



# Olympic Data Feed



**Baseball5**  
**ODF Data Dictionary**  
Technology and Information Department  
© International Olympic Committee

SYOG-2026-BS5-1.0 SFR  
7 October 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	Baseball5 Overview.....	6
2.2	Applicable Messages .....	6
2.3	Messages.....	7
2.3.1	Competition schedule / Competition schedule update .....	7
2.3.1.1	Description .....	7
2.3.1.2	Header Values.....	8
2.3.1.3	Trigger and Frequency .....	9
2.3.1.4	Message Structure .....	9
2.3.1.5	Message Values .....	11
2.3.1.6	Message Sort .....	15
2.3.2	List of participants by discipline / List of participants by discipline update .....	16
2.3.2.1	Description .....	16
2.3.2.2	Header Values.....	16
2.3.2.3	Trigger and Frequency .....	17
2.3.2.4	Message Structure .....	17
2.3.2.5	Message Values .....	18
2.3.2.6	Message Sort .....	20
2.3.3	List of teams / List of teams update .....	21
2.3.3.1	Description .....	21
2.3.3.2	Header Values.....	21
2.3.3.3	Trigger and Frequency .....	21
2.3.3.4	Message Structure .....	21
2.3.3.5	Message Values .....	22
2.3.3.6	Message Sort .....	23
2.3.4	List of Entries by Event .....	24
2.3.4.1	Description .....	24
2.3.4.2	Header Values.....	24
2.3.4.3	Trigger and Frequency .....	24
2.3.4.4	Message Structure .....	24
2.3.4.5	Message Values .....	26
2.3.4.6	Message Sort .....	28
2.3.5	Event Unit Start List and Results .....	29
2.3.5.1	Description .....	29
2.3.5.2	Header Values.....	29
2.3.5.3	Trigger and Frequency .....	29
2.3.5.4	Message Structure .....	30
2.3.5.5	Message Values .....	33
2.3.5.6	Message Sort .....	43
2.3.6	Current Information .....	44
2.3.6.1	Description .....	44
2.3.6.2	Header Values.....	44
2.3.6.3	Trigger and Frequency .....	44
2.3.6.4	Message Structure .....	44



2.3.6.5	Message Values .....	45
2.3.6.6	Message Sort .....	46
2.3.7	Play by Play .....	47
2.3.7.1	Description .....	47
2.3.7.2	Header Values .....	47
2.3.7.3	Trigger and Frequency .....	47
2.3.7.4	Message Structure .....	48
2.3.7.5	Message Values .....	49
2.3.7.6	Message Sort .....	52
2.3.8	Pool Standings .....	53
2.3.8.1	Description .....	53
2.3.8.2	Header Values .....	53
2.3.8.3	Trigger and Frequency .....	53
2.3.8.4	Message Structure .....	53
2.3.8.5	Message Values .....	55
2.3.8.6	Message Sort .....	58
2.3.9	Brackets .....	59
2.3.9.1	Description .....	59
2.3.9.2	Header Values .....	59
2.3.9.3	Trigger and Frequency .....	59
2.3.9.4	Message Structure .....	59
2.3.9.5	Message Values .....	61
2.3.9.6	Message Sort .....	63
2.3.10	Image .....	64
2.3.10.1	Description .....	64
2.3.10.2	Header Values .....	64
2.3.10.3	Trigger and Frequency .....	64
2.3.10.4	Message Values .....	64
2.3.10.5	Message Sort .....	65
2.3.11	Statistics .....	66
2.3.11.1	Description .....	66
2.3.11.2	Header Values .....	66
2.3.11.3	Trigger and Frequency .....	66
2.3.11.4	Message Structure .....	66
2.3.11.5	Message Values .....	68
2.3.11.6	Message Sort .....	77
2.3.12	Event Final Ranking .....	78
2.3.12.1	Description .....	78
2.3.12.2	Header Values .....	78
2.3.12.3	Trigger and Frequency .....	78
2.3.12.4	Message Structure .....	78
2.3.12.5	Message Values .....	80
2.3.12.6	Message Sort .....	81
3	Message Timeline .....	82
3.1	Preparation Phase .....	82
3.2	Before competition .....	82
3.3	During competition .....	82
3.4	After competition .....	83
4	Document Control .....	85



## 1 Introduction

### 1.1 This document

This document includes the ODF Baseball5 Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for baseball and softball.

### 1.2 Objective

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

### 1.3 Main Audience

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

### 1.4 Glossary

The following abbreviations are used in this document.

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

### 1.5 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents



## 2 Messages

### 2.1 Baseball5 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.

### 2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / update	<u>X</u>
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / update	<u>X</u>
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	<u>X</u>
DT_ENTRIES	List of Entries by Event	X
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	<u>X</u>
DT_PLAY_BY_PLAY	Play by Play	<u>X</u>
DT_CURRENT	Current Information	<u>X</u>
DT_POOL_STANDING	Pool Standings	<u>X</u>
DT_BRACKETS	Brackets	<u>X</u>
DT_IMAGE	Image	X
DT_STATS	Statistics	<u>X</u>
DT_RANKING	Event Final Ranking	<u>X</u>
DT_COMMUNICATION	Official Communication	
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



## 2.3 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' are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y').

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, HNOC 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)
- HNOC NOC Head to Head units (e.g. ARC, ALP )
- HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

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

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

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

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

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



Advice for end users - how to sort event units and use DT\_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:
  1. By day (or filter by day)
  2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
  3. By Time (regardless if HideStartDate="Y")
  4. By Order
- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
- 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 session(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 should be sent immediately when known and usually soon 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
	IFId

### 2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
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	Name of venue
SessionStatus	O	CC@SCHEDULESTATUS 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	O	S(40)	Name of the sports competition session

### Sample

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



Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
HideStartDate	O	Y	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.  Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	Y	Send 'Y' if EndDate scheduled end time is not to be displayed.  Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations:  1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected.  It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SCGEN@UnitMedalType Code	Medal indicator. Do not send if not a medal event unit
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (CC).
Location	O	CC@LOCATION Id	Location where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Location is not known yet (CC) or a generic code for the discipline.
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
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.



<b>Element: Competition /Unit /StartText (0,N)</b>			
<b>This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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 (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

<b>Element: Competition /Unit /ItemName (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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 short unit description from common codes which matches the RSC. As in all messages with a description only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

<b>Element: Competition /Unit /ItemDescription (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Language	M	CC@LANGUAGE Id	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

<b>Element: Competition /Unit /VenueDescription (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
VenueName	M	CC@VENUE ENG Description	Venue name in first language. This is the CC value from unit/venue
LocationName	M	CC@LOCATION ENG Description	Location name in first language. This is the CC value from unit/location.

<b>Element: Competition /Unit /StartList /Start (1,N)</b>			
<b>StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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. 1 for Visitor, 2 for Home.

<b>Element: Competition /Unit /StartList /Start /PreviousUnit (0,N)</b>			
<b>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.</b>			



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	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
IFId	O	S(16)	Team IF number, send if available

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

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



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

### 2.3.2.1 Description

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

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

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

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_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 before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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

### 2.3.2.4 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
	IFld
	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

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

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



Element: Participant (1,N)			
Attribute	M/O	Value	Description
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.  The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.  The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC@PARTICIPANT_STATUS Id	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".
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
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
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.



Element: Participant (1,N)			
Attribute	M/O	Value	Description
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
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: 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
IFId	O	S(40)	IF ID (Competitor's federation number for the corresponding discipline)

Element: Participant /Discipline /DisciplineEntry (0,N)			
Type	Code	Pos	Description
ENTRY	BIB	N/A	Element Expected: As soon as it is known
Attribute	M/O	Value	Description
Value	M	S(2)	Coaches number, baseball only

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



Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
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's name.
ShortName	M	S(40)	Team's short name.
TVTeamName	M	S(21)	TV Team 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	Discipline Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type.

Element: Competition /Team /Discipline /DisciplineEntry (0,N)			
Send if there are specific team's event entries.			
Type	Code	Pos	Description
ENTRY	UNIFORM	Numeric 0	Pos Description: Send 1, 2 or 3 for uniforms (usually Home/Visitor/Alternate).  Element Expected: As soon as this information is known (it can be sent in both messages)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
	IFld
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	Bib
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	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 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 /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").
Bib	O	##0	Bib number of the player
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

**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 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	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@ResultStatus Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each half inning) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	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 match begins.
- START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the unit.

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 inning.
- LIVE: After every change in any data (scores, stats 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' after each half inning and any extended breaks.

- INTERMEDIATE: After each half inning (if it is not the last).
- 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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		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
	Periods (0,1)	
	Home	
	Away	
	Period (1,N)	
		Code
		HomeScore
		AwayScore
		HomePeriodScore
		AwayPeriodScore
	Result (1,N)	
	Result	
	IRM	
	WLT	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	Competitor (1,1)	
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
	Coaches (0,1)	
		Coach (1,N)
		Code
		Order
		Function
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Nationality
	EventUnitEntry (0,N)	
		Type
		Code



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



### 2.3.5.5 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: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
Duration	O	h:mm	Match duration

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Beginning of each inning. Remove when official.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Period Code SC@GameState Code	Send current period or the game state to indicate an end of top or bottom of the inning
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	HALF		
	Pos	N/A	N/A	
	Value	S(1)	Send T or B for top or bottom of the inning.	
UI	UM_SUB	Numeric 0	Pos Description: Sequential number for each umpire change. Element Expected: For each umpire change	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">Text</a>	Description of umpire change.
UI	NEXT_BATTER	Numeric 1..3	Pos Description: send 1..3 for the next 3 batters, for the team currently batting	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.

#### Sample

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="2" >
    <Extension Code="HALF" Value="T" />
  </ExtendedInfo>
</ExtendedInfos>
```



Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline name (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event name (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 short name (not code) from Common Codes
UnitNum	O	S(6)	Game number

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue short name (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location short name (not code) from Common Codes
Attendance	O	#####0	Total attendance (do not send if unknown)

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. Send according to the codes, the umpires, commissioners and the scorers. If known, please use the code, which include already the position from Discipline_Function(for example: UM_1B for Umpire 1 <sup>st</sup> base).
Order	M	Positive Integer	Send by Order as on official score sheet

Element: Officials /Official /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Officials' organisation

### Sample

```
<Officials>
  <Official Code="1165657" Function="UM-1B" Order="1">
    <Description GivenName="Yanick" FamilyName="Baldinotti" Organisation="CAN" Gender="M" />
  </Official>
</Officials>
```



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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC@Period Code	Period code (inning)
HomeScore	M	#0	Home competitor score achieved in the set.
AwayScore	M	#0	Away competitor score achieved in the set.
HomePeriodScore	O	#0	Score of the home competitor (first named competitor) just for this period. X in the case of not batting in the last inning. Not sent in the case of IRM
AwayPeriodScore	O	#0	Score of the away competitor (second named competitor) just for this period. Not sent in the case of IRM

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type	Code	Pos	Description	
EP	WIN	N/A	Element Expected: When the Set finishes	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SCGEN@HOME Code	Set Winner Indicator send H or A if the set is winner for Home or Away.

### Sample

```
<Periods Home="BSBWSBLTEAM9RSA01" Away="BSBWSBLTEAM9NZL01" >
  <Period Code="1" AwayPeriodScore="1" HomePeriodScore="0" AwayScore="1" HomeScore="0"/>
  <Period Code="2" AwayPeriodScore="0" HomePeriodScore="2" AwayScore="1" HomeScore="2"/>
</Periods>
```



<b>Element: Result (1,N)</b>			
<b>For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Result	O	#0	Number of sets won by the competitor.
IRM	O	SC@IRM Code	The invalid rank mark, in case it is assigned. IRM of the Team for the particular 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 Visitor (1) and the Home Team (2)
StartOrder	M	Positive Integer	Send 1 for visitor and send 2 for home
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

<b>Element: Result /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team

<b>Element: Result /Competitor /Coaches /Coach (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Positive Integer	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one, order as on start list.
Function	M	CC@DISCIPLINE_FUNCTION Id	Coach function



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

Coach extended information.

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

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

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

**Sample**

```

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

```



Element: Result /Competitor /StatsItems /StatsItem (1,N) Statistics for the team				
Type	Code	Pos	Description	
ST	LOB AB R H RBI BB SO PO A E 2B 3B HR SB CS SH SF GIDP DP TP PB IO	N/A	Element Expected: After the game has started. Send zero if applicable. Left on Base At Bat Runs <b>Hits</b> Runs Batted In Base on Balls Strike Outs Put Outs Assists <b>Errors</b> Doubles Triples Home Runs Stolen Bases Caught Stealing Sacrifice Hits Sacrifice Flies Grounded into Double Plays Double Play Triple Play Passed Balls Reached Base on interference/obstruction	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the statistics value as applicable.
ST	PITCHING	N/A	Element Expected: After the game has started. Send zero if applicable.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.0	Innings pitched
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	H R ER BB SO HR WP BK ILP AB BF NP IBB HP	Hits Runs Earned Runs Bases on Balls Strike Outs Home Runs Wild Pitches Balks (Baseball) Illegal Pitch (Softball) At Bats Batters Faced Number of Pitches Intentional bases on balls Hit by Pitch	
	Pos	N/A	N/A	
	Value	Numeric ##0	Value of the statistic	



**Sample**

```

....
<StatItems>
  <StatItems Type="ST" Code="LOB" Value="3" />
  <StatItems Type="ST" Code="AB" Value="23" />
  <StatItems Type="ST" Code="R" Value="1" />
  <StatItems Type="ST" Code="H" Value="3" />
  <StatItems Type="ST" Code="RBI" Value="1" />
  ...
  <StatItems Type="ST" Code="PITCHING" Value="9.0">
    <ExtendedStat Code="H" Value="14" />
    <ExtendedStat Code="R" Value="9" />
    <ExtendedStat Code="ER" Value="4" />
    <ExtendedStat Code="BB" Value="1" />
    <ExtendedStat Code="SO" Value="9" />
    <ExtendedStat Code="HR" Value="1" />
  .....
</StatItems>

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	Firstly, send order according to start list, starters followed by substitutes and then any suspended players. This order will change during the game to reflect the current order and then again at the end of the game. Order attribute used to sort team members in a team.
StartSortOrder	M	Positive Integer	Order the players should appear in the Start List. Order attribute used to sort team members in a team on the start list. (starters then substitutes then those not playing in current game).
Bib	M	S(2)	Shirt number

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



Element: 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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@AthleteStatus Code
			<b>Description</b>
			Athlete's status in the team.
EUE	STARTER	1, 2	Pos Description: Send 1 or 2 for the set Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y
			<b>Description</b>
			Send "Y" if the competitor is a Starter

### Sample

```
<Athlete Code="1125142" Bib="8" Order="4">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="1" Value="1B" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="2" Value="2B" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
</Athlete>
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (0,N) Individual athletes only			
Type	Code	Pos	Description
ER	SUBSTITUTE	N/A	Element Expected: Send just for those players who replace others during the match
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y
	Value2	M	S(20) with no leading zeroes
	Arrive	M	SC@Period Code
			<b>Description</b>
			Y if applicable
			Athlete's ID. Can belong to a team member or an individual athlete.
			When the substitution took place



Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Statistics for the athlete			
Type	Code	Pos	Description
ST	AB R H RBI BB SO PO A E 2B 3B HR SB CS SH SF GIDP DP TP PB IO	Numeric 0	Pos Description: The Pos value matches the EUE/POSITION @Pos value so there are statistics for each fielding position played. Always use 1 for batting. Element Expected: If value is non-zero for the player. At Bat Runs Hits Runs Batted In Base on Balls Strike Outs Put Outs Assists Errors Doubles Triples Home Runs Stolen Bases Caught Stealing Sacrifice Hits Sacrifice Flies Grounded into Double Plays Double Play Triple Play Passed Balls Reached Base on interference/obstruction
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Send the statistics value as applicable.
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for home runs only			
Attribute	Value	Description	
Code	INNING		
Pos	Numeric 0	Sequential number for each home run for this player	
Value	Numeric #0	Inning of the home run	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for home runs (HR) only			
Attribute	Value	Description	
Code	RBI		
Pos	Numeric 0	Sequential number for each home run for this player	
Value	Numeric 0	RBI for this home run	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for Reached Base on interference/obstruction (IO) only			
Attribute	Value	Description	
Code	INTERFER		
Pos	Numeric 0	Sequential number for each IO for this player	



Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Statistics for the athlete			
Type	Code	Pos	Description
Value	S(20) with no leading zeroes	Athlete's ID of the player causing interference.	
ST	PITCHING	N/A	Element Expected: After the game has started. Send zero if applicable.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0.0	Innings pitched
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	H R ER BB SO HR WP BK ILP AB BF NP	Hits Runs Earned Runs Bases on Balls Strike Outs Home Runs Wild Pitches Balks (Baseball) Illegal Pitch (Softball) At Bats Batters Faced Number of Pitches	
Pos	N/A	N/A	
Value	Numeric ##0	Value of the statistic (send zero if applicable).	
ST	IBB HP	N/A	Element Expected: After the game has started. Intentional bases on balls Hit by Pitch
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Send the statistics value as applicable.
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for IBB and HP			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	BATTER		
Pos	Numeric 0	Sequential number for each HP and IBB for this pitcher	
Value	S(20) with no leading zeroes	Athlete's ID of the batter.	
ST	PITCH_RESULT	N/A	Element Expected: After the game is over if the pitcher is assessed with a result
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC@WLT	Result for the pitcher if applicable
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Only in the case the pitcher is assessed with a result in the match			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WIN		



Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Statistics for the athlete							
Type	Code	Pos	Description				
Pos	N/A						
Value	Numeric #0		Number of wins in this tournament				
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Only in the case the pitcher is assessed with a result in the match							
<b>Attribute</b>		<b>Value</b>	<b>Description</b>				
Code	LOSS						
Pos	N/A						
Value	Numeric #0		Number of losses in this tournament				
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Only in the case the pitcher is assessed with a result in the match							
<b>Attribute</b>		<b>Value</b>	<b>Description</b>				
Code	SAVE						
Pos	N/A						
Value	Numeric #0		Number of saves in this tournament				

### Sample

```
<StatsItems>
  <StatItems Type="ST" Code="AB" Value="23" />
  <StatItems Type="ST" Code="R" Value="1" />
  <StatItems Type="ST" Code="H" Value="3" />
  <StatItems Type="ST" Code="RBI" Value="1" />
</StatsItems>
```

### 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	Not used	Not used
DocumentType	DT_CURRENT	Current message
Version	Positive Integer	Version number associated to the message's content. Ascending number
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.

### 2.3.6.3 Trigger and Frequency

At the start of every inning/half inning send AT\_BAT, PITCHER, PERIOD, STRIKE, BALLS, OUT.  
Immediately after every pitch, out, score, error or player advance.

At the end of every inning/half inning but without AT\_BAT, PITCHER, LAST\_PITCH, PERIOD, STRIKE,  
BALLS, OUT, ON\_BASE.

### 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		
	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type
			Code
			Pos
			Value



### 2.3.6.5 Message Values

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

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Always during an inning, not included between innings.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Period Code SC@GameState Code	Send current period or the game state to indicate an end of top or bottom of the inning
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	HALF		
	Pos	N/A	N/A	
	Value	T, B	Send T or B for top or bottom of the inning.	
UI	AT_BAT	N/A	Element Expected: Always, if the information is available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the athlete at bat.
UI	PITCHER	N/A	Element Expected: Always, if the information is available. Do not change in any version unless there is a change of pitcher.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the pitcher.
UI	LAST_PITCH	N/A	Element Expected: After each pitch when the rest of the information is updated (do not send separately)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Pitch Code	Send the result of the pitch
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available				
	<b>Attribute</b>	<b>Attribute</b>	<b>Attribute</b>	
	Code	SPEED		
	Pos	N/A	N/A	
	Value	##0.0	Speed of the pitch in KM/H	



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
CURRENT	ON_BASE	Numeric 0	Pos Description: Send the base, 1, 2 or 3. Element Expected: Only if there is a player on this base	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
CURRENT	BALLS	N/A	Pos Description: N/A Element Expected: Always during the inning, Not sent at end of inning.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0	Send the ball count (0, 1, 2 or 3)
CURRENT	STRIKES	N/A	Pos Description: N/A Element Expected: Always during the inning, Not sent at end of inning.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0	Send the strike count (0, 1 or 2)
CURRENT	OUTS	N/A	Pos Description: N/A Element Expected: Always during the inning, Not sent at end of inning.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0	Send the number of outs (0, 1 or 2)
CURRENT	PITCHES	N/A	Pos Description: N/A Element Expected: Always during the inning, Not sent at end of inning.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0	Send the number of pitches for current pitcher

### 2.3.6.6 Message Sort

N/A.



## 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	RSC of the unit
DocumentSubcode	SC@Period Code N/A	Period code if sent for one period only. (Q1, Q2, Q3, Q4 and PSO)  Messages by period include all applicable actions for the period.  If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	ACTION	Send "ACTION"
Version	Positive Integer	Version number associated to the message's content. Ascendant number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) 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)						
	SportDescription (0,1)						
	DisciplineName						
	EventName						
	SubEventName						
	Gender						
	UnitNum						
	VenueDescription (0,1)						
	Venue						
	VenueName						
	Location						
	LocationName						
	Actions (0,1)						
	Home						
	Away						
	Action (1,N)						
	Id						
	PId						
	Period						
	Order						
	Action						
	Comment						
	When						
	Result						
	ScoreH						
	ScoreA						
	LeadH						
	LeadA						
	SO_H						
	SO_A						



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: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline name (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event name (not code) from Common Codes
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	Text short description of the Event Unit, not code
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
UnitNum	O	S(6)	Game number



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

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

Element: Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
PId	O	S(36)	If this is a related action then the ID of the original action appear here.
Period	M	SC@Period Code	Period (inning) of the action within the match
Order	M	Positive Integer	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	SC@Action Code	Actions in the game, one action code The first action in every unit is SRT_PITCHER (with ActionRole IN). Normal actions thereafter are usually AT_BAT END_TOP for end of top of top of inning and END_INNING for end of full inning.
ActionDesc	O	<a href="#">S(200)</a>	Action/Incident description for this batter (ENG)
When	O	<a href="#">T_B</a>	Send T or B for top or bottom of the inning.
ScoreH	O	#0	Total Home Score of the game after the end of the full inning Send at the end of the full inning only
ScoreA	O	#0	Total Away Score of the game after the end of the full inning Send at the end of the full inning only
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Actions /Action /ExtendedAction (0,N)			
Code	Pos	Description	
LOB	N/A	Element Expected: Always at the end of a half inning	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
HITS	N/A	Element Expected: Always at the end of a half inning	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
Value	M	#0	Hits in the half inning



Element: Actions /Action /ExtendedAction (0,N)				
Code		Pos	Description	
ERRORS		N/A	Element Expected: Always at the end of a half inning	
Attribute	M/O	Value	Description	
Value	M	#0	Errors in the half inning	
RUNS		N/A	Element Expected: Always at the end of a half inning	
Attribute	M/O	Value	Description	
Value	M	#0	Runs in the half inning	

### Sample

```
<Action Id="123456" Period="1" Order="1" Action="SRT_PITCHER" When="T" TimeStamp="2006-02-06T13:00:00+01:00" >
  <Competitor Code="BKBWBSBTEAM9--RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="123457" Period="1" Order="2" Action="AT_BAT" When="T" ActionDesc="WILLIAMS Jason singled to left field"
TimeStamp="2006-02-06T13:01:00+01:00" >
  <Competitor Code="BKBWBSBTEAM9--CAN01" Type="T" Organisation="CAN" Order="1">
    <Description TeamName="Canada"/>
    <Composition>
      <Athlete Code="1106600" Order="1" >
        <Description GivenName="Jason" FamilyName="Williams" Gender="M" Organisation="CAN" BirthDate="1992-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

Element: Actions /Action /Competitor (0,N)			
Competitor participating in the Action. Used when the Action is related to a competitor.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	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: 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 in the order of their appearance 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: 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(16)	International Federation ID

### Sample

```
<Action Id="123456" Period="1" Order="3" Action="AT BAT" When="T" ActionDesc ="SMITH Jane singled to left field" >
  <Competitor Code="BSBWSBLTEAM9RSA01" 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 followed by @Pos



## 2.3.8 Pool Standings

### 2.3.8.1 Description

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

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

### 2.3.8.2 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 including both for each group and combined ranking
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (before and during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
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.

### 2.3.8.3 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 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			
		ResultType			
		Result			
		IRM			
		QualificationMark			
		SortOrder			
		Won			
		Lost			
		Tied			
		Played			
		For			
		Against			
		Diff			
		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	Description
	Value	M	SC@QualRule Code	Send the code for the qualification rule.

Element: 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: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline name (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event name (not code) from Common Codes
SubEventName	M	CC@PHASE ENG ShortDescription	Text short description of the Event Phase, not code
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Result (1,N) For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank in the group. Optional as not available before the competition.
RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC@ResultType Code	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	#.000	Send the win/loss percentage a team has achieved during the pool stage. Optional as not available before the competition.
IRM	O	SC@IRM Code	The invalid rank mark, in case it is assigned.
QualificationMark	O	SC@QualificationMark Code	Qualification indicator. It states to which next phase the teams are advancing to.
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 runs scored. Do not send if the team has not played.
Against	O	#0	Total number of runs against. Do not send if the team has not played.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	GAMES_BEHIND	N/A	Pos Description: N/A Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0.0 or “-“ of no games behind
			<b>Description</b>
			Number of games behind the leading team

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

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	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 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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



### Sample

```
<Result Rank="3" ResultType="POINTS" Result=".500" SortOrder="3" Played="2" Won="1" Lost="1" For="16" Against="15" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="GAMES_BEHIND" Value="1.0" />
  </ExtendedResults>
  <Competitor Code="BSBMBBLTEAM9EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="BSBMBBLTEAM9BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00"
    Unit="BSBMBBLTEAM9-----GPA-000200--" HomeAway="H" Result="7-8">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="BSBMBBLTEAM9BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00"
    Unit="BSBMBBLTEAM9-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="BSBMBBLTEAM9NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00"
    Unit="BSBMBBLTEAM9-----GPA-000500--" HomeAway="A" Result="9-7">
      <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 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	<a href="#">CC@Competition Code(id)</a>	Unique ID for competition
DocumentCode	Full RSC (event level)	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 associated to the message's content. Ascendant number
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)
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 with the empty bracket. (START\_LIST)
- After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
- After every match during final phases. (INTERMEDIATE)
- After the final match (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	
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: 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: ExtendedInfos /SportDescription (0,1) Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline name (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event name (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: 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: 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: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	#0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	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.
Date	O	Date	YYYY-MM-DD. Must be filled if known



Time	O	S(5)	HH:MM. Must be filled if known
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. If the match is cancelled, "Cancelled" should be sent.

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

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

Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the 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(10)	The result (score) of the competitor in the event unit
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

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

Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code or RSC of Pool	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool or S(6) 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 SC@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: 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: 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="BSBWSBLTEAM9-----
SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="BSBWSBLTEAM9NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code=" BSBWSBLTEAM9NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

### 2.3.9.6 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.



## 2.3.10 Image

### 2.3.10.1 Description

The 'Image message' is a message containing an image or images file(s) in .png format (for uniforms) encapsulated in a XML message.

In this sport it is used to send the images of the team uniforms.

### 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	Discipline RSC	Full RSC at discipline level
DocumentSubcode	Competitor ID	Competitor ID of the team, for example BSBWSBLTEAM9CAN01
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send UNIFORM
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	CC@ResultStatus(Code)	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC@Source	Code indicating the system which generated the message.

### 2.3.10.3 Trigger and Frequency

Trigger when available and after any change.

### 2.3.10.4 Message Values

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



Element: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as the differentiator for multiple images in the message. It is used for each uniform included. NOTE: The values used here MUST match the Pos values used in DT_PARTIC_TEAMS Team /Discipline /RegisteredEvent /EventEntry @ENTRY/UNIFORM so the colour description and image are aligned.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, use png
Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a png file)

### Sample

```
<Image Pos="1" Version="1" Revision="0" ImageType="png" >
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
</Image>
<Image Pos="2" Version="1" Revision="0" ImageType="png" >
  <ImageData>/9j/4AAAddddRgABAQEAAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
</Image>
```

### 2.3.10.5 Message Sort

Sort by Competition /Image /Pos.



## 2.3.11 Statistics

### 2.3.11.1 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.

### 2.3.11.2 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	Depending on the statistics is could be at any level though is always full RSC.
DocumentSubcode	S(4)	The DocumentSubcode is the NOC concatenated with the Team Number if needed, e.g. BRA1. Concatenation will happen only when a NOC has more than one 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 best athletes. - 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.

### 2.3.11.3 Trigger and Frequency

After each unit for TEAM\_RANKING & IND\_RANKING.  
After each unit involving the teams for CUM  
Any other changes

### 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	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
	Progress (0,1)							
	LastUnit							
	UnitsTotal							
	UnitsComplete							
	SportDescription (0,1)							
	DisciplineName							
	EventName							
	Gender							
	Stats (1,1)							
	Code							
	StatsItems (0,1)							
	StatsItem (1,N)							
	Type							
	Code							
	Pos							
	Value							
	ExtendedStat (0,N)							
	Competitor (0,N)							
	Code							
	Type							
	Order							
	Organisation							
	Description (0,1)							
	TeamName							
	StatsItems (0,1)							
	StatsItem (1,N)							
	Type							
	Code							
	Pos							
	Value							
	Attempt							
	ExtendedStat (0,N)							
	Composition (0,1)							
	Athlete (1,N)							
	Code							



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

### 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 RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team. Send after at least one unit is complete for the CUM and IND_RANKING messages
UnitsTotal	O	Positive Integer	The total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Send in the CUM and IND_RANKING messages
UnitsComplete	O	##0	The total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM and IND_RANKING messages



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
MIN	PITCH	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(5)	Minimum innings pitched for each game played by team to be considered in the leading statistics
MIN	FIELD	CC@Position(id) or TOT	Pos Description: Player position for the minimum. Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Minimum games played by team to be considered in the leading statistics
MIN	BAT	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Minimum Plate Appearances per Game played by Team to be considered in the leading statistics

#### Sample (Stats Code="IND\_RANKING")

```

<ExtendedInfos>
  <ExtendedInfo Type="MIN" Code="PITCH" Value="8" />
  <ExtendedInfo Type="MIN" Code="FIELD" Pos="LF" Value="2/3" />
  <ExtendedInfo Type="MIN" Code="FIELD" Pos="CF" Value="2/3" />
  ...
  <ExtendedInfo Type="MIN" Code="BAT" Value="2" />
</ExtendedInfos>
....

```

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

Element: Stats (1,1)				
Attribute	M/O	Value	Description	
Code	M	SC@Statistics Code	A code to identify the statistics being listed	

Element: Stats /Competitor (0,N) Team 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; sort disqualified teams to the bottom of the list
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

Element: Stats /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
<b>ST</b>	<b>IRM</b>	<b>N/A</b>	<b>Element Expected:</b> If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
<b>Value</b>	<b>M</b>	<b>SC@IRM Code</b>	<b>IRM</b>
<b>ST</b>	<b>MP</b>	<b>N/A</b>	<b>Element Expected:</b> Always for the DocumentSubtype=CUM and TEAM_RANKING
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
<b>Value</b>	<b>M</b>	<b>#0</b>	<b>Games played by the team</b>
<b>BAT</b>	BA AB R H 2B 3B HR RBI SLG OB SO BB IBB SH SF HBP SB CS IO LOB GDP	<b>N/A</b>	Code Description: BA = Batting Average AB = At Bat R = Runs H = Hits 2B = Doubles 3B = Triples HR = Home Runs RBI = Runs Batted In SLG = Slugging % OB = On Base % SO = Strike Outs BB = Bases on Balls IBB = Intentional Bases on Balls SH = Sacrifice Hits SF = Sacrifice Flies HBP = Hit by Pitch SB = Stolen Bases CS = Caught Stealing IO = Reached Base on Interference/Obstruction LOB = Left on Base GDP = Grounded into Double Play <b>Element Expected:</b> When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
<b>Value</b>	<b>M</b>	Numeric ##0 or #.000 or ##0.0	Send the value of the statistic.
<b>Rank</b>	<b>O</b>	Numeric #0	Rank of the team in batting. Only applicable in TEAM_RANKING message and only for Code = BA



Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
	Type	Code	Pos	Description
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in TEAM_RANKING message and only for Code = BA
FIELD		IP PO A E FLD DP PB SB CS	N/A	Code Description: IP = Innings Played PO = Put Outs A = Assists E = Errors FLD = Fielding Percentage DP = Double Play PB = Passed Balls SB = Stolen Bases CS = Caught Stealing  Element Expected: When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or #.000 or ##0.0	Send the value of the statistic.
	Rank	O	Numeric #0	Rank of the team in fielding. Only applicable in TEAM_RANKING message and only for Code = FLD
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in TEAM_RANKING message and only for Code = FLD
CATCH		PB SB CS	N/A	Code Description: PB = Passed Balls SB = Stolen Bases CS = Caught Stealing Element Expected: When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the value of the statistic.
CATCH		SBA CI	N/A	Code Description: SBA = Stolen bases against percentage CI = Catcher's Interference Element Expected: When available, non-zero, for DocumentSubtype=TEAM_RANKING and CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or ##0.0	Send the value of the statistic.



Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
PITCH	W L S ERA GS CG SOUT IP H R ER HR BB IBB SO 2B 3B BA HBP SH SF WP BK ILP PK SB CS	N/A	Code Description: W = Won L = Lost S = Saved ERA = Earned Run Average GS = Games Started CG = Complete Games SOUT = Shut Out IP = Inning Pitched H = Hits R = Runs ER = Earned Runs HR = Home Runs BB = Bases on Balls IBB = Intentional Bases on Balls SO = Strike Outs 2B = Doubles 3B = Triples BA = Batting Average HBP = Hit by Pitch SH = Sacrifice Hits SF = Sacrifice Flies WP = Wild Pitches BK = Balks (Baseball) ILP = Illegal Pitch (Softball) PK = Pick-off SB = Stolen Bases CS = Caught Stealing  Element Expected: When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or ###.00 or ##0.0 or #.###	Send the value of the statistic.
	Rank	O	Numeric #0	Rank of the team in pitching. Only applicable in TEAM_RANKING message and only for Code = ERA
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in TEAM_RANKING message and only for Code = ERA
STATS	RS RA SW SL E	N/A	Code Description: RS = Runs scores RA = Runs against SW = Sets won SL = Sets lost E = Errors Element Expected: When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Send the value of the statistic.



**Sample**

```
<StatsItems>
  <StatsItem Type="BAT" Code="AB" Value="85" />
  <StatsItem Type="BAT" Code="R" Value="27" />
  <StatsItem Type="BAT" Code="H" Value="32" />
  <StatsItem Type="BAT" Code="2B" Value="5" />
  ...

```

Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order: Within the team the players are sorted: For each player: Uniform number or disqualification identification.

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value
	Value	M	SC@IRM Code
ST	MP	CC@Position(id) or TOT	Element Expected: Always for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value
	Value	M	#0
BAT	BA R HR RBI SLG SB	N/A	Code Description: BA = Batting Average R = Runs HR = Home Runs RBI = Runs Batted In SLG = Slugging % SB = Stolen Bases Element Expected: When available, non-zero, for DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value
	Value	M/O	Value



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Value	M	Numeric ##0 or #.000	Send the value of the statistic.	
Rank	O	Numeric #0	Rank of the player in this statistic (considering all criteria). Only applicable in IND_RANKING message.	
SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in IND_RANKING message except BA where it is also applicable in CUM	
BAT	AB H 2B 3B OB SO BB IBB SH SF HBP CS IO GDP PA TB GS ATT	N/A	Code Description: AB = At Bat H = Hits 2B = Doubles 3B = Triples OB = On Base % SO = Strike Outs BB = Bases on Balls IBB = Intentional Bases on Balls SH = Sacrifice Hits SF = Sacrifice Flies HBP = Hit by Pitch CS = Caught Stealing IO = Reached Base on Interference/Obstruction GDP = Grounded into Double Play PA = Plate Appearances TB = Total bases on hits GS = Games Started ATT = Stolen Base attempts Element Expected: When available, non-zero, for DocumentSubtype=CUM and IND_RANKING	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0 or #.000	Send the value of the statistic.	
BAT	MIN_CRIT	N/A	Element Expected: When applicable, for DocumentSubtype=CUM and IND_RANKING	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(1)	Send Y if the athlete meets batting criteria	
FIELD	FLD	CC@Position(id) or TOT	Pos Description: Send the position for all positions played and TOT for total of all positions. Element Expected: When available, non-zero, for DocumentSubtype=CUM and IND_RANKING	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #.000	Send the value of fielding percentage.	
Rank	O	Numeric #0	Rank of the player in fielding in this @Pos Only applicable in IND_RANKING message	
SortOrder	O	Numeric #0	Sort order of the statistic.	



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
FIELD	IP PO A E DP PB CI SB CS	CC@Position(id) or TOT	Code Description: IP = Innings Played PO = Put Outs A = Assists E = Errors DP = Double Play PB = Passed Balls CI = Catcher Interference SB = Stolen Bases CS = Caught Stealing  Element Expected: When available, non-zero, for DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or #.000 or ##0.0	Send the value of the statistic.
FIELD	MIN_CRIT	CC@Position(id) or TOT	Pos Description: Send the position for all positions played and TOT for total of all positions. Element Expected: When applicable, for DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the athlete meets fielding criteria
PITCH	WL ERA SO	N/A	Code Description: WL = Win/Loss % ERA = Earned Run Average SO = Strike Outs Element Expected: When available, non-zero, for DocumentSubtype = CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0 or ###.00 or ##0.0 or #.###	Send the value of the statistic.
	Rank	O	Numeric #0	Rank of the pitcher in this statistic (considering all criteria). Only applicable in IND_RANKING
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in IND_RANKING except ERA where it is also applicable in CUM



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
PITCH	W L S GS CG SOUT IP H R ER HR BB IBB HBP 2B 3B BA SH SF WP BK ILP BF KL PK SB CS	N/A	Code Description: W = Won L = Lost S = Saved GS = Games Started CG = Complete Games SOUT = Shut Out IP = Inning Pitched H = Hits R = Runs ER = Earned Runs HR = Home Runs BB = Bases on Balls IBB = Intentional Bases on Balls HBP = Hit by Pitch 2B = Doubles 3B = Triples BA = Batting Average SH = Sacrifice Hits SF = Sacrifice Flies WP = Wild Pitches BK = Balks (Baseball) ILP = Illegal Pitch (Softball) BF = Batters Faced KL = Strikeouts look PK = Pick-off SB = Stolen Bases CS = Caught Stealing Element Expected: When available, non-zero, for DocumentSubtype = CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or ###.00 or ##0.0 or #.###	Send the value of the statistic.
PITCH	MIN_CRIT	N/A	Element Expected: When applicable, for DocumentSubtype = CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the athlete meets pitching criteria
PITCH	HAND	N/A	Element Expected: Always for pitchers for DocumentSubtype = CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Hand	Pitching hand

### Sample (CUM)

```

<StatsItems>
  <StatsItem Type="BAT" Code="R" Value="4" />
  <StatsItem Type="BAT" Code="SLG" Value=".731" />
  <StatsItem Type="BAT" Code="SH" Value="6" />
  <StatsItem Type="BAT" Code="3B" Value="2" />

```



### Sample (IND\_RANKING)

```
<StatsItems>  
  <StatsItem Type="BAT" Code="R" Value="4" Rank="6" SortOrder="6" />  
  <StatsItem Type="BAT" Code="SLG" Value=".731" Rank="4" SortOrder="4" />  
  <StatsItem Type="BAT" Code="SH" Value="6" />  
  <StatsItem Type="BAT" Code="3B" Value="2" />
```

### 2.3.11.6 *Message Sort*

Sort according to the @Order attributes.



## 2.3.12 Event Final Ranking

### 2.3.12.1 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.

### 2.3.12.2 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 (34) RSC of the event
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascendant number
ResultStatus	CC@RESULTSTATUS Code	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL 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.

### 2.3.12.3 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.

### 2.3.12.4 Message Structure

The following table defines the structure of the message.

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



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



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

Element: Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	Y	Send "Y" if the Rank is equaled 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	##0	Send just if the team has been disqualified
SortOrder	M	SC@IRM Code	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Result /Competitor (1,1) Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.



Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Organisation of the competitor

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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number.

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@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(16)	International Federation ID

### Sample

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="BSBMBBLTEAM9CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

### 2.3.12.6 Message Sort

Sort by Result @SortOrder



### 3 Message Timeline

#### 3.1 Preparation Phase

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

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finish (ORIS C38x/C39 process)	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
	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			
	DT_PDF C58 - Appointment Sheet		x				

#### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
No later than 45 minutes before each match	DT_PDF C54 - Startling Line-Up						x
	DT_RESULT	START_LIST					x
	DT_PLAY_BY_PLAY	START_LIST					x
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Triggering when competition is LIVE	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
	DT_CURRENT						x
In every Period break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
	DT_RESULT	INTERMEDIATE					x
	DT_PLAY_BY_PLAY	INTERMEDIATE					x



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

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After a match is FINISHED	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_CURRENT						x
When results are UNOFFICIAL	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
Only after Preliminary Round matches/ Unofficial after the last match of a pool is finished	DT_POOL_STANDINGS	INTERMEDIATE			x		
Only after the last match of a pool and after each match of the Final round /Unofficial after Gold Medal match	DT_BRACKETS	INTERMEDIATE		x			
Only after Bronze and Gold Medal matches/ Unofficial after Gold Medal match	DT_MEDALLISTS	PARTIAL		x			
When results are OFFICIAL	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_PDF C69 - Match Highlights	OFFICIAL					x
	DT_PDF C73A - Match Report	OFFICIAL					x
Only in the final round if applicable	DT_PDF C73B - Shoot-Out Competition	OFFICIAL					x
Official after Gold Medal match	DT_PDF C74 - Results Summary	INTERMEDIATE		x			
	DT_PDF C76 - Tournament Summary	INTERMEDIATE		x			
	DT_PDF C84A - Cumulative Statistics	INTERMEDIATE		x			
	DT_PDF C84B - Overall Team Statistics	INTERMEDIATE		x			
	DT_PDF C85A - Individual Scorers	INTERMEDIATE		x			
	DT_PDF C85B - Leading Scorer Statistics	INTERMEDIATE		x			
Only after Preliminary round is finished; after Quarter-finals and after Semi-finals	DT_SCHEDULE_UPDATE		x				o
Only after Preliminary round is finished; after Quarter-finals and after Semi-finals	DT_RESULT	START_LIST					x
Only after Preliminary Round matches/ Official only after the last match of a pool is finished	DT_POOL_STANDINGS	INTERMEDIATE			x		
Official after Gold Medal match	DT_STATS - IND_RANKING	INTERMEDIATE		x			
One for each team/ Only Official after the last match of a team in the competition.	DT_STATS - CUM	INTERMEDIATE		x			



Official after Gold Medal match	DT_STATS - TOU	INTERMEDIATE		x				
Only after the last match of a pool and after each match of the Final round /Official after Gold Medal match	DT_BRACKETS	INTERMEDIATE		x				
Only after the last match of the day/ Official after Gold Medal match	DT_PDF C89 - Cards Issued	INTERMEDIATE		x				
Only after Preliminary round and Quarter-final round when times are confirmed and after Semi-finals	DT_PDF C76 - Tournament Summary	INTERMEDIATE		x				
Only after the last match of the day	DT_PDF C58 - Appointment Sheet			x				
Only after final rankings of the pools and after the last match of Quarter-finals and Semi-finals	DT_PDF C08 - Competition Schedule			x				
Only after Bronze and Gold Medal matches/ Official after Gold Medal match	DT_MEDALLISTS	PARTIAL/OFFICIAL		x				
Only after Bronze and Gold Medal matches	DT_MEDALLISTS_DISCIPLINE			x				
	DT_MEDALS			x				
Partial after last match of the Preliminary round, after the last Quarter-final match and after the Bronze matches. Official after Gold Medal Match	DT_RANKING	PARTIAL/OFFICIAL		x				
Official after Gold Medal match	DT_PDF C92C - Medallists	PARTIAL/OFFICIAL		x				
Only after Bronze and Gold Medal matches	DT_PDF C93 - Medallists by Event			x				
	DT_PDF C95 - Medal Standings			x				

Legend:

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



## 4 Document Control

Version history		
Version	Date	Comments
V1.0	07 October 2025	First Version

### File Reference: SYOG-2026-BS5-1.0 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version