



INTERNATIONAL
OLYMPIC
COMMITTEE

ODF SPG-2024-GBL-3.0 SFA

OLYMPIC DATA FEED

ODF Goalball Data Dictionary
Paris 2024

ODF SPG-2024-GBL-3.0 SFA
11 Nov 2022



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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_NAME | Participant Names | |
| 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_LOCAL_OFF | Discipline/venue stop transmission | |
| DT_LOCAL_ON | Discipline/venue start transmission | |
| DT_KA | Keep Alive | |

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 | 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 ARCO2 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 | <p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p> |



| Element: Competition /Unit (0,N) | | | |
|----------------------------------|-----|----------|---|
| Attribute | M/O | Value | Description |
| HideStartDate | O | S(1) | <p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p> |
| EndDate | O | DateTime | <p>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)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p> |
| HideEndDate | O | S(1) | <p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>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.</p> |
| ActualStartDate | O | DateTime | <p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p> |
| ActualEndDate | O | DateTime | <p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p> |



| 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 ARCO2 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 | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| 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 | <p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p> |
| Parent | M | S(20) with no leading zeroes | <p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>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".</p> |
| Status | O | CC @ParticStatus | <p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p> |
| 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 | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| 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

| 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: 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 | 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 | 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 |
| Value | M | Numeric 0 | Draw position for the team within the group |
| 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 | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| 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 |
| | Value | M | SC @Period SC @GameState Send current period or the GameState Use SC @Period unless some GameState applies |
| 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 |
| | 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 | GOAL PTY | Send the @ExtendedStat Code of the last updated Result /Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem. May be: GOAL or PTY. |
| | Pos | N/A | N/A |
| | Value | S(1) | Send "Y" if successful |

| 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) | EventUnit short name (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 |

| 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 | 0 | 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 | |
| ST | PTY | N/A | Element Expected: Always if available. |
| Attribute | M/O | Value | Description |
| Value | 0 | 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 |
| | Value | 0 | Numeric #0 |
| | Attempt | M | Numeric ##0 |
| | | | Successful throws |
| | | | 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 |
| | Value | 0 | Numeric #0 |
| | Attempt | M | Numeric ##0 |
| | | | Successful extra throws |
| | | | 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 |



| 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 |
| | 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 |
| | 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 | 0 | 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 | 0 | 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 | | |
| ST | SHOT | N/A | Element Expected: Always if available. | |
| Attribute | M/O | Value | Description | |
| Value | 0 | 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 | |
| ST | SHOT_EXTRA | N/A | Element Expected: Always, if the information is available |
| Attribute | M/O | Value | Description |
| Value | 0 | 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 | 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 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 |

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 | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| 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) | Text short 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 | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| 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) |
| StartOrder | 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 | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| 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) | Text short 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 51qualified 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 |
| 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. |



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.

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 | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| 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 | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| 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. |
| ST | TOT | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU | |
| | Attribute | M/O | Value | Description |
| | Value | 0 | 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 | |
| ST | PTY | N/A | Element Expected: Always if available. | |
| | Attribute | M/O | Value | Description |
| | Value | 0 | 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 | |
| ST | SHOT | N/A | Element Expected: Always if available for ocumentSubtype=TOU. |
| Attribute | M/O | Value | Description |
| Value | 0 | 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 | 0 | 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 | |
| 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 |
| 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 | 0 | 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 | |
| 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 | 0 | 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 | |
| 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 | 0 | 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 | 0 | 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 | | |
| 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 |
| ST | MINS | N/A | Element Expected: Always if available for the DocumentSubtype=CUM | |
| | Attribute | M/O | Value | Description |
| | Value | M | mmm | Minutes played |
| 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 |
| 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 |
| 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 70qualed 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 | |
| ST | PTY | N/A | Element Expected: Always if available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING |
| Attribute | M/O | Value | Description |
| Value | 0 | 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. |
| Attribute | M/O | Value | Description |
| Value | 0 | 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 | |
| ST | SHOT_EXTRA | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| Attribute | M/O | Value | Description |
| Value | 0 | 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 | |
| Value | Numeric #0 | Goals | |



| Element Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) | | | | |
|--|---|------------|--|--|
| Type | Code | Pos | Description | |
| 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 |
| 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 76qualified 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 |
| | | |

File Reference: ODF SPG-2024-GBL-3.0 SFA

| 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 | <p>DT_SCHEDULE: Add message</p> <p>DT_PARTIC_TEAM: Remove ENTRY/SEED at Discipline /RegisteredEvent /EventEntry</p> <p>DT_PARTIC_TEAMS: Add Team/TeamType & Team/ShortName [CR019497]</p> <p>DT_PARTIC_TEAMS: Add ENTRY/DRAW at Discipline /RegisteredEvent /EventEntry</p> <p>DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Clarify DISPLAY at : ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Update ST/TOT at Competitor /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/PTY at Competitor /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/SHOT_EXTRA at Competitor /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/TOT at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/PTY at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_RESULT: Update ST/SHOT_EXTRA at Result /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_PLAY_BY_PLAY: Remove leading zeros in play by play "When"</p> <p>DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial)</p> <p>DT_PLAY_BY_PLAY: Add Action/Comment</p> <p>DT_PLAY_BY_PLAY: Update triggering</p> <p>DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial)</p> <p>DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo</p> <p>DT_POOL_STANDING: Update triggering</p> <p>DT_BRACKETS: Update triggering</p> <p>DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121]</p> <p>DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)</p> <p>DT_STATS: Update DocumentSubcode to use Team ID when applicable.</p> <p>DT_STATS: Update ST/TOT at Stats /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/PTY at Stats /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/SHOT_EXTRA at Stats /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/TOT at Stats /Competitor /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/PTY at Stats /Competitor /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/SHOT_EXTRA at Stats /Competitor /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/TOT at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/PTY at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/SHOT_EXTRA at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</p> |