element: 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: Periods /Period (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period.
HomePeriodScore	O	Numeric ##0	Score of the home competitor for this period. Send for each half and each overtime/extra throws
AwayPeriodScore	O	Numeric ##0	Score of the away competitor for this period Send for each half and each overtime/extra throws

Element: 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 Competitor for the particular event unit, including the goals for over time, extra Throws, Sudden Death if applicable.
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 or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

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

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

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

Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach / team officials order.
Function	M	CC @ResultsFunction	Coach functions

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

Coach extended information.

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

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

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

Sample

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

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

Type	Code	Pos	Description
ST	TOT	N/A	Element Expected: Always if available.

Attribute	M/O	Value	Description
Value	O	Numeric #0	Total goals for the team
Attempt	M	Numeric ##0	Total Throws for the team in the event unit.

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	GOAL	
Pos	N/A	N/A
Value	Numeric #0	Total goals for the team

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Total penalty goals for the team

Type	Code	Pos	Description
ST	PTY	N/A	Element Expected: Always if available.

Attribute	M/O	Value	Description
Value	O	Numeric #0	Successful penalty throws
Attempt	M	Numeric ##0	Total Penalty Throws for the team in the event unit.

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	GOAL	
Pos	N/A	N/A
Value	Numeric #0	Goals

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

Type	Code	Pos	Description
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available**			
Attribute	Value	Description	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric #0	Penalty	
ST	SHOT	N/A	Element Expected: Always if available.
Attribute	M/O	Value	Description
Value	O	Numeric #0	Successful throws
Attempt	M	Numeric ##0	Throws for the team in the event unit. (not including the penalties throws)
~~Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat~~ ~~Expected: Always, if the information is available~~			
~~Attribute~~	~~Value~~	~~Description~~	
~~Code~~	~~GOAL~~		
~~Pos~~	~~N/A~~	~~N/A~~	
~~Value~~	~~Numeric #0~~	~~Goals~~	
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available**			
Attribute	Value	Description	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric #0	Penalty	
ST	SHOT_EXTRA	N/A	Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	O	Numeric #0	Successful extra throws
Attempt	M	Numeric ##0	Extra Throws for the team in the event unit. (not including the penalties throws)

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

Type	Code	Pos	Description
	Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat		
	Expected: Always, if the information is available		
	Attribute	**Value**	**Description**
	Code	GOAL	
	Pos	N/A	N/A
	Value	Numeric #0	Goals
ST	PTY_M OG BLC BO PO T10 DG UC IC N SB HB LB ES ID DG_P UC_P N_P	N/A	Code Description: Penalties Made Own Goal Block Ball Over Pass Out 10 seconds penalty Delay of Game Unsportsmanlike Conduct Illegal Coaching Noise Short Ball High Ball Long Ball Eyeshades Illegal Defense Delay of Game (Personal) Unsportsmanlike Conduct (Personal) Noise (Personal) Element Expected: Always, if the information is available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Value of the statistic

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Element: Result /Competitor /Composition /Athlete (1,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 PRIS.
StartSortOrder	M	Numeric #0	Order attribute used to sort team members in a team on the start list. Order defined as in PRIS
Bib	M	S(2)	Shirt number

Element: 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)
Individual athlete's entry information.

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Athlete's status in the team.
EUE	STARTER	N/A	Element Expected: For athletes in the starting line-up at the beginning of the game (when available)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is a Starter

Sample

```
<Athlete Code="1125142" Bib="8" Order="4">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
    <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
```

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	MINS	N/A	Element Expected: Always if available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm	Minutes played by the athlete in the game. Remove leading zeros
ST	SUB	N/A	Element Expected: Always if available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of substitutions out
ST	SUB_MED	N/A	Element Expected: Always if available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of substitutions for medical reasons
ST	TOT	N/A	Element Expected: Always if available.

	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total goals
	Attempt	M	Numeric ##0	Total Throws.

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available		
~~Attribute~~	~~Value~~	~~Description~~
~~Code~~	~~GOAL~~	
~~Pos~~	~~N/A~~	~~N/A~~
~~Value~~	~~Numeric #0~~	~~Total goals~~

Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available		
Attribute	**Value**	**Description**
Code	PTY	

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

	Type	Code	Pos	Description
	Pos	N/A	N/A	
	Value	Numeric #0		Total penalty goals
ST		PTY	N/A	Element Expected: Always if available.

	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Successful penalty throws
	Attempt	M	Numeric ##0	Total Penalty Throws for the team in the event unit.

Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

	Attribute	Value	Description
	Code	GOAL	
	Pos	N/A	N/A
	Value	Numeric #0	Goals

Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

	Attribute	Value	Description
	Code	PTY	
	Pos	N/A	N/A
	Value	Numeric #0	Penalty

	Type	Code	Pos	Description
ST		SHOT	N/A	Element Expected: Always if available.

	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Successful throws
	Attempt	M	Numeric ##0	Throws (not including the penalties throws)

Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

	Attribute	Value	Description
	Code	GOAL	
	Pos	N/A	N/A

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

	Type	Code	Pos	Description
	~~Value~~	~~Numeric #0~~	~~Goals~~	

Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available		
Attribute	**Value**	**Description**
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Penalty

Type	Code	Pos	Description
ST	SHOT_EXTRA	N/A	Element Expected: Always, if the information is available

Attribute	M/O	Value	Description
Value	O	Numeric #0	Successful extra throws
Attempt	M	Numeric ##0	Extra Throws (not including the penalties throws)

~~Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available~~		
~~Attribute~~	~~Value~~	~~Description~~
~~Code~~	~~GOAL~~	
~~Pos~~	~~N/A~~	~~N/A~~
~~Value~~	~~Numeric #0~~	~~Goals~~

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST		N/A	Code Description:
	PTY_M		Penalties Made
	OG		Own Goal
	BLC		Block
	BO		Ball Over
	PO		Pass Out
	SB		Short Ball
	HB		High Ball
	LB		Long Ball
	ES		Eyeshades
	ID		Illegal Defense
	DG_P		Delay of Game (Personal)
	UC_P		Unsportsmanlike Conduct (Personal)
	N_P		Noise (Personal)
			Element Expected:
			Always, if the information is available

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Value of the statistic

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. (H1, H2, OT1, OT2, PSO) 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. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 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.

2.2.5.4 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: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	ENG Description of the Event Unit, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit
UnitNum	O	S(6)	Match number

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

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

Element: 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.
Period	M	SC @Period	Period of the action within the match
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n 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. For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN).
ActionAdd	O	SC @Res_Sub	Additional information related to the action
ActionDesc	O	S(200)	Action/Incident description (ENG)

Element: Actions /Action (1,N)

Attribute	M/O	Value	Description
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP
When	O	mm:ss	Action's time in minutes and seconds over the game without leading zeros. Example (2:05)
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)
TimeStamp	O	DateTime	Time of the action (for alignment to video)
LeadA	O	Numeric #0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (team member) related to the action
Order	O	Numeric 0	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Shirt Number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

Element: 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample

```
<UnitAction Id="123456" Period="H1" Order="3" Action="OG" ActionDesc="Own Goal" Result="GOAL" Time="2:00"
ScoreH="0" ScoreA="1" >
    <Competitor Code="GBM400RSA01" Type="T" Organisation="RSA" Order="1">
        <Description TeamName="South Africa"/>
        <Composition>
            <Athlete Code="1106655" Order="1" >
                <Description GivenName="Yan" FamilyName="Smith" Gender="M" Organisation="RSA" BirthDate="1993-05-
12" Class="B2" />
            </Athlete>
        </Composition>
    </Competitor>
</UnitAction>
```

2.2.5.5 Message Sort

Actions /Action @Order.

2.2.6 Current Information

2.2.6.1 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.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	Not used	Not used
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant 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. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 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 half-time, every 5 minutes after the last DT_CURRENT message when there is no other activity.

2.2.6.4 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: Clock (0,1)			
Attribute	M/O	Value	Description
Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
Time	M	mm:ss	Value of the clock
Running	M	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running; N to indicate the clock is stopped.

Element: Result (1,N)			
Attribute	M/O	Value	Description
Result	O	Numeric #0	Result of the Competitor for the event unit, including the goals for over time, extra Throws, Sudden Death if applicable.
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. Result type, either points or IRM with points for the corresponding event unit

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

Sample

```
<Competition>
    <Clock Period="H2" Time="1:34" Running="Y" />
```

2.2.6.5 Message Sort

Sort by SortOrder.

2.2.7 Pool Standings

2.2.7.1 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 phase, and the group / pool can be determined from the message header (DocumentCode).

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (for the group)	RSC for the pool/group
DocumentType	DT_POOL_STANDING	Pool Standings message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

2.2.7.4 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: ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Full RSC of the last unit completed related to the message's content
UnitsTotal	O	Numeric ##0	Total units to have related data impacting this message.
UnitsComplete	O	Numeric ##0	Total units completed which have related data impacting this message.

Element: ExtendedInfos /SportDescription (0,1)
Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	ENG Description of the Event Phase, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Result (1,N)
For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is 52qualed else do not send.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or IRM with points obtained by the competitor in all the games in 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	IRM, send in the case @ResultType is points and IRM
QualificationMark	O	SC @QualificationMark	Qualification indicator
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Tied	O	Numeric #0	Number of games tied by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group 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: 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: Result /Competitor /Description (0,1)

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). 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: Result /Competitor /Opponent /Description (0,1)
Competitors extended information.

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

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Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1"
For="24" Against="21" Diff="3" >
    </ExtendedResults>
    <Competitor Code="GBLMTEAM3-----EGY01" Type="T" Organisation="EGY">
        <Description TeamName="Egypt"/>
        <Opponent Code="GBLMTEAM3-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Unit="GBLMTEAM3------------GPA-000200--" HomeAway="H" Result="14:8">
            <Description TeamName="Brazil"/>
        </Opponent>
        <Opponent Code="GBLMTEAM3-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" Unit="GBLMTEAM3------------GPA-000400--" HomeAway="A" >
            <Description TeamName="Belarus"/>
        </Opponent>
        <Opponent Code="GBLMTEAM3-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Unit="GBLMTEAM3------------GPA-000500--" HomeAway="A" Result="10:13">
            <Description TeamName="New Zealand"/>
        </Opponent>
    </Competitor>
</Result>
```

2.2.7.5 Message Sort

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

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2.2.8 Brackets

2.2.8.1 Description

The brackets message contains the brackets information for one 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.

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the competition starts) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.8.3 Trigger and Frequency

- Before the competition (START_LIST).
- After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
- After every match during final phases. (INTERMEDIATE)
- After the final match (UNOFFICIAL/OFFICIAL)
- Trigger after any change

2.2.8.4 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: 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: ExtendedInfos /SportDescription (0,1)
Sport Description in Text

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

Element: 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 PRIS.

Element: 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: 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	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 PRIS. If the match is cancelled, "Cancelled" should be sent.

Element: 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 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: 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	Full RSC at unit level	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. Not sent when from group.
Value	O	SC @Pool or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous match 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: 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: 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="GBLWTEAM3----
---------SFNL000100--" >
            <CompetitorPlace Pos="1">
                <PreviousUnit Unit="GBLWTEAM3-------------QFNL000200--" WLT="W" />
                <Competitor Code="GBLWTEAM3-----NED01" Type="T" Organisation="NED">
                    <Description TeamName="Netherlands"/>
                </Competitor>
            </CompetitorPlace>
            <CompetitorPlace Pos="2">
                <PreviousUnit Unit="GBLWTEAM3-------------QFNL000100--" WLT="W"/>
                <Competitor Code="GBLWTEAM3-----NZL01" Type="T" Organisation="NZL">
                    <Description TeamName="New Zealand"/>
                </Competitor>
            </CompetitorPlace>
        </BracketItem>
```

2.2.8.5 Message Sort

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

2.2.9 Statistics

2.2.9.1 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.

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Depending on the statistics is could be at any level though is always full RSC.
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 IND_RANKING TOU	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. - TOU: For Tournament statistics (like Tournaments Total statistics) - IND_RANKING: Ranking of individual tournament statistics, for the best athletes.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
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. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.9.3 Trigger and Frequency

After each match

2.2.9.4 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: 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.
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.
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.

Element: ExtendedInfos /SportDescription (0,1)
Sport Description in Text

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

Element: Stats (1,1)

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

Element: Stats /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total matches played in the event.

Type	**Code**	**Pos**	**Description**
ST	TOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	**M/O**	**Value**	**Description**
Value	O	Numeric #0	Total goals
Attempt	M	Numeric ##0	Total Throws for the team in the event unit.

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	**Value**	**Description**
Code	GOAL	
Pos	N/A	N/A
Value	Numeric ##0	Total goals for the team

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	**Value**	**Description**
Code	PTY	
Pos	N/A	N/A
Value	Numeric ##0	Total penalty goals for the team

Type	**Code**	**Pos**	**Description**
ST	PTY	N/A	Element Expected: Always if available.

Attribute	**M/O**	**Value**	**Description**
Value	O	Numeric #0	Successful penalty throws
Attempt	M	Numeric ##0	Total Penalty Throws

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for DocumentSubtype=TOU

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

Type	Code	Pos	Description

Attribute	Value	Description	
Code	GOAL		
Pos	N/A	N/A	
Value	Numeric ##0	Goals	

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for DocumentSubtype=TOU

Attribute	Value	Description
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Penalty

Type	Code	Pos	Description
ST	SHOT	N/A	Element Expected: Always if available for DocumentSubtype=TOU.

Attribute	M/O	Value	Description
Value	O	Numeric #0	Successful throws
Attempt	M	Numeric ##0	Throws (not including the penalties throws)

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for DocumentSubtype=TOU

Attribute	Value	Description	
Code	GOAL		
Pos	N/A	N/A	
Value	Numeric #0	Goals	

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for DocumentSubtype=TOU

Attribute	Value	Description
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Penalty

Element: Stats /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	SHOT_EXTRA	N/A	Element Expected: Always, if the information is available for DocumentSubtype=TOU

	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Successful extra throws
	Attempt	M	Numeric ##0	Extra Throws for the team in the event unit. (not including the penalties throws)

	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat		
	Expected: Always, if the information is available for DocumentSubtype=TOU		
	Attribute	**Value**	**Description**
	Code	GOAL	
	Pos	N/A	N/A
	Value	Numeric #0	Goals

Type	Code	Pos	Description
ST	PTY_M OG BLC	N/A	Code Description: Penalties Made Own Goal Block Element Expected: Always, if the information is available for DocumentSubtype=TOU

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Value of the statistic

Element: Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 – Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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

Element Stats /Competitor /StatsItems /StatsItem			
Type	**Code**	**Pos**	**Description**
ST	MP	N/A	Element Expected: Always if available for the DocumentSubtype=CUM.

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Matches played

Element Stats /Competitor /StatsItems /StatsItem			
ST	TOT	Numeric 0	Pos: Send 0 for For and 1 for Against Element Expected: Always if available for the DocumentSubtype=CUM.

	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total goals for the team
	Attempt	M	Numeric ##0	Total Throws for the team ~~in the event unit.~~

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat		
Expected: Always, if the information is available for the DocumentSubtype=CUM		
~~Attribute~~	~~Value~~	~~Description~~
~~Code~~	~~GOAL~~	
~~Pos~~	~~N/A~~	~~N/A~~
~~Value~~	~~Numeric #0~~	~~Total goals for the team~~

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat		
Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	**Value**	**Description**
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Total penalty goals for the team

Element Stats /Competitor /StatsItems /StatsItem			
ST	PTY	Numeric 0	Pos: Send 0 for For and 1 for Against Element Expected: Always if available for the DocumentSubtype=CUM.

	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Successful penalty throws

Element Stats /Competitor /StatsItems /StatsItem

	Type	Code	Pos	Description
	Attempt	M	Numeric ##0	Total Penalty Throws for the team in the event unit.

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	GOAL	
Pos	N/A	N/A
Value	Numeric #0	Goals

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Penalty

	Type	Code	Pos	Description
ST		SHOT	Numeric 0	Pos: Send 0 for For and 1 for Against Element Expected: Always if available for the DocumentSubtype=CUM.

	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Successful throws
	Attempt	M	Numeric ##0	Throws for the team ~~in the event unit.~~ (not including the penalties throws)

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	GOAL	
Pos	N/A	N/A
Value	Numeric #0	Goals

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	PTY	

Element Stats /Competitor /StatsItems /StatsItem			
Type	**Code**	**Pos**	**Description**
Pos	N/A	N/A	
Value	Numeric #0	Penalty	
ST	SHOT_EXTRA	Numeric 0	Pos: Send 0 for For and 1 for Against Element Expected: Always, if the information is available for the DocumentSubtype=CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Successful extra throws
	Attempt	M	Numeric ##0	Extra Throws for the team ~~in the event unit.~~ (not including the penalties throws)

~~Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat~~ ~~Expected: Always, if the information is available for the DocumentSubtype=CUM~~		
~~Attribute~~	~~Value~~	~~Description~~
~~Code~~	~~GOAL~~	
~~Pos~~	~~N/A~~	~~N/A~~
~~Value~~	~~Numeric #0~~	~~Goals~~

Type	Code	Pos	Description
ST	PTY_M OG BLC BO ~~PO~~ T10 DG UC IC N	Numeric 0	Pos: Send 0 for For and 1 for Against for PTY_M, OG, BLC, BO ~~& PO~~ only Code Description: Penalties Made Own Goal Block Ball Over ~~Pass Out~~ 10 seconds penalty Delay of Game Unsportsmanlike Conduct Illegal Coaching Noise Element Expected: Always, if the information is available for DocumentSubtype CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Value of the statistic

Element: 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: Sort order for CUM: For each player: 1 – Shirt number Sort order for IND_RANKING: 1 – Rank

Element: 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description
ST	MP	N/A	Element Expected: Always if available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Matches played

Type	Code	Pos	Description
ST	MINS	N/A	Element Expected: Always if available for the DocumentSubtype=CUM

	Attribute	M/O	Value	Description
	Value	M	mmm	Minutes played

Type	Code	Pos	Description
ST	SUB	N/A	Element Expected: Always if available for the DocumentSubtype=CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of substitutions

Type	Code	Pos	Description
ST	SUB_MED	N/A	Element Expected: Always if available for the DocumentSubtype=CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of medical substitutions

Type	Code	Pos	Description
ST	TOT	N/A	Element Expected: Always if available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING

	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total successful throws
	Attempt	M	Numeric ##0	Total Throws for the athlete. Including the Throws and Penalties Throws.
	Rank	O	Numeric ##0	Rank for the total goals scored by the athlete
	RankEqual	O	S(1)	Send Y in case the @Rank is an 71qualed else do not send
	SortOrder	M	Numeric ##0	Sort Order for @Rank

~~Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat~~
~~Expected: Always, if the information is available for the DocumentSubtype=CUM~~

	~~Attribute~~	~~Value~~	~~Description~~

Element Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)

	Type	Code	Pos	Description
	~~Code~~	~~GOAL~~		
	~~Pos~~	~~N/A~~	~~N/A~~	
	~~Value~~	~~Numeric #0~~	~~Total goals~~	

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	**Value**	**Description**
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Total penalty goals

	Type	Code	Pos	Description
ST		PTY	N/A	Element Expected: Always if available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING

	Attribute	**M/O**	**Value**	**Description**
	~~Value~~	~~O~~	~~Numeric #0~~	~~Successful penalty throws~~
	Attempt	M	Numeric ##0	Total Penalty Throws

~~Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat~~ ~~Expected: Always, if the information is available for the DocumentSubtype=CUM~~		
~~Attribute~~	~~Value~~	~~Description~~
~~Code~~	~~GOAL~~	
~~Pos~~	~~N/A~~	~~N/A~~
~~Value~~	~~Numeric #0~~	~~Goals~~

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	**Value**	**Description**
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Penalty

Element Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description
ST	SHOT	N/A	Element Expected: Always if available for the DocumentSubtype=CUM and IND_RANKING.

Attribute	M/O	Value	Description
Value	O	Numeric #0	Successful throws
Attempt	M	Numeric ##0	Throws (not including the penalties throws)

~~Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM~~

~~Attribute~~	~~Value~~	~~Description~~
~~Code~~	~~GOAL~~	
~~Pos~~	~~N/A~~	~~N/A~~
~~Value~~	~~Numeric #0~~	~~Goals~~

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=CUM

Attribute	Value	Description
Code	PTY	
Pos	N/A	N/A
Value	Numeric #0	Penalty

Type	Code	Pos	Description
ST	SHOT_EXTRA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

Attribute	M/O	Value	Description
Value	O	Numeric #0	Successful extra throws
Attempt	M	Numeric ##0	Extra Throws (not including the penalties throws)

~~Sub Element: Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM~~

~~Attribute~~	~~Value~~	~~Description~~
~~Code~~	~~GOAL~~	
~~Pos~~	~~N/A~~	~~N/A~~

Element Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)

	Type	Code	Pos	Description
	~~Value~~	~~Numeric #0~~	~~Goals~~	
ST		AVG	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=IND_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Average goals for the athlete.
	Rank	O	Numeric ##0	Rank for the average goals scored by the athlete
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled else do not send
	SortOrder	M	Numeric ##0	Sort Order for @Rank

	Type	Code	Pos	Description
ST		PTY_M OG BLC BO ~~PO~~ SB HB LB ES ID DG_P UC_P N_P	N/A	Code Description: Penalties Made Own Goal Block Ball Over ~~Pass Out~~ Short Ball High Ball Long Ball Eye shades Illegal Defense Delay Game Unsportsmanlike Conduct Noise Element Expected: Always, if the information is available for DocumentSubtype CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Value of the statistic

2.2.9.5 Message Sort

Sort according to the @Order attributes.

2.2.10 Event Final Ranking

2.2.10.1 Description

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

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

2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
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. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.

Attribute	Value	Comment
Source	SC @Source	Code indicating the system which generated the message.

2.2.10.3   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.

2.2.10.4   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: 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: ExtendedInfos /SportDescription (0,1) Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Text short description, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit.

Element: 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 77qualed else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
Tied	O	Numeric #0	Send number of matches tied
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NPC ID	Competitor's ID. If NPC, the value will be NPC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Organisation of the competitor

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

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

Element: Result /Competitor /Composition /Athlete (1,N)

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

Element: 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0"  >
    <Competitor Code="GBLMTEAM@-----CRO01" Type="T" Organisation="CRO">
        <Description TeamName="Croatia"/>
        <Composition>
            <Athlete Code="1085534" Order="1" Bib="2" >
```

2.2.10.5 Message Sort

Sort by Result @SortOrder

3   Document Control

Version history		
Version	**Date**	**Comments**
V1.0	25 October 2018	First version
V1.1	24 January 2019	Updated after review
V1.2	18 April 2019	Defect correction and align to Omega
V1.3	14 August 2019	Updated
V1.4	13 September 2019	Updated
V1.5	11 November 2019	Updated
V1.6	10 December 2019	Updated
V1.7	3 April 2020	Updated
V3.0	11 Nov 2022	First version for Paris 2024
V3.1	5 May 2023	Approved

File Reference: ODF SPG-2024-GBL-3.2 APP

Change Log		
Version	**Status**	**Changes in version**
V1.0	SFR	First Version
V1.1	APP	DT_BRACKETS: Add START_LIST as a status DT_PLAY_BY_PLAY: Add Action/@ActionDesc DT_PLAY_BY_PLAY: Add DocumentSubcode for consistency Typographical corrections without changing the intent.
V1.2	APP	DT_PARTIC_TEAM: Add UNIFORM, defect CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY
V1.3	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N CR17816: Add uniform at Result /Competitor /EventUnitEntry in DT_RESULT, Update UNIFORM in DT_PARTIC_TEAMS DT_PLAY_BY_PLAY: Add ActionAdd @Actions/Action
V1.4	APP	DT_STATS: Correct @Pos so 0=for and 1=against as in other sport (consistency error) DT_STATS: For IND_RANKING correct typo to make Rank Optional as in other sports.
V1.5	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDINGS

Change Log		
Version	**Status**	**Changes in version**
V1.6	APP	CR18559: DT_CURRENT: Add Result element and remove Period element.
V1.7	APP	DT_RESULT: Update @Pos for EUE/UNIFORM @Result /Competitor /EventUnitEntry DT_PLAY_BY_PLAY: Add Actions/Action/TimeStamp DT_STATS: DocumentSubcode clarified
V3.0	SFA	DT_SCHEDULE: Add message DT_PARTIC_TEAM: Remove ENTRY/SEED at Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAMS: Add ENTRY/DRAW at Discipline /RegisteredEvent /EventEntry DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo DT_RESULT: Clarify DISPLAY at : ExtendedInfos /ExtendedInfo DT_RESULT: Update ST/TOT at Competitor /StatsItems /StatsItem DT_RESULT: Update ST/PTY at Competitor /StatsItems /StatsItem DT_RESULT: Update ST/SHOT_EXTRA at Competitor /StatsItems /StatsItem DT_RESULT: Update ST/TOT at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/PTY at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update ST/SHOT_EXTRA at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_PLAY_BY_PLAY: Remove leading zeros in play by play "When" DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial) DT_PLAY_BY_PLAY: Add Action/Comment DT_PLAY_BY_PLAY: Update triggering DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_POOL_STANDING: Update triggering DT_BRACKETS: Update triggering DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_STATS: Update ST/TOT at Stats /StatsItems /StatsItem DT_STATS: Update ST/PTY at Stats /StatsItems /StatsItem DT_STATS: Update ST/SHOT_EXTRA at Stats /StatsItems /StatsItem DT_STATS: Update ST/TOT at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ST/PTY at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ST/SHOT_EXTRA at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ST/TOT at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update ST/PTY at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update ST/SHOT_EXTRA at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem

Change Log		
Version	**Status**	**Changes in version**
V3.1	APP	DT_RESULT: Add ExtendedInfos /VenueDescription /Attendance DT_CURRENT: Update Result/StartSortOrder [from Result/StartOrder which was a typo] DT_STATS: Update Expected ST/SHOT at Competitor /Composition /Athlete /StatsItems /StatsItem Stat PO (Pass out) has been removed throughout
V3.2	APP	DT_POOL_STANDING: Add QualificationMark at Result