



Olympic Data Feed



3x3 Basketball ODF Data Dictionary

Technology and Information Department
© International Olympic Committee

SCOG/SYOG-2026-BK3-1.0 SFR
20 August 2025



License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



1	Introduction	5
1.1	This document.....	5
1.2	Objective	5
1.3	Main Audience.....	5
1.4	Glossary	5
1.5	Related Documents.....	5
2	Messages.....	6
2.1	3x3 Basketball Overview.....	6
2.2	Applicable Messages	6
2.3	Messages	8
2.3.1	Competition schedule / Competition schedule update	8
2.3.1.1	Description	8
2.3.1.2	Header Values.....	9
2.3.1.3	Trigger and Frequency	10
2.3.1.4	Message Structure	10
2.3.1.5	Message Values	12
2.3.1.6	Message Sort	16
2.3.2	List of participants by discipline / List of participants by discipline update	17
2.3.2.1	Description	17
2.3.2.2	Header Values.....	17
2.3.2.3	Trigger and Frequency	18
2.3.2.4	Message Structure	18
2.3.2.5	Message Values	19
2.3.2.6	Message Sort	21
2.3.3	List of teams / List of teams update.....	22
2.3.3.1	Description	22
2.3.3.2	Header Values.....	22
2.3.3.3	Trigger and Frequency	22
2.3.3.4	Message Structure	22
2.3.3.5	Message Values	23
2.3.3.6	Message Sort	24
2.3.4	List of Entries by Event.....	25
2.3.4.1	Description	25
2.3.4.2	Header Values.....	25
2.3.4.3	Trigger and Frequency	25
2.3.4.4	Message Structure	25
2.3.4.5	Message Values	27
2.3.4.6	30
2.3.4.7	Message Sort	30
2.3.5	Event Unit Start List and Results.....	31
2.3.5.1	Description	31
2.3.5.2	Header Values.....	31
2.3.5.3	Trigger and Frequency	31
2.3.5.4	Message Structure	32
2.3.5.5	Message Values	35
2.3.5.6	Message Sort	45
2.3.6	Current Information.....	46
2.3.6.1	Description	46
2.3.6.2	Header Values.....	46
2.3.6.3	Trigger and Frequency	46
2.3.6.4	Message Structure	46



2.3.6.5	Message Values	47
2.3.6.6	Message Sort	47
2.3.7	Play by Play	49
2.3.7.1	Description	49
2.3.7.2	Header Values	49
2.3.7.3	Trigger and Frequency	49
2.3.7.4	Message Structure	50
2.3.7.5	Message Values	51
2.3.7.6	Message Sort	54
2.3.8	Pool Standings	55
2.3.8.1	Description	55
2.3.8.2	Header Values	55
2.3.8.3	Trigger and Frequency	55
2.3.8.4	Message Structure	55
2.3.8.5	Message Values	57
2.3.8.6	Message Sort	60
2.3.9	Brackets	61
2.3.9.1	Description	61
2.3.9.2	Header Values	61
2.3.9.3	Trigger and Frequency	61
2.3.9.4	Message Structure	61
2.3.9.5	Message Values	63
2.3.9.6	Message Sort	65
2.3.10	Statistics	66
2.3.10.1	Description	66
2.3.10.2	Header Values	66
2.3.10.3	Trigger and Frequency	66
2.3.10.4	Message Structure	66
2.3.10.5	Message Values	68
2.3.10.6	Message Sort	75
2.3.11	Event Final Ranking	76
2.3.11.1	Description	76
2.3.11.2	Header Values	76
2.3.11.3	Trigger and Frequency	76
2.3.11.4	Message Structure	76
2.3.11.5	Message Values	78
2.3.11.6	Message Sort	80
2.3.12	Weather conditions	81
2.3.12.1	Description	81
2.3.12.2	Header Values	81
2.3.12.3	Trigger and Frequency	81
2.3.12.4	Message Structure	81
2.3.12.5	Message Values	82
2.3.12.6	Message Sort	83
3	Message Timeline	84
3.1	Preparation Phase	84
3.2	Before competition	84
3.3	During competition	84
3.4	After competition	84
4	Document Control	87



1 Introduction

1.1 This document

This document includes the ODF 3x3 Basketball Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for this discipline.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF 3x3 Basketball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements



2 Messages

2.1 3x3 Basketball Overview

MESSAGES IN EACH EVENT

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

SCHEDULE

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

Statistics codes used in the document. The following statistics codes are used throughout the document.

PTS - Points
TO - Turnover
FT - Free throw
POSS_1P - 1 pt shot possession
POSS_FT - Free throw possession
POSS_2P - 2pt shot possession
POSS_TO - Turnover possession
POSS - Possession
TFOUL - Team foul
TF - Technical foul
UF - Unsportsmanlike foul
CLG - Challenges
P1 - 1 pt
P2 - 2 pts
FT - Free throw
TFOUL7 - Team fouls at 7
TFOUL10 - Team fouls at 10
REB - Rebound
DR - Defensive rebound
OR - Offensive rebound
HGL - Highlight
ASSIST Assist
DRV - Drive
BZR - Buzzerbeater
DNK - Dunk
BLC - Block
TOUT - Time out
TREB - Team rebounds
TTO - Team turnovers
S_EFF – Efficiency
PLUS_MINUS - Plus/minus
2PT_FG - 2 point attempts as a proportion of field goal attempts

2.2 Applicable Messages

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

- The column “Message type“ indicates the DocumentType that identifies a message



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

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



2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time	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:

Olympic Data Feed - © IOC

Document Control

Technology and Information Department

20 August 2025



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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	N/A	N/A
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
DocumentSubtype	SYNC N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR.



		DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

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

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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



	SessionStatus
	SessionType
	Medal
	FOP
	SessionName (1,N)
	Language
	Value
Unit (0,N)	
	Code
	PhaseType
	UnitNum
	HideUnitNum
	ScheduleStatus
	StartDate
	HideStartDate
	EndDate
	HideEndDate
	ActualStartDate
	ActualEndDate
	Order
	Medal
	Venue
	Location
	SessionCode
	StartText (0,N)
	Language
	Value
	ItemName (1,N)
	Language
	Value
	ItemDescription (0,N)
	Language
	-
	VenueDescription (0,1)
	VenueName
	LocationName
	StartList (0,1)
	Start (1,N)
	StartOrder
	SortOrder
	PreviousUnit(0,1)



	Unit
	Value
	WLT
Competitor (1,1)	
	Code
	Type
	Organisation
	Description (0,1)
	TeamName
	IFld

2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC@VENUE Id	Venue where the session takes place
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes



SessionStatus	O	CC@SHEDULESTATUS Id	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	#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	#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 Id	Language of the Session Description
Value	M	S(40)	Name of the sports competition session

Sample (General)

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

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC@EVENT_UNIT Code	Full RSC for the unit
PhaseType	M	CC@PHASE_TYPE Id	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
HideUnitNum	O	Y	Y only if the UnitNum should not be displayed (example the Gold medal match schedule details are not confirmed yet and shall not be displayed)
ScheduleStatus	M	CC@SCHEDULESTATUS Id	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED). This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)



			<p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	Y	<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	Y	<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>
Order	O	Positive Integer	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> 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. <p>Can use match number so the units are displayed in the correct order when at the same time.</p>
Medal	O	SCGEN@UnitMedalType Code	<p>Indicator of medal awarded for this unit.</p>
Venue	O	CC@VENUE Id	<p>Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).</p>
Location	O	CC@LOCATION Id	<p>Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).</p>



SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
-------------	---	-------	--

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 Id	Code Language of the @Value
Value	M	S(20) or SC@StartText Code	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 Id	Code Language of the @Value
Value	M	CC@EVENT_UNIT ENG Short Description	Item Name / Unit Description. For competition units show the unit Description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

Element: Competition /Unit /ItemDescription (0,N)			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	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	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
LocationName	M	CC@LOCATION ENG Description	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	Positive Integer	Competitor's start order
SortOrder	M	Positive Integer	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 /PreviousUnit (0,N)			
Previous Event Unit related to the Start@SortOrder for the current unit. It is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM. Include only if the real competitors are not known.			
Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit where this competitor came from. This attribute is only filled if the progression of the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.
Value	O	SC@CompetitorPlace Code	If the competitor in the current unit is unknown due to coming from previous matches then fill this the appropriate 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)
WLT	O	SC@WLT Code	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	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
IFld	O	S(40)	Team IF number, send if available

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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



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

2.3.2.1 Description

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.



2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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



	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId
	DisciplineEntry (0,1)
	Type
	Code
	Pos
	Value

2.3.2.5 Message Values

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

Sample (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-BK3-1.10" Codes="SOG-2020-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <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>



			The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY ID	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@DISCIPLINE_FUNCTION Id	Main function In the Case of Current="true" this attribute is Mandatory.



OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
-------------------	---	---	--

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

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

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Id	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(40)	IF ID (Competitor's federation number for the corresponding discipline)

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Status			
		Organisation			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		Discipline (1,1)			
			Code		
			IFId		
			DisciplineEntry (0,1)		
				Type	
				Code	
				Pos	
				Value	

2.3.3.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. This attribute is Mandatory always To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team name.



ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	Team's TV Name.
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG

Type	Code	Pos	Description
ENTRY	UNIFORM	1, 2	Pos Description: Send 1 for Light uniform and 2 for Dark uniform Element Expected: As soon as this information is known
Attribute	M/O	Value	Description
Value	M	S(25)	Uniform Colour

2.3.3.6 Message Sort

The message is sorted by Team @Code.



2.3.4 List of Entries by Event

2.3.4.1 Description

This message contains the entry information for a specific event within a discipline with the specific event entry information of the participant.

It is always a full message and any new message received resets all the previous participants' entry information for the event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

The DT_ENTRIES message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which the entries information is updated at the venue and the bulk message is triggered by the OVR.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	Entry (1,N)							
		Code						
		Type						



	Organisation
	SortOrder
	EntryStatus
	Description (0,1)
	TeamName
	Coaches (0,1)
	Coach (1,N)
	Code
	Order
	Function
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Nationality
	IFId
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	ExtendedEntry (0,N)
	Type
	Code



	Pos
	Value

2.3.4.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Team's ID.
Type	M	T	T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event by NOC, Gender, Name etc following the entry list requirements for the event referenced in the message header.
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status

Element: Competition /Entry /Description (0,1)			
Used in Team event only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Competition /Entry /Coaches /Coach (1,N)			
Team officials extended information			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Team Official ID
Order	O	Positive Integer	Team Official order (1 if only one Team Official)
Function	O	CC@DISCIPLINE_FUNCTION Id	Team Official function.

Element: Competition /Entry /Coaches /Coach /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender
Nationality	M	CC@COUNTRY Id	Nationality
IFId	O	S(40)	International Federation Id



Element: Competition /Entry /ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	GROUP	N/A	Element Expected: as soon as it is known	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Team's Preliminary Group
ENTRY	SEED	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	M	#0	The position in which the team is seeded for the competition.
ENTRY	DRAW	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Draw position for the team within the group
ENTRY	RANK_WLD	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	M	S(4)	World Ranking
ENTRY	RANK_PTS	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	M	#####0	World Ranking Points

Element: Competition /Entry /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) without leading zeros	Athlete's ID	
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").	
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status	

Element: Competition /Entry /Composition /Athlete /Description (1,1)				
Attribute	M/O	Value	Description	
GivenName	O	S(25)	Preferred Given Name	
FamilyName	M	S(25)	Preferred Family Name	
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete	
Organisation	M	CC@ORGANISATION Id	Athletes' organisation	
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available	
IFId	O	S(40)	International Federation ID	
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).	

Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)



Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: when available
Attribute	M/O	Value	Description
Value	M	CC@POSITION Id	Position in the Team
ENTRY	ROLE	N/A	Element Expected: when available
Attribute	M/O	Value	Description
Value	M	SC@Role Code	Athlete's role in the team
ENTRY	RANK_WLD	N/A	Element Expected: If the information is known (this information can be sent in both messages).
Attribute	M/O	Value	Description
Value	M	S(4)	World Ranking
ENTRY	RANK_PTS	N/A	Element Expected: If the information is known (this information can be sent in both messages).
Attribute	M/O	Value	Description
Value	M	#####0	World Ranking Points

Sample:



```

<Entry Code="CURMTEAM4--BEL01" Type="T" Organisation="BEL" SortOrder="1">
  <Description TeamName="Belgium"/>
  <Coaches>
    <Coach Code="8549000" Order="1" Function="COACH">
      <Description GivenName="Renaldo" FamilyName="Ernest" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549100" Order="2" Function="AST_COA">
      <Description GivenName="Carrol" FamilyName="Borrelli" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549130" Order="3" Function="COACH_NA">
      <Description GivenName="Jeromy" FamilyName="Ogle" Gender="M" Nationality="BEL"/>
    </Coach>
  </Coaches>
  <Composition>
    <Athlete Code="8548555" Order="1" >
      <Description GivenName="Bret" FamilyName="Casillas" Gender="M" Organisation="BEL" BirthDate="1983-11-22"
IFId="WCFBELM500666"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="4"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="S"/>
    </Athlete>
    <Athlete Code="8548554" Order="2">
      <Description GivenName="Grady" FamilyName="Winchester" Gender="M" Organisation="BEL" BirthDate="1992-02-01"
IFId="WCFBELM215160"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="3"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="V"/>
    </Athlete>
    <Athlete Code="8548553" Order="3">
      <Description GivenName="Forest" FamilyName="McCulloch" Gender="M" Organisation="BEL" BirthDate="1989-05-10"
IFId="WCFBELM524058"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="2"/>
    </Athlete>
    <Athlete Code="8548552" Order="4">
      <Description GivenName="Randall" FamilyName="Bernardo" Gender="M" Organisation="BEL" BirthDate="1996-03-23"
IFId="WCFBELM331402"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="1"/>
    </Athlete>
    <Athlete Code="8548556" Order="5">
      <Description GivenName="Malcom" FamilyName="Fordham" Gender="M" Organisation="BEL" BirthDate="1993-03-23"
IFId="WCFBELM459993"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="A"/>
    </Athlete>
  </Composition>
</Entry>

```

2.3.4.6

2.3.4.7 Message Sort

Sort by Entry @SortOrder



2.3.5 Event Unit Start List and Results

2.3.5.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@ResultStatus Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 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 unit 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, rebounds etc.).



This message is also sent when the unit finishes and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks.

* INTERMEDIATE: After each period (if it is not the last period).

* UNOFFICIAL / OFFICIAL: After the unit.

Trigger also after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
	UnitDateTime (0,1)							
	StartDate							
	EndDate							
	Duration							
	ExtendedInfo (0,N)							
	Type							
	Code							
	Pos							
	Value							
	Extension (0,N)							
	SportDescription (0,1)							
	DisciplineName							
	EventName							
	Gender							
	SubEventName							
	UnitNum							
	VenueDescription (0,1)							
	Venue							
	VenueName							
	Location							
	LocationName							
	Attendance							
	Officials (0,1)							
	Official (1,N)							
	Code							
	Function							
	Order							



		Description (1,1)	
		GivenName	
		FamilyName	
		Gender	
		Organisation	
		IFId	
Periods (0,1)			
		Home	
		Away	
		Period (1,N)	
		Code	
		HomeScore	
		AwayScore	
		HomePeriodScore	
		AwayPeriodScore	
		ExtendedPeriods (0,1)	
		ExtendedPeriod (1,N)	
		Type	
		Code	
		Pos	
		Value	
Result (1,N)			
		Result	
		IRM	
		WLT	
		SortOrder	
		StartOrder	
		StartSortOrder	
		ResultType	
		ExtendedResults (0,1)	
		ExtendedResult (1,N)	
		Type	
		Code	
		Pos	
		Value	
Competitor (1,1)			
		Code	
		Type	
		Organisation	
		Description (0,1)	
		TeamName	



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



	ExtendedStat (0,N)
--	--------------------

2.3.5.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Always after the start of the unit	
	Attribute	M/O	Value	Description
	Value	M	SC@Period Code SC@GameState Code	Send current period or the GameState Use SC@Period unless some GameState applies
UI	RES_CODE	N/A	Element Expected: If the game goes to OT	
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send OT if the game goes to OT
UI	PLAYING_TIME	N/A	Element Expected: With each message update (but change in this value does not trigger a message).	
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Playing Time
DISPLAY	CURRENT	#0	Pos Description: Send a unique number for each competitor on the court. Element Expected: When available when the unit is LIVE and only for those players on the court.	
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
DISPLAY	P1 P2	Positive Integer	Code Description:	



		FT REB TREB ASSIST TO TTO DRV BLC BZR DNK		Send the @Code of the last updated Result /Competitor /StatsItems /Stat or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: P1, P2, FT, REB, TREB, ASSIST, TO, TTO, DRV, BLC, BZR, DNK Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the ID of the athlete/team who was updated
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable (for REB) and only when the unit is LIVE. Send multiple if applicable				
	Attribute	Value	Description	
	Code	OR & DR		
	Pos	N/A	N/A	
	Value	Y	Send "Y"	
STATS		LEAD_CHANGES	N/A	Element Expected: If the information is available
	Attribute	M/O	Value	Description
	Value	M	#0	Lead changes in the match
STATS		TIED_NUM	N/A	Element Expected: If the information is available
	Attribute	M/O	Value	Description
	Value	M	#0	Number of times the scores are tied in the match
STATS		SPRINT	N/A	Element Expected: If the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Longest sprint in the unit in seconds
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always when STATS/SPRINT available				
	Attribute	Value	Description	
	Code	START		
	Pos	N/A		
	Value	mm:ss	Send the start time of the sprint. Do not send leading 0 in minutes.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always when STATS/SPRINT available				
	Attribute	Value	Description	
	Code	END		
	Pos	N/A		
	Value	mm:ss	Send the end time of the sprint. Do not send leading 0 in minutes.	

Sample (General)



```
<ExtendedInfos>
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="1" Value="1102201" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="2" Value="1102199" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="3" Value="1102203" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="4" Value="1102213" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="5" Value="1102198" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="6" Value="1109414" />
...
<ExtendedInfo Type="DISPLAY" Code="P2" Pos="1" Value="2518090" />
<ExtendedInfo Type="DISPLAY" Code="P2" Pos="2" Value="BK3MTEAM3---GER01" />
</ExtendedInfos>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Match number

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes
Attendance	O	Positive Integer	Total attendance (do not send if unknown)

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. Send according to the codes requirements in the event
Order	M	Positive Integer	Send by Order as on official score sheet

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)



Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(40)	International Federation ID

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

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
ExtendedPeriod information.			
Type	Code	Pos	Description
STARTER	HOME	S(1)	Pos Description: 1 to 3 for the athletes that Start the period. Element Expected: When the information is available for period
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes
	Description		ID of home team starter for each Period
STARTER	AWAY	S(1)	Pos Description: 1 to 3 for the athletes that Start the period. Element Expected: When the information is available for period
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes
	Description		ID of away team starter for each Period

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Result	O	String	Result of the competitor for the particular event unit. In case of "w-0(f)" send Result="w" for the winner and "0(f)" for the loser.
IRM	O	SC@IRM	The invalid rank mark, in case it is assigned.



		Code	IRM of the competitor for the event unit
WLT	O	SC@WLT Code	The code whether a competitor won or lost
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Positive Integer	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Positive Integer	Same @StartOrder
ResultType	O	SC@ResultType Code	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit Send "IRM_POINTS" in the case of w-0(f)

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	BONUS	N/A	Element Expected: Only if applicable at current time	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send 1 or 2 to indicate if the team is in the first or second bonus situation.

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

Element: Competition /Result /Competitor /Description (0,1)				
Competitors extended information.				
Attribute	M/O	Value	Description	
TeamName	M	S(73)	Name of the team in team events	
IFId	O	S(40)	International Federation ID	

Element: Competition /Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type	Code	Pos	Description	
EUE	HOME_AWAY	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	SC@Home Code	Send Home or Away designator
EUE	UNIFORM	S(1)	Pos Description:	



			Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
Attribute	M/O	Value	Description
Value	M	S(25)	Uniform colour of the team

Sample (General)

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="BLUE" />
....
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	PTS	N/A	Element Expected: Always	
Attribute	M/O	Value	Description	
Value	M	##0	Total Points for the team	
Attempt	O	##0	Total attempts	
ST	FT_ES	N/A	Element Expected: Always	
Attribute	M/O	Value	Description	
Value	M	#0	Extra Shot Free Throws made	
Attempt	O	#0	Extra Shot Free Throws attempts	
ST	LEAD_MAX	N/A	Element Expected: Always, if the information is available	
Attribute	M/O	Value	Description	
Value	M	#0	Biggest Lead	
ST	SCORE_RUN_MAX	N/A	Element Expected: If the information is available	
Attribute	M/O	Value	Description	
Value	M	#0	Biggest Scoring Run	
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected If the information is available				
Attribute	Value	Description		
Code	SCORE			
Pos	N/A			
Value	String	Current score when biggest scoring run occurs		
ST	POSS POSS_1P POSS_FT POSS_2P POSS_TO	N/A	Code Description: Total Possessions 1-Point Shots Possessions Free Throw Possessions 2-Point Shots Possessions Turnover Possessions Element Expected: Always, if the information is available	
Attribute	M/O	Value	Description	



	Value	M	##0	Possessions of this type
	Avg	O	0.00 or SC@PPP Code	Points per possession for the possession type
ST		TFOUL TF UF DQF	N/A	Code Description: Team fouls Technical fouls Unsportsmanlike fouls Disqualifying Foul Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	#0	Number of fouls of this type
ST		TFOUL7 TFOUL10	N/A	Code Description: Team fouls at 7 Team fouls at 10 Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Time at which this occurred. (no leading 0)
ST		TOUT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	mm:ss	When the timeout was taken. (no leading 0)
ST		CLG	N/A	Element Expected: Always after the start of the match
	Attribute	M/O	Value	Description
	Value	M	#0	Number of challenges
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always for all types if CLG is not zero				
	Attribute	Value	Description	
	Code	SSL NOS UNJ		
	Pos	N/A	N/A	
	Value	#0	Number of this type of challenge result	
ST		P1 P2 FT	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw Element Expected: Always after the match starts
	Attribute	M/O	Value	Description
	Value	M	##0	Shots made
	Attempt	O	##0	Total attempts
	Percent	O	##0	Shooting percentage
ST		S_EFF	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description



	Value	M	#0.00	Shooting efficiency
ST		REB	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	#0	Total rebounds
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
	Attribute	Value	Description	
	Code	DR		
	Pos	N/A	N/A	
	Value	#0	Defensive Rebounds	
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
	Attribute	Value	Description	
	Code	OR		
	Pos	N/A	N/A	
	Value	#0	Offensive rebounds	
ST		HGL ASSIST DRV BLC BZR DNK TO	N/A	Code Description: Use HGL for highlights Use ASSIST for key assists Use DRV for drive Use BLC for blocked shots Use BZR for buzzerbeaters Use DNK for dunks Use TO for turnovers Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	##0	Value of the statistic
ST		TTO	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	#0	Number of Team turnovers
ST		TREB	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	#0	Total Team Rebounds
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
	Attribute	Value	Description	
	Code	DR		
	Pos	N/A	N/A	
	Value	#0	Team Defensive Rebounds	
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
	Attribute	Value	Description	
	Code	OR		



	Pos	N/A	N/A	
ST	Value	#0	Team Offensive Rebounds	
		MINS	N/A	Element Expected: Do not send if not applicable
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Minutes Played by the team

Element: Competition /Result /Competitor /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.	
Order	M	Positive Integer	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition the competitors should be sorted as on the Match Result in ORIS.	
StartSortOrder	M	Positive Integer	Order attribute used to sort team members in a team on the start list. Order defined as in ORIS.	
Bib	M	S(2)	Shirt number	

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)				
Athletes extended information.				
Attribute	M/O	Value	Description	
GivenName	O	S(25)	Given name in WNPA format (mixed case)	
FamilyName	M	S(25)	Family name in WNPA format (mixed case)	
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete	
Organisation	M	CC@ORGANISATION Id	Athletes' organisation	
BirthDate	O	YYYY-MM-DD	Birth date (example: YYYY-MM-DD). Must include if the data is available	
IFId	O	S(40)	International Federation ID	

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	STATUS	N/A	Element Expected: Send just for those suspended players	
	Attribute	M/O	Value	Description
	Value	M	SC@AthleteStatus Code	Athlete's status in the team. When the athlete has been Suspended
EUE	STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)	
	Attribute	M/O	Value	Description
	Value	M	Y	Send "Y" if the competitor is a Starter
EUE	AGE	N/A	Element Expected: Always	



Attribute	M/O	Value	Description
Value	M	#0	Age of the player on the day of the game.

Sample (General)

```
<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" />
<EventUnitEntry Type="EUE" Code="AGE" Value="22" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	PTS	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	#0
			Points for the player
ST	P1 P2 FT	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw Element Expected: Always after the match starts
	Attribute	M/O	Value
	Value	M	##0
	Attempt	O	##0
			Total attempts
ST	P_VAL	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	M	##0.0
			Player value
ST	S_EFF	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	M	#0.00
			Shooting efficiency
ST	REB	N/A	Element Expected: Do not send if not applicable
	Attribute	M/O	Value
	Value	M	#0
			Total rebounds
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	Value	Description
	Code	DR	
	Pos	N/A	N/A
	Value	#0	Defensive Rebounds
Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	Value	Description
	Code	OR	
	Pos	N/A	N/A



Value	#0	Offensive Rebounds	
ST	HGL ASSIST DRV BLC BZR DNK TO	N/A	Code Description: Use HGL for highlights Use ASSIST for key assists Use DRV for drive Use BLC for blocked shots Use BZR for buzzerbeaters Use DNK for dunks Use TO for turnovers Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	M	##0	Value of the statistic
ST	PLUS_MINUS	N/A	Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	M	#0 or -#0	Plus / Minus
ST	MINS	N/A	Element Expected: Do not send if not applicable
Attribute	M/O	Value	Description
Value	M	m:ss or S(3)	Minutes Played or DNP if the player did not play

2.3.5.6 Message Sort

Sort by Result @SortOrder



2.3.6 Current Information

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 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 breaks in play, every 30 seconds after the last DT_CURRENT message when there is no other activity triggering this message.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Clock (0,1)		
		Period	
		Time	
		Running	
	Result (0,N)		



	Result
	SortOrder
	StartSortOrder
	ResultType
	Competitor (1,N)
	Code
	Type
	Organisation

2.3.6.5 Message Values

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

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

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	String	The result of the competitor in the event unit
SortOrder	M	Positive Integer	For Home Team (1) and the Visitor (2)
StartSortOrder	M	Positive Integer	Same @SortOrder
ResultType	M	SC@ResultType Code	Type of the @Result attribute, either points or IRM with points for the corresponding event unit

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

2.3.6.6 Message Sort

Sort by Period @Code

Olympic Data Feed - © IOC

Technology and Information Department

Document Control

20 August 2025



International
Olympic
Committee

SCOG/SYOG-2026-BK3-1.0 SFR



2.3.7 Play by Play

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	SC@Period Code N/A	Period code if sent for one period only. (P1 and OT) Messages by period include all applicable actions for the period. If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	ACTION	Send "ACTION"
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	P, T	Test message or production message.
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

Message with DocumentSubcode

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

Message without DocumentSubcode

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

* After each period (INTERMEDIATE except the last which is UNOFFICIAL)

* If any correction for previous period is needed if the period is no longer running.

The message is sent with all periods when the match is OFFICIAL (OFFICIAL)

In concept, the full play by play (without DocumentSubcode) is always the master, any time this message



arrives all play by play data should be removed and replaced with this one. The intention is to only send before the start of the first period and at end of each period and after the game etc but may arrive at other times to correct issues in earlier periods.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



	ScoreA
	LeadH
	LeadA
	X
	Y
	TimeStamp
	ExtendedAction (0,N)
	Code
	Pos
	Value
	Competitor (0,N)
	Code
	Type
	Order
	Organisation
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Bib
	Role
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.3.7.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	OT	Positive Integer	Pos Description: Sequential number of the OT



				Element Expected: Send if OT started
Attribute	M/O	Value	Description	
Value	M	SC@Period Code	Send the applicable OT code	

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
UnitNum	O	S(15)	Match number

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

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

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	SC@Period Code	Period of the action within the match
Order	M	Positive Integer	Unique sequential ascending 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 Code	Actions in the game, one action code
ActionAdd	O	S(200) or SC@Challenge Code	If Result = MADE then send total points for the player in match, in the format 'x PTS' If Action = FOUL then send the total team fouls in the format 'x' If Action = CLG then send appropriate @Challenge
Comment	O	SC@ActionComment Code	Included when Action = STARTP or ENDP
When	O	mm:ss	Time in which the action occurred. (no leading zero) Action's time in minutes and seconds Example (2:05)
Result	O	SC@ResAction Code	Result of the Action for the player/team
ScoreH	O	##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	##0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	#0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	#0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
X	O	S(20)	X coordinate of the action location
Y	O	S(20)	Y coordinate of the action location
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

Extended Action information.

Type	Code	Pos	Description
	FREETHROWS	N/A	Element Expected: When available in case of FT or FOUL
Attribute	M/O	Value	Description
Value	M	SC@FreeThrow Code	For FOUL: Number of Free Throws attempted. For FT: Number of Free Throws try.
	SHOT_TYPE	N/A	Element Expected: When available in case of FT or P1/P2
Attribute	M/O	Value	Description
Value	M	S @FreeThrowOf Code Or SC@Res_Sub Code	For FT: Number of Shots For P1/P2: Shot Type

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A, T	A for athlete, T for team



Order	O	Positive Integer	Order in which the competitor should appear for the action, if there is more than one competitor.
Organisation	M	CC@Organisation Id	Competitors' organisation

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Positive Integer	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 Code	Role of the player in the action, according to the available codes.

Element: Competition /Actions /Action /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(40)	International Federation ID

Sample (General)

```
<Action Id="123456" Period="OT" Order="3" Action="P2" When="2:14" Result="MISS" ScoreH="0" ScoreA="2" >
  <Competitor Code="BK3WTEAM3----RSA01" Type="T" Organisation="RSA" Order="1" >
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.3.7.6 Message Sort

Actions /Action @Order.



2.3.8 Pool Standings

2.3.8.1 Description

The pool standings message contains the standings of a group in a competition. Here the message is triggered at the start of OVR operations and then after each event unit (match).

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Phase Code	Full Phase level RSC (Pool)
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE UNOFFICIAL (if last match in pool is unofficial) OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.8.3 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.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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



	Sport	
	Codes	
	ExtendedInfos (0,1)	
	ExtendedInfo (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Progress (0,1)	
	LastUnit	
	UnitsTotal	
	UnitsComplete	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	SubEventName	
	Gender	
	Result (1,N)	
	Rank	
	RankEqual	
	IRM	
	QualificationMark	
	SortOrder	
	Won	
	Lost	
	Played	
	For	
	Against	
	Ratio	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	



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

2.3.8.5 Message Values

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

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the full RSC of the most recently unit made official for the pool included in this message.
UnitsTotal	O	##0	Total number of units (games) to be played in the pool included in the message.
UnitsComplete	O	##0	Total number of units (games) which are official in the pool included in this message.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes



EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
SubEventName	M	CC@PHASE ENG ShortDescription	Phase ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /Result (1,N)

For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
QualificationMark	O	SC@QualificationMark Code	Qualified indicator
SortOrder	M	Positive Integer	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	#0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	#0	Number of games lost by the team in the group. Do not send if the team has not played.
Played	O	#0	Number of games played by the team in the group Do not send if the team has not played.
For	O	#0	Total number of points for. Do not send if the team has not played.
Against	O	#0	Total number of points against. Do not send if the team has not played.
Ratio	O	##0	Send the winning percentage for the team

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	PTS_AVG	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	M	#0.0
			Description
			Average points per game

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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



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

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	T	T for team
Pos	M	#0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC@ORGANISATION Id	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@EVENT_UNIT Code	Full RSC of the Unit for the Pool Item
HomeAway	O	H, A	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 21-12, w-0(f) or 22*-20 OT). 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. * required where applicable with scores of 22.

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

Sample (General)



```
<Result Rank="3" SortOrder="3" Played="2" Won="1" Lost="1" For="33" Against="35" Ratio="50">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="PTS_AVG" Value="16.5"/>
  </ExtendedResults>
  <Competitor Code="BK3MTEAM3-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="BK3MTEAM3-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00"
Unit="BK3MTEAM3-----GPA-000200--" HomeAway="H" Result="12-20">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="BK3MTEAM3-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00"
Unit="BK3MTEAM3-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="BK3MTEAM3-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00"
Unit="BK3MTEAM3-----GPA-000500--" HomeAway="A" Result="21-15">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.8.6 Message Sort

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



2.3.9 Brackets

2.3.9.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Event Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST: (before the start of the competition) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.9.3 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, except last. (INTERMEDIATE)
- * After the last match (OFFICIAL)
- * Trigger after any change

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



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



	Code
	Type
	Organisation
	Description (0,1)
	TeamName

2.3.9.5 Message Values

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

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

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

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

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

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



Attribute	M/O	Value	Description
Code	O	Positive Integer	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	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	##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 TBD can be sent
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (for example 21-12 or w-0(f)). If the match is cancelled, "Cancelled" should be sent.

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)			
ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.			
Type	Code	Pos	Description
EBI	RES_CODE	N/A	Element Expected: If the game goes to OT
Attribute	M/O	Value	Description
Value	M	SC@Period Code	Send OT is the game goes to OT

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC@CompetitorPlace Code	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known
Result	O	S(5)	The result (score) of the competitor in the event unit. In the case of a forfeit w and 0(f) are appropriate.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable Do not end in the case of forfeit
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.



Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.			
Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool Code	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	SC@WLT Code	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)			
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

Sample (General)

```
<Bracket Code="FNL-">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="BK3WTEAM3-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="BK3WTEAM3-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="BK3WTEAM3-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL-">
```

2.3.9.6 Message Sort

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



2.3.10 Statistics

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the event
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. - IND_RANKING: Ranking of individual tournament statistics, for the athlete leaders. - TEAM_RANKING: Ranking of team tournament statistics.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	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) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

After each match

2.3.10.4 Message Structure

The following table defines the structure of the message.

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



	Codes
	ExtendedInfos (0,1)
	Progress (0,1)
	LastUnit
	UnitsTotal
	UnitsComplete
	SportDescription (0,1)
	DisciplineName
	EventName
	Gender
	Stats (1,1)
	Code
	Competitor (0,N)
	Code
	Type
	Order
	Organisation
	Description (0,1)
	TeamName
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Rank
	RankEqual
	SortOrder
	ExtendedStat (0,N)
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate



	IFld
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Percent
	Rank
	RankEqual
	SortOrder

2.3.10.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	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	Positive Integer	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	##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: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /Stats (1,1)			
-----------------------------------	--	--	--



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

Element: Competition /Stats /Competitor (0,N)
Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	T	T for team
Order	M	Positive Integer	Sort order: for each team: 1 - Team NOC code
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	M/O	Value
	Value	M	SC@IRM Code
ST	MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	M/O	Value
	Value	M	#0
ST	HGL DNK BLC ASSIST BZR TO POSS	N/A	Code Description: Use HGL for highlights Use DNK for dunks Use BLC for blocked shots Use ASSIST for key assists Use BZR for buzzerbeaters Use TO for turnovers Use POSS for possessions Element Expected: Always in TEAM_RANKING and CUM
	Attribute	M/O	Value
	Value	M	##0
	Avg	M	##0.0
	Rank	O	#0
	RankEqual	O	Y
	SortOrder	M	Positive Integer



ST		TFOUL	0, 1	Pos Description: 0 for team, 1 for against Element Expected: Always in TEAM_RANKING and CUM
	Attribute	M/O	Value	Description
	Avg	M	##0.0	Average for team fouls
	Rank	O	#0	Team ranking for this statistical category (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		PTS	0, 1	Pos Description: 0 for team, 1 for against Element Expected: Always in TEAM_RANKING and CUM
	Attribute	M/O	Value	Description
	Value	O	##0	Total Points
	Attempt	O	##0	Total Attempts
	Avg	M	##0.0	Average for Points
	Rank	O	#0	Team ranking for this statistical category by average (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		FT_ES	N/A	Element Expected: Always in CUM
	Attribute	M/O	Value	Description
	Value	M	#0	Extra Shot Free Throws made
	Attempt	O	#0	Extra Shot Free Throws attempted
ST		TTO	N/A	Element Expected: Always, if the information is available in CUM
	Attribute	M/O	Value	Description
	Value	M	#0	Team turnovers
	Avg	O	##0.0	Team turnovers Average
ST		S_EFF	N/A	Element Expected: Always in TEAM_RANKING & CUM
	Attribute	M/O	Value	Description
	Value	M	#0.00	Shooting efficiency
	Rank	O	#0	Team ranking for this statistical category (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		WBL	N/A	Element Expected: Always in DocumentSubtype= TEAM_RANKING and CUM
	Attribute	M/O	Value	Description



	Value	M	#0	Number of wins before limit
	Rank	O	#0	Team ranking for this statistical category (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		P1 P2 FT POSS_1P POSS_FT POSS_2P POSS_TO	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw 1-Point Shots Possessions Free Throw Possessions 2-Point Shots Possessions Turnover Possessions Element Expected: Always in TEAM_RANKING. Additionally P1/P2/FT are included in CUM
	Attribute	M/O	Value	Description
	Value	M	##0	Successful attempts (P1/P2/FT only)
	Attempt	O	##0	Attempts (P1/P2/FT only)
	Rank	O	#0	Team ranking for this statistical category by percent (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		DRV	N/A	Code Description: DRV for drives Element Expected: Always in CUM and TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total in this statistical category
	Avg	O	#0.0	Average (not for CUM)
	Rank	O	#0	Team ranking average (not for CUM)
	RankEqual	O	Y	Send Y where Rank equalled else not sent. (not for CUM)
	SortOrder	O	Positive Integer	Sort Order for @Rank. (not for CUM)
ST		REB REB_OR REB_DR	0, 1	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total rebounds
	Avg	O	#0.0	Average rebounds
	Rank	O	#0	Team ranking average (not for CUM)
	RankEqual	O	Y	Send Y where Rank equalled else not sent (not for CUM).
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)



ST	TREB	N/A	Code Description: Team Reb Element Expected: If available, for the DocumentSubtype=CUM	
	Attribute	M/O	Value	Description
	Value	M	#0	Team Total Rebounds
	Avg	O	##0.0	Team Total Rebounds Average
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available, for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	DR		
	Pos	N/A	N/A	
	Value	#0	Team Defensive Rebounds	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available, for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	OR		
	Pos	N/A	N/A	
	Value	#0	Team Offensive Rebounds	
ST	2PT_FG	N/A	Element Expected: TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	0.00	2 point attempts as a proportion of field goal attempts
	Rank	O	#0	Team ranking
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Positive Integer	Sort Order for @Rank.
ST	MINS	N/A	Element Expected: Always in CUM	
	Attribute	M/O	Value	Description
	Avg	M	mm:ss	Average minutes per match (no leading zero)
ST	PLUS_MINUS	N/A	Element Expected: Always for the DocumentSubtype=CUM	
	Attribute	M/O	Value	Description
	Value	M	#0 or -#0	Plus / minus for the team
ST	PLUS_MINUS	N/A	Element Expected: Always for the DocumentSubtype=CUM	
	Attribute	M/O	Value	Description
	Value	M	#0 or -#0	Plus / minus for the team

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	##0	Sort order: Within the team the players are sorted: For each player: Uniform number or disqualification identification.

Element: Competition /Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(40)	International Federation ID

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM	
	Attribute	M/O	Value	Description
	Value	M	SC@IRM Code	IRM
ST	MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of games (matches) played
ST	PTS HGL DNK BLC ASSIST BZR TO	N/A	Code Description: Use PTS for Points Use HGL for highlights Use DNK for dunks Use BLC for blocked shots Use ASSIST for key assists Use BZR for buzzerbeaters Use TO for turnovers Element Expected: Always in IND_RANKING and in CUM	
	Attribute	M/O	Value	Description
	Value	O	##0	Total in this statistical category. Not sent for HGL
	Avg	M	##0.0	Average for this statistical category
	Rank	O	#0	Ranking for this statistical category by average (not for CUM)



	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		P_VAL	N/A	Element Expected: Always in IND_RANKING & CUM
	Attribute	M/O	Value	Description
	Value	M	##0.0	Player value
	Rank	O	##0	Ranking for this statistical category (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		S_EFF	N/A	Element Expected: Always in IND_RANKING & CUM
	Attribute	M/O	Value	Description
	Value	M	#0.00	Shooting efficiency
	Rank	O	#0	Ranking for this statistical category (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		P1 P2 FT	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw Element Expected: Always in IND_RANKING & CUM
	Attribute	M/O	Value	Description
	Value	M	##0	Successful attempts
	Attempt	O	##0	Attempts
	Percent	M	##0	Percentage in this statistical category
	Rank	O	#0	Team ranking for this statistical category by percent (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		REB REB_DR REB_OR	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total, defensive and offensive Rebound
	Avg	O	#0.0	Rebound per Game average for the athlete
	Rank	O	#0	Athlete's ranking based on the Rebounds per Game average (not for CUM)
	RankEqual	O	Y	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Positive Integer	Sort Order for @Rank (not for CUM)
ST		DRV	N/A	Code Description:



				Use DRV for drive Element Expected: CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total in this statistical category
	Avg	O	#0.0	Average (not for CUM)
	Rank	O	#0	Team ranking average (not for CUM)
	RankEqual	O	Y	Send Y where Rank equalled else not sent. (not for CUM)
	SortOrder	O	Positive Integer	Sort Order for @Rank. (not for CUM)
ST		MINS	N/A	Element Expected: Always in CUM
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Average minutes per match (no leading zero)
ST		PLUS_MINUS	N/A	Element Expected: Always for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	#0 or -#0	Plus / minus for the player

2.3.10.6 Message Sort

Sort according to the @Order attributes.



2.3.11 Event Final Ranking

2.3.11.1 Description

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

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

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.11.3 Trigger and Frequency

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

* After each final position is known.

2.3.11.4 Message Structure

The following table defines the structure of the message.

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



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



2.3.11.5 Message Values

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

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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the result. It is optional because the competitor can be disqualified
RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
Played	O	##0	Send number of matches played
Won	O	##0	Send number of matches won
Lost	O	##0	Send number of matches lost
IRM	O	SC@IRM Code	Send just if the competitor has been disqualified
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	WIN_PERCENT	N/A	Element Expected: Always unless disqualified



	Attribute	M/O	Value	Description
ER	Value	M	##0	Winning percentage for the team
		PTS_AVG	N/A	Element Expected: Always unless disqualified
	Attribute	M/O	Value	Description
ER	Value	M	#0.0	Average points per match
		PTS_TOTAL	N/A	Element Expected: Always unless disqualified
	Attribute	M/O	Value	Description
	Value	M	###0	Total points

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID or another indicator (SC@CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Organisation of the competitor

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

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)

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

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

	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@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(40)	International Federation ID

Sample (General)



```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >  
<ExtendedResults>  
  <ExtendedResult Type="ER" Code="WIN_PERCENT" Value="100" />  
  <ExtendedResult Type="ER" Code="PTS_AVG" Value="21.1" />  
  <ExtendedResult Type="ER" Code="PTS_TOTAL" Value="169" />  
</ExtendedResults>  
<Competitor Code="BK3MTEAM3-----CRO01" Type="T" Organisation="CRO">  
  <Description TeamName="Croatia"/>  
  <Composition>  
    <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.11.6 Message Sort

Sort by Result @SortOrder



2.3.12 Weather conditions

2.3.12.1 Description

The weather conditions is a message containing the current weather conditions in the venue or location. The use of venue or location is dependent to the level of detail that current weather conditions refer to. If weather conditions refer to a specific sailing course, then location code should be used. If weather conditions refer to athletics stadium, then the venue code should be used.

2.3.12.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@VENUE Id	Discipline RSC
DocumentSubcode	CC@LOCATION Id	Location ID
DocumentType	DT_WEATHER	Weather conditions in the venue or location
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.12.3 Trigger and Frequency

* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

2.3.12.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	
			Humidity	



	Wind_Direction
	Condition (0,3)
	Code
	Value
	Precipitation (0,N)
	Unit
	Value
	Pressure (0,N)
	Unit
	Value
	Temperature (0,N)
	Code
	Unit
	Value
	Wind (0,N)
	Code
	Unit
	Value

2.3.12.5 Message Values

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

Element: Competition /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@WeatherPoint Code	Weather Point(s)
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WindDirection Id	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type



Value	M	CC@WeatherCondition Id	Codes that describe the Weather Condition.
-------	---	---------------------------	--

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	SCGEN@PrecipitationUnit Code	Precipitation unit
Value	M	###0.0	Precipitation quantity in the past 6 hours

Element: Competition /Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	hPa	Send "hPa" as unit for pressure
Value	M	###0	Air pressure in hPa

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT	Air and WBGT temperature.
Unit	M	SCGEN @TemperatureUnit Code	Temperature unit
Value	M	-##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed, send SPEED
Unit	M	SCGEN @WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit

2.3.12.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operation start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
	DT_RESULT	START_LIST					x
	DT_BRACKETS	START_LIST		x			
One for each pool	DT_POOL_STANDINGS	START_LIST			x		
After Event Briefing	DT_PDF C33 - Team Roster			x			

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
45 minutes before the first match starts	DT_PDF C51 - Start List	START_LIST					x
	DT_RESULT	START_LIST					x
	DT_PLAY_BY_PLAY	START_LIST					x
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Triggering when competition is LIVE	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
	DT_CURRENT						x
In every Period break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
	DT_PLAY_BY_PLAY	INTERMEDIATE					x
	DT_RESULT	INTERMEDIATE					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After a match is FINISHED	DT_SCHEDULE_UPDATE	FINISHED	x				o



	DT_PDF C92C - Medallists	PARTIAL/OFFICIAL		x				
	DT_PDF C93 - Medallists by Event		x					
	DT_PDF C95 - Medal Standings		x					

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V1.0	20 Aug 2025	First Version

File Reference: SCYOG-2025-BK3-1.0 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version updated to MiCo schema IFId extended to S(40) Correct assignment of extension between DT_PARTIC/DT_PARTIC_TEAMS and DT_ENTRIES.