



Olympic Data Feed



Beach Handball ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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



2 Messages

2.1 Beach Handball Overview

MESSAGES IN EACH EVENT

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

SCHEDULE

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

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

INF	In-flight Shots
SPN	Spin Shots
SPC	Specialist Shots
SHOT1	1-Point Shots
DGP	Direct Goal Shots (Goalkeeper Shots)
PTY	6-meter Shots (Penalty Shot)
SPN1	1-Point Spin Shots
SHOT	Shots (total number of shots)

PSU	1st Suspension
PRCS	Suspension+Disqualification
PRC	Disqualification with Report
PSUT	Coach Punishment (Suspension)
PRCT	Coach Punishment (Red Card)

ASS	Assists
ST	Steals
BL	Blocked Shots

RF6	Received 6m Fouls
F6	Penalty

Fouls	
TF	Turnovers
TFT	Team Turnovers

TOUT	Timeout
SUBST	Substitution
GKC	Goalkeeper In



2.2 Applicable Messages

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

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

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



2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

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Where the discipline is defined as LOC:

1. By day (or filter by day)
2. Session Code
3. By location
4. By Time (regardless if HideStartDate="Y")
5. By Order

Where the discipline is defined as SESSION OR DATE:

1. By day (or filter by day)
2. Session Code
3. By Time (regardless if HideStartDate="Y")
4. By Order

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

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

Competition schedule update:

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

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

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

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

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

2.3.1.2 Header Values

The following table describes the message header attributes.

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



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

2.3.1.3 Trigger and Frequency

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

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

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

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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



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



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

2.3.1.5 Message Values

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

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



SessionStatus	O	CC@SHEDULESTATUS Id	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	#0	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	#0	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

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

Sample (General)

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

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



			<p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	Y	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	Y	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Positive Integer	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. <p>Can use match number so the units are displayed in the correct order when at the same time.</p>
Medal	O	SCGEN@UnitMedalType Code	<p>Indicator of medal awarded for this unit.</p>
Venue	O	CC@VENUE Id	<p>Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).</p>
Location	O	CC@LOCATION Id	<p>Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).</p>



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

Element: Competition /Unit /StartText (0,N)			
This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
Value	M	S(20) or SC@StartText Code	Text to be displayed in the case that StartDate is not to be displayed. Use available codes or free text if appropriate is not available

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
Value	M	CC@EVENT_UNIT ENG Short Description	Item Name / Unit Description. For competition units show the unit Description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

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

Element: Competition /Unit /VenueDescription (0,1)			
Mandatory when Unit/Venue is included			
Attribute	M/O	Value	Description
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Unit /StartList /Start (1,N)			
StartList information is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)			
Attribute	M/O	Value	Description
StartOrder	O	Positive Integer	Competitor's start order
SortOrder	M	Positive Integer	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.



Element: Competition /Unit /StartList /Start /PreviousUnit (0,N)			
Previous Event Unit related to the Start@SortOrder for the current unit. It is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM. Include only if the real competitors are not known.			
Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit where this competitor came from. This attribute is only filled if the progression of the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.
Value	O	SC@CompetitorPlace Code	If the competitor in the current unit is unknown due to coming from previous matches then fill this the appropriate indicator (SC@CompetitorPlace) which may include possible options of TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
WLT	O	SC@WLT Code	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.

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

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFld	O	S(40)	Team IF number, send if available

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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



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

2.3.2.1 Description

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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



2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.2.5 Message Values

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

Sample (General)

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

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



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



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

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

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

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

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.



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

2.3.3.5 Message Values

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

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



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

Element: Competition /Team /Discipline /DisciplineEntry (0,N)				
Send if there are specific team's event entries.				
Type	Code	Pos	Description	
ENTRY	UNIFORM	0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt Colour
ENTRY	SHORTS	0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shorts colour
ENTRY	UNIFORM_GK	0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt colour for Goalkeeper
ENTRY	UNIFORM_OFFICIALS	0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt colour for team officials

Sample ()



```
<Team Code="HBLMTEAM7-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  .....
</Composition>
  <TeamOfficials>
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="AST_COA" />
  </TeamOfficials>
  <Discipline Code="HBLM-----" >
    <RegisteredEvent Event="HBLMTEAM7-----" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
    .....
  </RegisteredEvent>
  </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.



2.3.4 List of Entries by Event

2.3.4.1 Description

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

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

2.3.4.4 Message Structure

The following table defines the structure of the message.

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



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



	Pos
	Value

2.3.4.5 Message Values

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

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

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

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

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



Element: Competition /Entry /ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	DRAW	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	M	0	Draw position for the team within the group
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Team's Preliminary Group
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	M	0	Seeding for the team.

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

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

Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Element Expected: If the information is known(this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	M	CC@Position Id	Position Code in the Team



ENTRY	HAND	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
Attribute	M/O	Value	Description
Value	M	SC@Hand Code	Handedness of the athlete
ENTRY	SHIRT_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
Attribute	M/O	Value	Description
Value	M	S(25)	As soon as it is known (it can be sent in both messages)
ENTRY	CAPTAIN	N/A	Element Expected: As soon as it is known (only for _UPDATE)
Attribute	M/O	Value	Description
Value	M	Y	Send "Y" in case the participant is a captain else do not send.

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 period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

* START LIST: As soon as the team/teams are known, before the match begins.

* START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

* LIVE: At the beginning of each period.

* LIVE: After every change in any data (scores, substitute, DQ etc).



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

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

& UNOFFICIAL / OFFICIAL: After the unit.

Trigger also after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



		Organisation
		IFId
Periods (0,1)		
		Home
		Away
Period (1,N)		
		Code
		HomeScore
		AwayScore
		HomePeriodScore
		AwayPeriodScore
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	
		ExtendedStat (0,N)	

2.3.5.5 Message Values

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



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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)

Actual times. Include when the unit starts.

Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Always after the start of the unit.
Attribute	M/O	Value	Description
Value	M	SC@Period SC@GameState Code	Send current period or the GameState Use SC @Period unless some GameState applies
DISPLAY	CURRENT	#0	Pos Description: Send a unique number for each competitor on the court. Element Expected: When available when the unit is LIVE and only for those players on the court.
Attribute	M/O	Value	Description
Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
DISPLAY	SD W LD PTY FB BT ASSIST TO ST BLC YC RC TMS EXC SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK TF EG TF_TEAM YC_COACH TMS_COACH RC_COACH EXC_COACH	0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatItems or Result /Competitor /Composition /Athlete /StatsItems /StatItems May be: SD, W, LD, PTY, FB, BT, ASSIST, TO, ST, BLC, YC, RC, TMS, EXC, SD_GK, W_GK, LD_GK, PTY_GK, FB_GK and BT_GK, TF, EG, TF_TEAM, YC_COACH, TMS_COACH, RC_COACH and EXC_COACH Pos Description: Send a unique number to avoid duplication of codes. Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
Attribute	M/O	Value	Description
Value	M	S(20)	Send the ID of the athlete/team who was updated

Sample (General)



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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Match number

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

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. Send according to the codes, the referee etc.
Order	M	Positive Integer	Send by order for each official in each function, for example: Referee(s) followed by Reserve Referee(s), if more than one referees then sort by name.

Element: Competition /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	Official's organisation
IFId	O	S(16)	International Federation ID

Element: Competition /Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Competition /Periods /Period (1,N)
Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC@Period Code	Period code
HomeScore	M	##0	Overall score of the home competitor at the end of the period
AwayScore	M	##0	Overall score of the away competitor at the end of the period
HomePeriodScore	O	##0	Score of the home competitor for this period.
AwayPeriodScore	O	##0	Score of the away competitor for this period

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)
ExtendedPeriod information.

Type	Code	Pos	Description
EP	WINNER	N/A	Element Expected: When available after the start of the match
	Attribute	M/O	Value
	Value	O	SC@Home Code
			Winner of the period once known (H=HOME or A=AWAY)

Element: Competition /Result (1,N)
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team for the particular event unit.
IRM	O	SC@IRM Code	The invalid rank mark, in case it is assigned. IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Positive Integer	Send 1 for first named team, send 2 for second named team



StartSortOrder	M	Positive Integer	Same as @StartOrder
ResultType	O	SC@ResultType Code	Type of the @Result attribute.

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available.
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Element: Competition /Result /Competitor /Coaches /Coach (1,N)			
Competitor's Coach			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Positive Integer	Coach /team official order. Send 1 if just one coach, sequential number if more than one
Function	M	CC@DISCIPLINE_FUNCTION Id	Coach / team official functions

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



EUE	UNIFORM	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
Attribute	M/O	Value	Description
Value	M	S(25)	Uniform colour of the team
EUE	UNIFORM_GK	0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM_GK in DT_PARTIC_TEAMS for this colour. Element Expected: If available
Attribute	M/O	Value	Description
Value	M	S(25)	Uniform colour of the team

Sample (General)

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

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SHOT1 SPN1 SPN INF SPC DGP PTY SHOT	SC@Period Code	Code Description: Stats for each of (in order): 1 point shots 1 point spin shots Spin shots In-Flight shots Specialist shots Direct goal (goalkeeper shots) Penalty shots Total Shots Pos Description: Send the period. TOT for total of all periods Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	M	#0	Total goals made of each code
Attempt	O	#0	Number of attempts
Percent	O	##0	Shooting percentage (%)
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available, for SHOT only			
Attribute	Value	Description	
Code	POINTS		
Pos	N/A		
Value	Positive Integer	Number of points made by total shots	
ST	ASS ST	SC@Period Code	Code Description: Assists



		BL RF6 F6 TF TFT PSU PRCS PRC PSUT PRCT		Steals Blocked shots Received 6m Fouls Penalty Fouls Turnovers Team Turnovers Suspensions Disqualifications Disqualifications with Report Coach Suspensions Coach Disqualifications Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	#0	Count for statistic as defined in CODE
ST		SHOT1_GK SPN1_GK SPN_GK INF_GK SPC_GK DGP_GK PTY_GK SHOT_GK	SC@Period Code	Code Description: Only for Goalkeepers saves for the following: 1 point shots 1 point spin shots Spin shots In-Flight shots Specialist shots Direct goal (goalkeeper shots) Penalty shots Total Shots Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	#0	Total saves.
	Attempt	O	#0	Shots taken at the code and period
	Percent	O	##0	Percent saved

Sample (General)

```

....
<StatsItems>
  <StatsItem Type="ST" Code="LD" Pos="H1" Attempt="12" Value="4" Percent="33" >
    <ExtendedStat Code="SAVE" Value="2" />
    <ExtendedStat Code="MISS" Value="1" />
    <ExtendedStat Code="POST" Value="2" />
    <ExtendedStat Code="BLC" Value="2" />
  </StatsItem >
....
<StatsItem Type="ST" Code="ASSIST" Pos="H1" Value="16" />
<StatsItem Type="ST" Code="TO" Pos="H1" Value="23" />
<StatsItem Type="ST" Code="ST" Pos="H1" Value="3" />
<StatsItem Type="ST" Code="BLC" Pos="H1" Value="4" />
<StatsItem Type="ST" Code="YC" Pos="H1" Value="4" />
<StatsItem Type="ST" Code="TMS" Pos="H1" Value="7" />
<StatsItem Type="ST" Code="SHOT" Pos="H1" Attempt="24" Value="15" Percent="63" />
....

```

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



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

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: As soon as it is known
	Attribute	M/O	Value
	Value	M	SC@AthleteStatus Code
EUE	POSITION	N/A	Element Expected: As soon as known
	Attribute	M/O	Value
	Value	M	CC@POSITION Id
EUE	STARTER	N/A	Element Expected: Send for athletes in the starting offensive line-up (when available)
	Attribute	M/O	Value
	Value	M	SC@StartPos Code
EUE	CAPTAIN	N/A	Element Expected: Send for the captain when known
	Attribute	M/O	Value
	Value	M	Y
			Send "Y" only if the player is captain



Sample (General)

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

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SHOT1 SPN1 INF SPC DGP PTY SHOT	N/A	Code Description: Stats for each of (in order): 1 point shots 1 point spin shots Spin shots In-Flight shots Specialist shots Direct goal (goalkeeper shots) Penalty shots Total Shots Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	#0	Goals scored
	Attempt	O	#0	Shots taken
	Percent	O	##0	Shooting percentage (%).
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available, for SHOT only				
	Attribute	Value	Description	
	Code	POINTS		
	Pos	N/A		
	Value	Positive Integer	Number of points made by total shots	
ST	ASS ST BL RF6 F6 TF TFT PSU PRCS PRC PSUT PRCT	N/A	Code Description: Assists Steals Blocked shots Received 6m Fouls Penalty Fouls Turnovers Team Turnovers Suspensions Disqualifications Disqualifications with Report Coach Suspensions Coach Disqualifications Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	#0	Count for statistic as defined in CODE
ST	SHOT1_GK SPN1_GK SPN_GK	N/A	Code Description: Only for Goalkeepers saves for the following: 1 point shots	



		INF_GK SPC_GK DGP_GK PTY_GK SHOT_GK		1 point spin shots Spin shots In-Flight shots Specialist shots Direct goal (goalkeeper shots) Penalty shots Total Shots Element Expected: Always, if the information is available
Attribute	M/O	Value	Description	
Value	M	#0	Total saves.	
Attempt	O	#0	Shots at the goalkeeper	
Percent	O	#0	Efficiency (%).	

Sample (General)

```

.....
<StatItems Type="ST" Code="LD" Attempt="12" Value="4" Percent="33" >
  <ExtendedStat Code="SAVE" Value="2" />
  <ExtendedStat Code="MISS" Value="1" />
  <ExtendedStat Code="POST" Value="2" />
  <ExtendedStat Code="BLC" Value="2" />
</StatItems>
...
<StatItems Type="ST" Code="ASSIST" Value="1" />
<StatItems Type="ST" Code="TO" Value="2" />
<StatItems Type="ST" Code="ST" Value="3" />
<StatItems Type="ST" Code="BLC" Value="4" />
<StatItems Type="ST" Code="YC" Value="4" />
<StatItems Type="ST" Code="SHOT" Attempt="4" Value="1" Percent="25" />

```

2.3.5.6 Message Sort

Sort by Result @SortOrder



2.3.6 Current Information

2.3.6.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 Trigger and Frequency

- * At the start and end of every period (to start/stop clock)
- * Immediately after every change in the score.
- * Every time the clock starts and stops
- * During play i.e. after start and not during breaks in play, every 30 seconds after the last DT_CURRENT message when there is no other activity triggering this message.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.6.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of 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 /Clock (0,1)			
Clock Information			
Attribute	M/O	Value	Description
Period	O	SC@Period Code	Current Period if the information is available automatically from the timing device.
Time	M	mm:ss	Value of the clock
Running	M	Y, N	Indicates if the clock is currently running. Y to indicate the clock is running; N to indicate the clock is stopped.

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	#0	Result of the competitor for the unit.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartSortOrder	M	Positive Integer	Same @StartOrder
ResultType	M	SC@ResultType Code	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

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



Sample (Current)

```
<Competition>  
<Clock Period="H1" Time="1:34" Running="Y" />
```

2.3.6.6 *Message Sort*

Sort by SortOrder.



2.3.7 Play by Play

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	SC@Period Code N/A	Period code if sent for one period only. (H1, H2, OT1, OT2 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. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	P, T	Test message or production message.
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

Message with DocumentSubcode

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

Message without DocumentSubcode

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

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

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

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



In concept, the full play by play (without DocumentSubcode) is always the master, any time this message arrives all play by play data should be removed and replaced with this one. The intention is to only send before the start of the first period and at end of each period and after the game etc but may arrive at other times to correct issues in earlier periods.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



	ScoreH
	ScoreA
	LeadH
	LeadA
	SO_H
	SO_A
	Speed
	Loc
	X
	Y
	TimeStamp
	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
	Coaches (0,1)
	Coach (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Nationality

2.3.7.5 Message Values



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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	OT	0	Pos Description: 1..n Element Expected: Send for every OT started or played in the game
Attribute	M/O	Value	Description
Value	M	SC@Period Code	Send the applicable OT code

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
UnitNum	O	S(6)	Match number

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

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



Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	SC@Period Code	Period of the action within the match
Order	M	Positive Integer	Unique ascending sequential number for all the incidents and actions considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	O	SC@Action Code	Actions in the game. Send one action code. The first action of each period should always be "STARTP". For GK substituted action send two Athlete Elements: 1st GK Out (ActionRole=OUT), 2nd GK In (ActionRole=IN).
ActionAdd	O	SC@DestType Code	Shot destination: Top Left, Top Right ..., and Bottom Left. In case of goal or shots saved. For shots only
Comment	O	SC@ActionComment Code	Included when Action = STARTP or ENDP
When	O	mm:ss	Time in which the action occurred. Action's time in minutes and seconds Example (2:05). No leading zeros.
Result	O	SC@ResAction Code	Result of the Action for the player/team
ScoreH	O	##0	Total Home Score of the game after the action Send if there is a score change for either team or always in a PSO
ScoreA	O	##0	Total Away Score of the game after the action Send if there is a score change for either team or always in a PSO
LeadH	O	#0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	#0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
SO_H	O	#0	Home Score in penalty shootout
SO_A	O	#0	Away Score in penalty shootout
Speed	O	##0	Speed of the shot in km/h (for shots taken)
Loc	O	SC@Res_Sub Code	Shot position (type of shot)
X	O	S(20)	X coordinate of the action location (only for shots)
Y	O	S(20)	Y coordinate of the action location (only for shots)
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Competition /Actions /Action /Competitor (0,N)			
Competitor participating in the Action. Used when the Action is related to a competitor.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID



Type	M	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: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Positive Integer	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Shirt Number
Role	O	SC@ActionRole Code	Role of the player in the action, according to the available codes.

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

Element: Competition /Actions /Action /Competitor /Coaches /Coach (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
Order	O	Positive Integer	Coach order (if more than one coach is needed).

Element: Competition /Actions /Action /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

Sample (General)



```
<Action Id="123456" Period="H1" Order="3" Action="SHOT" When="2:14" Result="SAVE" ActionAdd="ML" LocA="LLD">  
  <Competitor Code="HBLWTEAM7-----RSA01" Type="T" Organisation="RSA" Order="1">  
    <Description TeamName="South Africa"/>  
    <Composition>  
      <Athlete Code="1106655" Order="1" Bib="17" >  
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />  
      </Athlete>  
    </Composition>  
  </Competitor>  
</Action>
```

2.3.7.6 Message Sort

Actions /Action @Order.



2.3.8 Pool Standings

2.3.8.1 Description

The pool standings message contains the standings of a group in a competition. 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
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 (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

The general rule is that this message is sent:

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

2.3.8.4 Message Structure

The following table defines the structure of the message.

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



	Gen	
	Sport	
	Codes	
	ExtendedInfos (0,1)	
	ExtendedInfo (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Progress (0,1)	
	LastUnit	
	UnitsTotal	
	UnitsComplete	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	SubEventName	
	Gender	
	Result (1,N)	
	Rank	
	RankEqual	
	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: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the full RSC of the most recently unit made official for the pool included in this message.
UnitsTotal	O	##0	Total number of units (games) to be played in the pool included in the message.
UnitsComplete	O	##0	Total number of units (games) which are official in the pool included in this message.

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



		ENG ShortDescription	
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank at the group. It is optional because the team can be disqualified.
RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC@ResultType Code	Type of the @Result attribute, either points or obtained by the competitor at all the games of the group
Result	O	#0 or CANCELLED	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC@IRM Code	The invalid rank mark, if applicable
QualificationMark	O	SC@QualificationMark Code	Qualified indicator.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. Initially by Draw number, later when competition starts order by Rank Always starts at 1.
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.
Tied	O	#0	Number of games tied 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 goals for Do not send if the team has not played.
Against	O	#0	Total number of goals against Do not send if the team has not played.
Diff	O	##0 or -##0	Goal difference, between goals for and goals against

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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



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

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	T	T for team
Pos	M	#0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the Unit for the Pool Item
HomeAway	O	H, A	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 31-16). 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. May be "Cancelled" or other appropriate term.

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

Sample (General)



```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="63" Against="81" Diff="-38" >
  <Competitor Code="HBLMTEAM7-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="HBLMTEAM7-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00"
Unit="HBLMTEAM7-----GPA-000200--" HomeAway="H" Result="42:40">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="HBLMTEAM7-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00"
Unit="HBLMTEAM7-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="HBLMTEAM7-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00"
Unit="HBLMTEAM7-----GPA-000500--" HomeAway="A" Result="21:41">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.8.6 Message Sort

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



2.3.9 Brackets

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Event Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

- * Before the first match of competition (START_LIST).
- * After every match in the preliminaries which determines a position in the bracket.
- * After every match during final phases.
- * 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: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Positive Integer	Total number of units to be played in the event
UnitsComplete	O	#0	Total number of units which are official of the UnitsTotal.

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

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

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Positive Integer	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.



			If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
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 (example "26-27"). May include an IRM.

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

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

Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC@CompetitorPlace Code	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(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: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)

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

Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool Code	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	SC@WLT Code	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID



Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

Sample (General)

```
<Bracket Code="FNL-">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="HBLWTEAM7-----SFNL000100--"
Result="25-22" >
      <CompetitorPlace Pos="1" Result="25" WLT="W" >
        <Competitor Code="HBLWTEAM7----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Result="22" WLT="L" >
        <Competitor Code="HBLWTEAM7----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.9.6 Message Sort

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



2.3.10 Statistics

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the event
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	-CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. (see DocumentSubcode) -TEAM_RANKING: Ranking of team tournament statistics. -IND_RANKING: Ranking of individual tournament statistics, for the best athletes. -TOU: Tournament statistics.
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 intermediate etc). INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

After each match

2.3.10.4 Message Structure

The following table defines the structure of the message.

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



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



Athlete (1,N)	
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Percent
	Rank
	RankEqual
	SortOrder

2.3.10.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team. Send after at least one unit is complete in the CUM, IND_RANKING and TEAM_RANKING messages.
UnitsTotal	O	Positive Integer	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Send in the CUM, IND_RANKING and TEAM_RANKING messages.



UnitsComplete	O	##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM, IND_RANKING and TEAM_RANKING messages.
---------------	---	-----	---

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

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

Element: Competition /Stats /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SHOT SD W LD PTY FB BT EG	N/A	Code Description: Total Shots / 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Empty Goal shots Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	
	Value	M	##0	Total goals of this type
	Attempt	O	##0	Shot taken of this type
	Percent	O	##0	Shooting percentage. Efficiency (%).
ST	ASSIST TO TF ST BLC YC RC RC_X RC_D EXC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	
	Value	M	##0	Total assists, turnovers / technical faults / steals / blocked / yellow cards / red cards (inc. direct and 3x2min)/ blue cards for the team.
ST	TMS	N/A	Element Expected:	



				Always, if the information is available for the DocumentSubtype=TOU
Attribute	M/O	Value	Description	
Value	M	S(3)	2 Minute Suspensions	
ST	SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK	N/A	Code Description: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers. Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
Attribute	M/O	Value	Description	
Value	M	##0	Total saves	
Attempt	O	##0	Shots	
Percent	O	##0	Efficiency (%)	

Element: Competition /Stats /Competitor (0,N)

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	T	T for team
Order	M	Positive Integer	Sort order for TEAM_RANKING: For each team: 1 -Rank, 2 -Team NOC code If teams share equal rank, present teams in alphabetical order by team NOC code Always show rank for each team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

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

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

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

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ST	SD W LD PTY FB BT EG SHOT	N/A	Code Description: 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Empty Goal / total shots. Element Expected: Always, if the information is available for the DocumentSubtype=CUM
Attribute	M/O	Value	Description
Value	M	##0	Total goals
Attempt	O	##0	Shots taken of this type
Percent	O	##0	Shooting percentage
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			



	Attribute	Value	Description	
	Code	BLC		
	Pos	N/A	N/A	
	Value	S(3)	Total Blocked. If doesn't apply send "N/A"	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	MISS		
	Pos	N/A	N/A	
	Value	##0	Total Missed	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	POST		
	Pos	N/A	N/A	
	Value	##0	Total Post.	
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	##0	Total Saves.	
ST		TL ML BL TC MC BC TR MR BR	N/A Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right shots for the teams. Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	Attribute	M/O	Value	Description
	Value	M	#0	Total goals at this destination
ST	Attempt	O	#0	Shot made at this destination
ST		ASSIST TF ST BLC TO	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	##0	Total assists/ technical faults / steals/ blocks / turnovers.
ST		YC RC RC_X RC_D EXC TMS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	M/O	Value	Description



	Value	M	##0	Total turnovers/ yellow cards/ red cards(inc. direct and 3x2min)/ blue cards / 2 Minute Suspensions for the team Total of this stat for the team
ST		TF_TEAM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	#0	Total technical faults bench/team
ST		YC_COACH RC_COACH EXC_COACH	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	#0	Yellow cards/Red cards/Blue cards for the Coach/Bench.
ST		TMS_COACH	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	S(3)	2 Minute Suspensions for the Coach
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total match played for team.
ST		PTY_PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Penalty Points
	Avg	O	#0.0	Average penalty points
	Rank	O	String	Team's rank on penalty points average
	RankEqual	O	Y	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Positive Integer	Sort Order for @Rank
ST		SD_R_GRA SD_C_GRA SD_L_GRA W_R_GRA W_L_GRA LD_R_GRA LD_C_GRA LD_L_GRA PS_GRA FB_GRA BT_GRA EG_GRA	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	#0/#0	Right/Centre/Left 6 metres, Right/Left Wing, Right/Centre/Left 9 metres,



				7 metres, Fast Breaks, Breakthroughs, Empty Goals Goals/shots for the team.
ST	SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK		N/A	Code Description: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers. Element Expected: Always for goalkeepers, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	##0	Total saves.
	Attempt	O	##0	Shots of this type against the goalkeeper
	Percent	O	##0	Efficiency (%).
ST	TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK		N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Saves for the Goalkeepers. Element Expected: Always for goalkeepers, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	#0	Total saves at this destination
	Attempt	O	#0	Shot at the goalkeeper at this destination
ST		ATC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	###0	Total Attacks for the team
	Percent	O	##0	Scoring Efficiency

Sample (General)

```
<StatsItem Type="ST" Code="LD" Pos="0" Attempt="12" Value="4" Percent="33" >
  <ExtendedStat Code="SAVE" Value="2" />
  <ExtendedStat Code="MISS" Value="1" />
  <ExtendedStat Code="POST" Value="2" />
  <ExtendedStat Code="BLC" Value="2" />
</StatsItem>
...
<StatsItem Type="ST" Code="ASSIST" Pos="0" Value="16" />
<StatsItem Type="ST" Code="TO" Pos="0" Pos="0" Value="23" />
<StatsItem Type="ST" Code="ST" Pos="0" Value="3" />
<StatsItem Type="ST" Code="BLC" Pos="0" Value="4" />
<StatsItem Type="ST" Code="YC" Value="4" />
<StatsItem Type="ST" Code="TMS" Value="7" />
<StatsItem Type="ST" Code="SHOT" Attempt="24" Value="15" Percent="63" />
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	##0	Sort order for CUM:



			Uniform number or disqualification, family name , given name Sort order for IND_RANKING: 1 -Rank, 2 -family name, 3 -given name
--	--	--	---

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Team member's stats item according to competitors' rules.			
Type	Code	Pos	Description
ST	SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value
	Value	M	##0
	Attempt	O	##0
	Percent	O	##0
	Rank	O	String
	RankEqual	O	Y
	SortOrder	O	Positive Integer
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM		
	Attribute	Value	Description
	Code	BLC	
	Pos	N/A	N/A
	Value	##0	Total blocked
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM		
	Attribute	Value	Description
	Code	MISS	
	Pos	N/A	N/A
	Value	##0	Total misses.



Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM					
	Attribute	Value	Description		
	Code	POST			
ST	Pos	N/A	N/A		
	Value	##0	Total post.		
ST		SD W LD PTY FB BT EG	N/A	Code Description: Total 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Empty Goal for the athlete Element Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of PTY also send when DocumentSubtype= IND_RANKING	
	Attribute	M/O	Value	Description	
	Value	M	##0	Total goals.	
	Attempt	O	##0	Shots taken	
	ST		TL ML BL TC MC BC TR MR BR	N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right shots for the athlete Element Expected: Always, if the information is available for the DocumentSubtype=CUM
		Attribute	M/O	Value	Description
	Value	M	#0n	Total goals for this destination	
	Attempt	O	#0	Shots taken at this destination	
ST		ASSIST TO TF YC RC RC_X RC_D EXC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of ASSIST also send when DocumentSubtype= IND_RANKING	
	Attribute	M/O	Value	Description	
	Value	M	##0	Total assists / turnovers / technical faults / yellow cards / red cards / blue cards for the athlete.	
	Rank	O	String	Athlete's rank on assists. Send for ASSIST only. (DocumentSubtype= IND_RANKING)	
	RankEqual	O	Y	Send Y in case the @Rank is an equalled rank else do not send. Send for ASSIST only. (DocumentSubtype= IND_RANKING)	
	SortOrder	O	Positive Integer	Sort Order for @Rank Send for ASSIST only. (DocumentSubtype= IND_RANKING)	
ST		ST BLC	N/A	Element Expected:	



			Always, if the information is available for the DocumentSubtype= CUM and IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	##0	Total steals / blocked for the athlete.
	Avg	O	#0.0	Average (only needed in IND_RANKING)
	Rank	O	String	Athlete's rank on steals/total blocked. (DocumentSubtype= IND_RANKING)
	RankEqual	O	Y	Send Y in case the @Rank is an equalled rank else do not send. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Positive Integer	Sort Order for @Rank (DocumentSubtype= IND_RANKING)
ST		TMS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	S(3)	2 Minute Suspensions for the athlete.
ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Time played for the athlete in all games where the athlete was participated. Do not send leading zeros
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total matches played for athlete.
ST		GOAL_ASSIST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total goals + assists.
	Rank	O	String	Athlete's rank on goals + assists.
	RankEqual	O	Y	Send Y in case the @Rank is an equalled rank else do not send.
	SortOrder	O	Positive Integer	Sort Order for @Rank
ST		PTY_PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	##0	Total penalty points for the athlete
	Avg	O	#0.0	Average
	Rank	O	String	Athlete's rank on average penalty points.
	RankEqual	O	Y	Send Y in case the @Rank is an equalled rank else do not send.
	SortOrder	O	Positive Integer	Sort Order for @Rank



ST	SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK	N/A	Code Description: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers. Element Expected: Always for goalkeepers, if the information is available for the DocumentSubtype=CUM. In the case of SHOT_GK & PTY_GK also send when DocumentSubtype= IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	##0	Total saves.
	Attempt	O	##0	Shots of this type to the goalkeeper
	Percent	O	##0	Efficiency (%).
	Rank	O	String	Goalkeeper's rank on efficiency of saves for total shots/penalty saves. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
	RankEqual	O	Y	Send Y in case the @Rank is an equalled rank else do not send. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Positive Integer	Sort Order for @Rank. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
ST	TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK	N/A	Code Description: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right shots for the Goalkeepers. Element Expected: Always for goalkeepers, if the information is available for the DocumentSubtype=CUM	
	Attribute	M/O	Value	Description
	Value	M	##0	Total saves for this destination
	Attempt	O	##0	Shots

Sample (General)

```
<StatsItem Type="ST" Code="LD" Attempt="12" Value="4" Percent="33" >
  <ExtendedStat Code="SAVE" Value="2" />
  <ExtendedStat Code="MISS" Value="1" />
  <ExtendedStat Code="POST" Value="2" />
  <ExtendedStat Code="BLC" Value="2" />
</StatsItem>
...
<StatsItem Type="ST" Code="ASSIST" Value="1" />
<StatsItem Type="ST" Code="TO" Value="2" />
<StatsItem Type="ST" Code="ST" Value="3" />
<StatsItem Type="ST" Code="BLC" Value="4" />
<StatsItem Type="ST" Code="YC" Value="4" />
<StatsItem Type="ST" Code="SHOT" Attempt="4" Value="1" Percent="25" />
```

2.3.10.6 Message Sort

Sort according to the @Order attributes.



2.3.11 Event Final Ranking

2.3.11.1 Description

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

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

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full 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. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.11.3 Trigger and Frequency

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

* After each final position is known.

2.3.11.4 Message Structure

The following table defines the structure of the message.

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



		LastUnit
		UnitsTotal
		UnitsComplete
	SportDescription (0,1)	
		DisciplineName
		EventName
		Gender
	Result (1,N)	
	Rank	
	RankEqual	
	Played	
	Won	
	Lost	
	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

2.3.11.5 Message Values

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



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

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

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

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

Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Organisation of the competitor



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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T")
Bib	O	S(2)	Shirt number.

Element: Competition /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 (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="HBLMTEAM7-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.11.6 Message Sort

Sort by Result @SortOrder



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				
Periodically as soon as ODF operations start	DT_PARTIC_TEAMS		x				
Periodically as soon as ODF operations start	DT_SCHEDULE		x				
	DT_PDF C08 Competition Schedule			x			
	DT_PDF C35A Competition Officials		x				
	DT_PDF C35B IHF Referees and Delegates		x				
	DT_PDF C76 Tournament Summary	START_LIST		x			

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After initial download and as soon as Participant verification process finishes (ORIS C38 process)	DT_PARTIC_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
After the Technical Meeting	DT_PARTIC_TEAMS_UPDATE		x				
	DT_PDF C33 - Team Roster			x			
Before the start of the competition	DT_POOL_STANDING	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
As soon as the teams are known or if there is any change in the line-up	DT_RESULT	START_LIST					x
Send empty when the start list is available	DT_PLAY_BY_PLAY	START_LIST					x
	DT_PDF C58 Daily Schedule		x				
	DT_PDF C51 - Start List						x
	DT_PDF C65 Match Report						x
	DT_PDF C76 Tournament Summary	START_LIST		x			

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
After every action	DT_CURRENT						x



After the end of every period	DT_CURRENT							x
	DT_RESULT	LIVE						x
	DT_PLAY_BY_PLAY	LIVE						x
After each period	DT_PLAY_BY_PLAY	INTERMEDIATE						x
When Competition has a planned break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x					o
After each period	DT_RESULT	INTERMEDIATE						x
When Competition resumes	DT_SCHEDULE_UPDATE	RUNNING	x					o
After the end of the first half	DT_PDF C73 Results	INTERMEDIATE						x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finishes	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
When Competition results are validated	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
After last match of each group in preliminary round and after every match during final phases	DT_BRACKETS	INTERMEDIATE		x			
After every match in preliminary round	DT_POOL_STANDING	INTERMEDIATE			x		
After last match in preliminary round	DT_POOL_STANDING	UNOFFICIAL			x		
After last match in preliminary round. Results are validated	DT_POOL_STANDING	OFFICIAL			x		
At the end of each phase and bronze match	DT_RANKING	PARTIAL		x			
After each match	DT_STATS			x			
	DT_PDF C65 Match Report						x
	DT_PDF C73 Results	OFFICIAL					x
	DT_PDF C69 Play by Play	OFFICIAL					x
	DT_PDF C83 Match Team Statistics	OFFICIAL					x
	DT_PDF C77 Empty Goal Analysis	OFFICIAL					x
	DT_PDF C84A Cumulative Statistics	INTERMEDIATE		x			
	DT_PDF C84B Overall Team Statistics	INTERMEDIATE		x			
	DT_PDF C84C Team Fair Play	INTERMEDIATE		x			
	DT_PDF C85A Individual Statistics	INTERMEDIATE		x			
	DT_PDF C85B Goalkeeper Statistics	INTERMEDIATE		x			
	DT_PDF C85C Fastest Goal Scoring Shots	INTERMEDIATE		x			
After every match of the day and after the end of each phase	DT_PDF C76 Tournament Summary	INTERMEDIATE		x			
Only after Bronze medal match	DT_MEDALLISTS	PARTIAL		x			
After bronze medal match	DT_PDF C92C Medallists (Team)	PARTIAL		x			



After bronze medal match	DT_PDF C93 Medallists by Event		x				
After bronze medal match	DT_PDF C95 Medal Standings		x				
After gold medal match	DT_BRACKETS	UNOFFICIAL		x			
After gold medal match validated	DT_BRACKETS	OFFICIAL		x			
After gold medal match validated	DT_MEDALLISTS	OFFICIAL		x			
After bronze and gold medal match	DT_MEDALS		x				
After bronze and gold medal match	DT_MEDALLISTS_DISCIPLINE		x				
After gold medal match	DT_RANKING	OFFICIAL		x			
	DT_PDF C76 Tournament Summary	OFFICIAL		x			
	DT_PDF C84A Cumulative Statistics	OFFICIAL		x			
	DT_PDF C84B Overall Team Statistics	OFFICIAL		x			
	DT_PDF C84C Team Fair Play	OFFICIAL		x			
	DT_PDF C85A Individual Statistics	OFFICIAL		x			
	DT_PDF C85B Goalkeeper Statistics	OFFICIAL		x			
	DT_PDF C85C Fastest Goal Scoring Shots	OFFICIAL		x			
	DT_PDF C92C Medallists (Team)	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V1.0	14 Oct 2025	First version, adaptation to MiCo schema

File Reference: SYOG-2026-HBB-1.0 SFR

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