



International  
Olympic  
Committee

# Olympic Data Feed

## Common Codes Definition

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Technology and Information Department

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# 1 Introduction

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## 1.1 This Document

This document defines the set of data that are considered Common Codes from the Technology perspective of the Olympic and Paralympic Games and other major sports competitions.

This document provides the list of entities that are shared between different systems for Games time, and therefore can be treated as Common Codes.

This document also defines the format for each of the fields to ensure consistency across systems.

This document does not define the content of the Common Codes, which are documented separately.

## 1.2 Objective

The objective of this document is to provide the basis input to proceed with the definition of the values for the common codes used for Games systems and ODF users.

This document aims to define the Common Codes requirements for all systems used in Games in which these terms apply.

## 1.3 Main Audience

The main audience of this document is the OC, Technology Integrator, the On Venue Results supplier and ODF users

## 1.4 Glossary

Term	Description
ACR	Accreditation
OC	Organising Committee
ODF	Olympic Data Feed
ODS	Olympic Diffusion Systems
OMS	Olympic Management Systems
OVR	On Venue Results System
RSC	Results System Codes

## 1.5 Related Documents

N/A



## 2 Common Codes

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### 2.1 Description

Generally speaking, a Common Code is any code that is used in two or more systems or has some significant high use. In the IT Games context, this applies to Games systems and ODF users.

As these systems generate and distribute all the results related information during Games time, any system that is a receiver of such information should be aligned in terms of Common Codes.

### 2.2 Content

The default character set is UTF-8. All characters in all supported languages are used, including accented characters.

### 2.3 Format

All Games systems using any or all Common Codes should support the format as defined in this document.

This section describes the specifics of the Paralympics Common Codes.

In principle, Common Codes remain the same in format and content regardless of the Games. However, there are a few exceptions that are listed below. Obviously, the RSC Codes are totally different and are defined separately.

### 2.4 Paralympic

The Paralympics Common Codes need to be managed separately from the Olympic Common Codes as the stakeholders are different. That is, where the data is different then different tables are maintained.

The only additional entities which need to be added are related to athlete classification otherwise the tables are the same as in able bodied competitions.

### 2.5 Language

Each table definition makes a comment related to language. Depending on use many tables provide for descriptions in multiple languages. The requirements are defined in this column.



## 3 Table Definitions

---

This section details the table definition for each table in the common codes.

### 3.1 Background Sport (BACKGROUND\_SPORT)

A list of all disciplines and a variety of general categories.

Data Element	Format	Key	Language
Code (Id)	Char(3)	Unique	N/A
Description	Char(40)		All supported languages
Long Description (longdescription)	Char (60)		All supported languages

### 3.2 Background Type (BACKGROUND\_TYPE)

Data Element	Format	Key	Language
Code (Id)	Char(3)	Unique	N/A
Description	Char(40)		All supported languages
Long Description (longdescription)	Char (60)		All supported languages

### 3.3 Cluster (CLUSTER)

List of venue clusters.

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A
Description	Char (25)		All supported languages
LongDescription (longdescription)	Char (50)		All supported languages

### 3.4 Competition Code (COMPETITION\_CODE)

The key code in all ODF messages.

Data Element	Format	Key	Language
Code (Id)	Char(15)	Unique	N/A
Description	Char(50)		All supported languages

### 3.5 Continent (CONTINENT)

List of continents, including description in all supported languages:

Data Element	Format	Key	Language
Code (Id)	Char (3)	Unique	N/A
Description	Char (30)		All supported languages



### 3.6 Country (COUNTRY)

List of countries. This list includes historical countries as well.

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A
Description	Char (30)		All supported languages
LongDescription (longdescription)	Char (60)		All supported languages

### 3.7 Discipline (DISCIPLINE)

List of disciplines, including some codes belonging to non-sport 'disciplines', such as Ceremonies, Training, etc. including descriptions in all supported languages.

Data Element	Format	Key	Language	Comments
Code	Char (34)		N/A	Full RSC
Id	Char (3)	Unique	N/A	
non-sport flag (nonsport)	Char (1)		N/A	'Competition' -> 'N' 'Non-competition' -> 'Y'
Sport Code (Sport)	Char (2)		N/A	Corresponding <a href="#">Sport Code</a> only for competition discipline codes.
Event Order (Eventorder)	Char (7)		N/A	'DATE' if the events within this discipline should be sorted by date, 'LOC' if they should be sorted by location or SESSION if grouped by session
Scheduled flag (scheduled)	Char (1)		N/A	'Y' if the discipline must be displayed in Schedules. 'N' otherwise.
IF	Char(5)		N/A	International Federation responsible for the Discipline
Description	Char (40)		All supported languages	

### 3.8 Discipline Classification (DISCIPLINE\_CLASS) (Paralympic only)

List of all possible classes applicable in the Paralympics Games:

Data Element	Format	Key	Language	Comments
Class	Char (8)	Discipline+Class unique	N/A.	
Discipline	Char (3)		N/A.	<a href="#">See Discipline</a>
Description	Char (30)		All supported languages	





### 3.9 Discipline Function (DISCIPLINE\_FUNCTION) (or Results Function)

List of results functions, including description in all supported languages – Each participant in Games will have at least one function, which describes his/her role during Games. Results function is a “translation” of the Accreditation function.

Data Element	Format	Key	Language	Comments
Function	Char (8)	)Unique	N/A	
Discipline	Char (3)		N/A	<a href="#">See Discipline</a>
Order	Number		N/A	Order numerically with discipline
Category	Char (1)			<a href="#">See Function Category</a>
Partic	Char (1)			Y if the function is used in DT_PARTIC else N
Description	Char (60)		All supported languages	

### 3.10 Discipline Gender (DISCIPLINE\_GENDER)

List of genders associated to a discipline.

Data Element	Format	Key	Language
Code	Char (34)		N/A
Discipline	Char (3)	Discipline + Gender unique	N/A
Gender	Char (1)		N/A.
Description	Char (40)		All supported languages

### 3.11 Event (EVENT)

List of events of each discipline-gender, including description in all supported languages.

Data Element	Format	Key	Language	Comments
Code	Char (34)		N/A	Full RSC
Discipline	Char (3)	)Unique	N/A.	See <a href="#">Discipline</a>
Gender	Char (1)		N/A.	See <a href="#">Discipline Gender</a>
Event	Char (18)		N/A	
order	Number		N/A	Indicates the event order within a discipline according to the sport rules.
Team Event	Char (1)		N/A	Y if team event
SEQ	Char (1)		N/A	Y is available in SEQ
Description	Char (40)		All supported languages	
Long Description (longdescription)	Char (80)		All supported languages	



### 3.12 Event Class (Paralympic only) (EVENT\_CLASS)

Allowed classes in each event (Paralympic only).

Data Element	Format	Key	Language
Discipline	Char (3)	Discipline+Gender+Event Code+Event Class must be unique	N/A
Gender	Char (1)		N/A
Event	Char (18)		N/A
Class	Char (8)		N/A

### 3.13 Event Unit (EVENT\_UNIT)

List of event units associated to every discipline-gender-event-phase combination, including description supported languages. It also includes some key data related to Event Unit.

Data Element	Format	Key	Language	Comments
Code	Char (34)		N/A	Full RSC
Discipline	Char (3)	Discipline+ Gender + Event + Phase + Event Unit must be unique	N/A	<a href="#">See Discipline</a>
Gender	Char (1)		N/A	<a href="#">See Sport Gender</a>
Event	Char (18)		N/A	<a href="#">See Event</a>
phase	Char (4)		N/A	<a href="#">See Phase</a>
Eventunit	Char (8)		N/A	
Level	Char (10)		N/A	
Order	Char (10)		N/A	Numeric expected
schedule	Char (1)		N/A	'Y' if scheduled through Competition Schedule app for display & updated in DT_SCHEDULE/_UPDATE. 'S' if scheduled & updated in DT_SCHEDULE/_UPDATE 'N' if otherwise.
medalflag	Numeric		N/A	'1' in case of a gold medal event unit. '2' if silver only. '3' if bronze only '0' otherwise.
Eventunittype	Char (5)			<a href="#">See Event Unit Type</a>
Description	Char (40)		All supported languages	
Long Description (longdescription)	Char (80)		All supported languages	
Short Description (shortdescription)	Char (40)		All supported languages	Short form unit description

### 3.14 Event Unit Type (EVENT\_UNIT\_TYPE)

List of possible types of competition, it is associated to an event unit.

Data Element	Format	Key	Language
Id	Char (5)	Unique	N/A.
Description	Char (50)		All supported languages
Note	Char (255)	N/A	Note about the code



### 3.15 Function Category (FUNCTION\_CATEGORY)

Groups of functions

Data Element	Format	Key	Language
Id	Char (1)	Unique	N/A.
Description	Char (40)		English
Note	Char (255)		

### 3.16 H1 Report Titles (H1)

List of the first level report titles in printed reports

Data Element	Format	Key	Language	Comments
Discipline	Char (3)	) unique	N/A	<a href="#">See Discipline</a>
ORIS_NO	Char (10)		N/A	
Description	Char (250)		All supported languages	

### 3.17 Horse Breed (HORSE\_BREED)

List of horse breeds, including description in all supported languages:

Data Element	Format	Key	Language
Id	Char (6)	Unique	N/A
Description	Char (50)		All supported languages

### 3.18 Horse Colour (HORSE\_COLOUR)

List of horse colours, including description in all supported languages:

Data Element	Format	Key	Language
Id	Char (2)	Unique	N/A
Description	Char (25)		All supported languages

### 3.19 Horse Gender (HORSE\_GENDER)

List of horse genders, including description in all supported languages:

Data Element	Format	Key	Language
Id	Char (2)	Unique	N/A
Description	Char (15)		All supported languages



### 3.20 Language (LANGUAGE)

List of languages used in Games systems (not languages at the Games).

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A.
Description	Char (25)		Applicable language (in the language)

### 3.21 Language Order (LANG\_ORDER)

Language order (ordering values within tables)

Data Element	Format	Key	Language	Comments
CodeSet	Char (10)	) Unique	N/A.	See tables
Code	Char (3)		N/A.	See codes used within table (above)
Language	Char (3)		N/A	See Language
DOrder	Numeric		N/A	Order of description
LDOOrder	Numeric		N/A	Order of long description

### 3.22 Location (LOCATION)

List of locations. It also contains descriptions in all supported languages.

Data Element	Format	Key	Language	Comments
Id	Char (3)	Unique	N/A.	
Venue	Char (3)		N/A.	<a href="#">See Venues</a>
LocationOrder	Numeric		N/A	Sort order of locations within a venue
Competition Flag (competition)	Char(1)		N/A	Y for competition venue else N
Discipline	String	30	N/A	Discipline(s) contested in this locations
Source	String	60	N/A	Source(s) to use from this location
Description	Char (30)		All supported languages	
Long Description (longdescription)	Char (50)		All supported languages	
Short Description (shortdescription)	Char (30)		All supported languages	Where there are separate fields of play in a venue with this the FoP name without the Venue name included

### 3.23 Marital Status (MARITAL\_STATUS)

List of possible marital statuses:

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A.
Description	Char (30)		All supported languages



### 3.24 News Sport (NEWS\_SPORT)

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A
Description	Char (30)		All supported languages
Long Description (longdescription)	Char (60)		All supported languages

### 3.25 News Report Type (NEWS\_TYPE)

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A
Description	Char (30)		All supported languages
Long Description (longdescription)	Char (60)		All supported languages

### 3.26 National Olympic/Paralympic Committee (NOC / NPC)

List of NOCs/NPCs, including historical organisations; including the description in all supported languages.

Data Element	Format	Key	Language	Comments
Id	Char (3)	Unique	N/A.	
country	Char (3)		N/A	<a href="#">See Country Code</a>
continent	Char (3)		N/A	<a href="#">See Continent Code</a>
participation	Char (2)		N/A	'P' if participating in these Games, 'NP' if not and 'H' if Historical.
OMDOrder	Numeric		N/A	Sort Order
MedalCount	Char (1)		N/A	Y if included in medals table N if excluded from medals table
Description	Char (20)		All supported languages	
Long Description (longdescription)	Char (60)		All supported languages	

### 3.27 Organisation (= NOC/NPC + Sport Feds.) (ORGANISATION)

'Other' descriptions will be filled with English descriptions for Sports Federations as language does not apply.

This generally includes all sports federations and all NOCs/NPCs

This will not include all organisations for Accreditation which are managed separately.

Data Element	Format	Key	Language	Comments
Id	Char (12)	Unique	N/A.	
type	Char (2)			If NOC/NPC -> 'OC' If Sport Federation -> 'IF' <a href="#">See Organisation Type</a>
Description	Char (20)		All supported languages	Only if NOC
Long Description (longdescription)	Char (60)		All supported languages	NOC Long and Sport Federation description



### 3.28 Organisation Type (ORGANISATION\_TYPE)

Type of organisation

Data Element	Format	Key	Language	Comments
Id	Char (2)	Unique	N/A.	
Description	Char (30)			English only

### 3.29 Participant Status (PARTICIPANT\_STATUS)

It is the Participant Status for athletes and officials (if participating in the Games or not).

Data Element	Format	Key	Language
Id	Char (6)	Unique	N/A
Description	Char (30)		English only

### 3.30 Person Gender (PERSON\_GENDER)

List of genders referring to a person:

Data Element	Format	Key	Language
Id	Char (1)	Unique	N/A.
Description	Char (25)		All supported languages

### 3.31 Phase (PHASE)

List of possible phases within an event, including description in all supported languages:

Data Element	Format	Key	Language	Comments
Code	Char (34)		N/A	Full RSC
Discipline	Char (3)	Discipline + Gender + Event + Phase must be unique	N/A	<a href="#">See Discipline</a>
Gender	Char (1)		N/A	<a href="#">See Sport Gender</a>
Event	Char (18)		N/A	<a href="#">See Event</a>
phase	Char (4)		N/A.	
type	Char (1)		N/A	<a href="#">See Phase Type</a>
order	Char (10)		N/A	
Description	Char (40)		All supported languages	
Long Description (longdescription)	Char (80)		All supported languages	
Short Description (shortdescription)	Char (40)		All supported languages	

### 3.32 Phase Type (PHASE\_TYPE)

List of the different categories of phases (e.g. Press Conference, Official Training, Competition, etc.):

Data Element	Format	Key	Language
Id	Char (1)	Unique	N/A.
Schedule Type	Char (1)		G (competition schedule) N (non-competition schedule)
Description	Char (45)		All supported languages



### 3.33 Position (POSITION)

List of positions related to athletes in a sport.

Data Element	Format	Key	Language	Comments
Discipline	Char (3)	Discipline + Id must be unique	N/A	<a href="#">See Discipline</a>
Id	Char (8)		N/A	
PositionOrder	Numeric		N/A	
Description	Char (25)		All supported languages	

### 3.34 Record (RECORD)

List of Record Codes, i.e. Results System Codes that have a record associated. It includes the description in all supported languages.

Data Element	Format	Key	Language	Comments
Id	Char (34)	Unique	N/A	
Related Event	Char(34)		N/A	
Order	Numeric		N/A	Order of Records within the Discipline
Description	Char (40)		All supported languages	

### 3.35 Record Type (RECORD\_TYPE)

List of the different record types by discipline, including the description in all supported languages.

Data Element	Format	Key	Language	Comments
Discipline	Char (3)	Discipline + Record Type must be unique	N/A.	<a href="#">See Discipline</a>
Record Type (recordtype)	Char (5)		N/A	
Record Group (recordgroup)	Char (5)		N/A	
Order	Numeric		N/A	Order within discipline
Description	Char (40)		All supported languages	

### 3.36 Result Status (RESULTSTATUS)

List of results statuses

Data Element	Format	Key	Language
Code	Char (15)	Unique	N/A.
Order	Numeric		N/A
Description	Char (25)		All supported languages
Note	Char (255)		N/A



### 3.37 Schedule Status (SCHEDULESTATUS)

List of possible schedule status for an event unit: It includes description in all supported languages.

Data Element	Format	Key	Language
Id	Char (15)	Unique	N/A.
Description	Char (25)		All supported languages
Note	Char (255)		N/A

### 3.38 Session Type (SESSION\_TYPE)

List of possible session types describing the part of day (morning etc.):

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A
Description	Char (20)		All supported languages

### 3.39 Sport (SPORT)

List of sports, including description in all supported languages.

Data Element	Format	Key	Language
Id	Char (2)	Unique	N/A.
Description	Char (30)		All supported languages

### 3.40 Sport Codes (SPORT\_CODES)

Data Element	Format	Key	Language	Comments
Discipline	Char (3)	Discipline + Code_Entity + Code	N/A.	
Code_Entity	String		N/A	
Code	String		N/A	
Order	Numeric		N/A	
Description	Char (255)		All supported languages	
Note	Char (255)		N/A	Notes about the code

### 3.41 Sport Gender (SPORT\_GENDER)

List of sport genders.

Data Element	Format	Key	Language
Id	Char (1)	Unique	N/A.
Description	Char (15)		English





### 3.42 Venue (VENUE)

List of venues, including description in all supported languages:

Data Element	Format	Key	Language	Comments
Id	Char (3)	Unique	N/A.	
Competition Flag (competition)	Char (1)		N/A	If competition -> 'Y' If non competition -> 'N'
IndoorOutdoor	Char (1)		N/A	I or O for indoor or outdoor
Cluster	Char (3)		N/A	<a href="#">Cluster Code</a>
Description	Char (25)		All supported languages	
Long Description (longdescription)	Char (50)		All supported languages	

### 3.43 Weather Conditions (WEATHER\_COND)

List of possible weather sky conditions, including description in all supported languages:

Data Element	Format	Key	Language
Id	Char (6)	Unique	N/A.
Description	Char (25)		All supported languages

### 3.44 Weather Snow Conditions (WEATHER\_COND\_SNOW)

Data Element	Format	Key	Language
Id	Char (7)	Unique	N/A.
Description	Char (25)		All supported languages
Note	Char (255)		ICE or SNOW

### 3.45 Weather Region (WEATHER\_REGION)

List of possible weather regions, in which venues are organized. It includes the description in all supported languages.

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A.
Description	Char (40)		All supported languages

### 3.46 Venue Weather Region (WEATHER\_REGION\_VENUE)

Associates weather regions to venues.

Data Element	Format	Key	Language	Comments
Id	Char (3)		N/A	<a href="#">Venue Common Code</a>
weatherRegion	Char (3)	Unique	N/A	<a href="#">Weather Region Code</a>

### 3.47 Wind Direction (WIND\_DIRECTION)

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A.
Description	Char (20)		All supported languages





## 4 Results System Code (RSC)

The Result System Code (RSC) is a thirty-four character code (made up of 5 sub-codes) which uniquely identifies a component of the competition.

The code which uniquely identifies information regarding the results of the competitions is called Result System Code (RSC). This code is constructed from the following elements in the hierarchical order of their importance:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

D	D	D	G	E	E	E	E	E	E	E	E	E	M	M	M	M	M	M	M	M	M	M	P	P	P	P	U	U	U	U	U	U	U
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- The first three (3) characters uniquely identify the sport’s discipline code (e.g. “SWM” for swimming, “ALP” for alpine skiing, etc.);
- The fourth character identifies the gender of the discipline (e.g. “W” for events where only women participate, “X” for events where both genders participate equally);
- The next eighteen (18) characters represent the event. This is further divided into eight characters for the event type and the following ten characters for the event modifier. (e.g. “100m” for 100 metres, and a modifier if needed for things like disability class in the Paralympic Games or age group etc.);
- The next four characters (4) are for the competition phase (e.g. preliminaries, semi-final, final, repechage, etc.) or part of competition (e.g. pool, subdivision, etc.);
- The last eight (8) characters identify the unit and sub-unit (e.g. a match, heat, group, etc.).

The following general rules apply for the code:

- Fixed length, 34 characters,
- Full alphanumeric to increase human readability e.g. FNL for Final phase,
- Uppercase is used in all codes,
- The dash character “-” is used as a filler, it is used when a part of the code is not applicable,
- Allow characters are A ... Z, 0...9 and the special characters of dot and dash. Dash is only used as a filler,
- Apply right padding with the filler character in any part of the RSC when the respective code is less characters than the maximum length of this part e.g. FNL (Final phase) is shown as “FNL-” in the RSC.



## 5 Document Control

### 5.1 File Reference

ODF R-SOG-2024\_CCDEFN v3.2 APP

### 5.2 Version history

Version	Date	Comments
R4 v1.0 SFR	16 Sept 2013	First Version
R4 v1.1 SFA	19 Sept 2013	Updated after internal review
R4 v1.2 APP	13 Nov 2014	Approved with changes.
R4 v1.3 APP	19 Dec 2014	Approved with changes.
R4 v1.4 APP	5 Feb 2016	Minor error correction
R-WOG-2018 v1.5 APP	22 June 2016	CR9994 & new RSC size
R-SOG-2020 v1.0 APP	4 May 2018	New Revision for Tokyo
R-SOG-2020 v1.1 APP	1 Aug 2018	Minor update
R-SOG-2020 v1.2 APP	16 Aug 2018	Minor update
R-SOG-2020 v1.3 APP	30 May 2019	Minor update
R-WOG-2022 v2.0 APP	22 July 2020	CR019968 CR020215
R-WOG-2022 v2.1 APP	27 Nov 2020	CR020722
R-WOG-2022 v2.2 APP	10 Sep 2021	CR022556
R-SOG-2022 v3.0 APP	12 Nov 2021	Change version for Paris
R-SOG-2022 v3.1 APP	23 Apr 2023	CR025531
R-SOG-2022 v3.2 APP	21 July 2023	CR025531

### 5.3 Change Log

Version	Status	Changes
R4 v1.0	SFR	N/A
R4 v1.1	SFA	Corrections to reflect the current common codes (Sochi)
R4 v1.2	APP	In Schedule Status. Change the code to Char(15) Added Cluster Code and reference in Venue code set.
R4 v1.3	APP	Function table removed and data added to Results Function Table Updated with CR4228
R4 v1.4	APP	3.25, order corrected.
R-WOG-2018 v1.5	APP	Updated for the change in RSC size CR9994, increase the size of the CompetitionCode (3.4) Removed web site tables Add H1 Report Titles Add News Item and News Sport definitions Other minor corrections
R-SOG-2020 v1.0	APP	New Revision of Tokyo, no content changes
R-SOG-2020 v1.1	APP	Minor corrections without changing meaning
R-SOG-2020 v1.2	APP	Correction in event table to add the long description (left out in error)
R-SOG-2020 v1.3	APP	Add short description in the NOC table (CR17409)
R-WOG-2022 v2.0	APP	Add short description in the LOCATION table (CR19968) Update schedule in EVENT_UNIT table to add S (CR20215)



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R-WOG-2022 v2.1	APP	Add Partic in DISCIPLINE_FUNCTION table at 3.9 (CR020722)
R-WOG-2022 v2.2	APP	Update order in tables and change some labels without adding or deleting data (CR022556)
R-SOG-2024 v3.0	APP	No content change, updated version to 2024.
R-SOG-2024 v3.1	APP	CR025531 – remove NOC short description
R-SOG-2024 v3.2	APP	CR025531 – Add LANG_ORDER

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