Olympic Data Feed

Rugby Sevens
ODF Data Dictionary
Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Rugby Sevens 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 Rugby Sevens 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 Rugby Sevens Overview

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

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

2.2 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in 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\n 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_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	

DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_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 in message	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
			IFId

2.3.1.5 Message Values

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

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

			Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	Y	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	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) This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	Y	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. Can use match number so the units are displayed in the correct order when at the same time.
Medal	O	SCGEN@UnitMedalType Code	Indicator of medal awarded for this unit.
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC@LOCATION Id	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).

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	A, 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
IFId	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.

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.

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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.

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	

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	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. 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. 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.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.

			The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	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)

Message Sort

The message is sorted by Participant @Code

International
Olympic
Committee

Element: Competition /Participant /Discipline /DisciplineEntry (0,N)

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	CLUB_NAME	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(25)	Club name
ENTRY	CLUB_CITY	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(25)	Club City
ENTRY	INTERNAT_TOU_PLAYED	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	International tournaments played
ENTRY	SHIRT_NAME	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(25)	Shirt Name of the player
ENTRY	U19	N/A	Element Expected: As soon as it is known (from OVR only).
Attribute	**M/O**	**Value**	**Description**
Value	M	Y	Send Y if the athlete is U19 at the start of the Tournament

Sample (Participants)

```
<Discipline Code="RU7-----------------------------" IFId="203258" >
  <RegisteredEvent Event="RU7MTEAM7------------------------" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="B" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />
    <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />
    <EventEntry Type="ENTRY" Code="INTERNAT_TOU_PLAYED" Value="34" />
```

2.3.2.2 Message Sort

The message is sorted by Participant @Code

International
Olympic
Committee

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(s) 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 to indicate the number of the shirt: 1- Primary 2-Alternate. Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt Colour

Type	Code	Pos	Description
ENTRY	SHORTS	0	Pos Description: Send 1, 2 to indicate the number of the short: 1- Primary 2-Alternate. Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	S(25)	Shorts Colour

Type	Code	Pos	Description
ENTRY	SOCKS	0	Pos Description: Send 1, 2 to indicate the number of the socks: 1- Primary 2-Alternate. Element Expected: If the information is available

	Attribute	M/O	Value	Description
	Value	M	S(25)	Socks colour

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 List of Entries by Event

2.3.4.1 Description

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

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

2.3.4.4 Message Structure

The following table defines the structure of the message.

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

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

	Value

2.3.4.5 Message Values

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

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

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

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

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

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

Type	Code	Pos	Description
ENTRY	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	The position in which the team is seeded for the competition.

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

Type	Code	Pos	Description
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

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

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

Type	Code	Pos	Description
ENTRY	POSITION	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	CC@POSITION Id	Position Code in the Team

Type	Code	Pos	Description
ENTRY	CAPTAIN	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	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" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

* START LIST: As soon as the team/teams are known.
* START LIST: As soon as any of the line-up and starters are known and any change/addition to these.
* LIVE: At the beginning of each period.
* LIVE: After every change in any data [scores, substitute, DQ etc].
* INTERMEDIATE: After each period (if it is not the last period).
* UNOFFICIAL / OFFICIAL: After the match (unit).

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

		Code			
		HomeScore			
		AwayScore			
		HomePeriodScore			
		AwayPeriodScore			
	Result (1,N)				
		Result			
		IRM			
		WLT			
		SortOrder			
		StartOrder			
		StartSortOrder			
		ResultType			
		Competitor (1,1)			
			Code		
			Type		
			Organisation		
			Description (0,1)		
				TeamName	
			Coaches (0,1)		
				Coach (1,N)	
					Code
					Order
					Function
					Description (1,1)
						GivenName
						FamilyName
						Gender
						Nationality
			EventUnitEntry (0,N)		
				Type	
				Code	
				Pos	
				Value	
			StatsItems (0,1)		
				StatsItem (1,N)	
					Type
					Code
					Pos
					Value
					Attempt

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

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 Code SC@GameState Code	Send current period or the GameState Use SC@Period unless some GameState applies
DISPLAY		String	0	Code Description: Send the @Code of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: CONV, PTY, DROP, PTRY Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the athlete or team who was updated
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When applicable (for PTRY) and only when the unit is LIVE. Send multiple if applicable**			
	Attribute	**Value**	**Description**	
	Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /StatsItems /StatItem. May be: PTS. Only applies to PTRY.	
	Pos	N/A		
	Value	Y	Send Y	

Sample (ExtendedInfos)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-25T17:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="H2" />
  <ExtendedInfo Type="DISPLAY" Code="CONV" Pos="1" Value="2518090" />
</ExtendedInfos>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(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
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. Can be different from the function sent in the DT_PARTIC message.
Order	M	Positive Integer	Send by Order as on official score sheet

Element: Competition /Officials /Official /Description (1,1)

Officials extended information.

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

Element: Competition /Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Competitor code of the home competitor. Must be sent if known
Away	M	S(20) with no leading zeroes	Competitor code of the away competitor. Must be sent if known

Element: Competition /Periods /Period (1,N)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC@Period Code	Period's code Send for each period and each overtime (not cumulative overtime)
HomeScore	M	##0	Overall score of the home competitor at the end of the period
AwayScore	M	##0	Overall score of the away competitor at the end of the period
HomePeriodScore	O	##0	Score of the home competitor just for this period
AwayPeriodScore	O	##0	Score of the away competitor just for this period

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	**M/O**	**Value**	**Description**
Result	O	##0	IRM of the Team for the particular event unit
IRM	O	SC@IRM Code	IRM of the Team for the particular event unit. If match abandoned, then send ABD for both else there is usually only one IRM (if applicable)
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Positive Integer	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Positive Integer	Same @StartOrder
ResultType	O	SC@ResultType Code	Result type

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 another indicator (SC@CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	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	Order of the officials sent
Function	M	CC@DISCIPLINE_FUNCTION Id	Official function

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)

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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**	**Description**
Value	M	SC@Home Code	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	String	Shirt colour of the team
EUE	SHORTS	N/A	Element Expected: If it is available
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Shorts/Skirts colour of the team
EUE	SOCKS	N/A	Element Expected: If available
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Socks colour of the team

Sample (Entries)

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Red" />
<EventUnitEntry Type="EUE" Code="SHORTS" Value="Blue" />
```

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

Type	Code	Pos	Description
ST	PTS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Points scored
ST	TRY	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Tries made
ST	CONV	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**

	Value	M	#0	Conversions made
	Attempt	O	#0	Conversion attempts
ST		DROP	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Drop goals
	Attempt	O	#0	Drop goal attempts
ST		PTY	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Penalty goals
	Attempt	O	#0	Penalty goal attempts
ST		PTRY	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Penalty Tries

Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available.**		
Attribute	**Value**	**Description**
Code	PTS	
Pos	N/A	
Value	#0	Penalty Tries Points

ST		YC	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Red Cards

Sample (Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Value="14" />
  <StatsItem Type="ST" Code="TRY" Value="2" />
  <StatsItem Type="ST" Code="CONV" Attempt="2" Value="1" />
  <StatsItem Type="ST" Code="DROP" Attempt="2"Value="2" />
  <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />
</StatsItems>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
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: Send just for those suspended players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@AthleteStatus Code	Send "SUSPEND" if the player is suspended
EUE		HIA	N/A	Element Expected: Send only for those with HIA status
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send Y if the participant has HIA status
EUE		CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send "Y" only if the player is captain
EUE		STARTER	N/A	Element Expected: Send just for those Starter players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send "Y" if the competitor is a Starter
EUE		POSITION	N/A	Element Expected: For starting players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC@POSITION Id	Position for the players
EUE		U19	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**

Value	M	Y	Send Y if the athlete is U19 at the start of the Tournament

Sample (Athlete entries)

```
<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="B" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	PTS	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Points scored
ST	TRY	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Tries made
ST	CONV	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Conversions made
Attempt	O	#0	Conversion attempts
ST	DROP	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Drop goals
Attempt	O	#0	Drop goal attempts
ST	PTY	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Penalty goals
Attempt	O	#0	Penalty Goal Attempts
ST	YC	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Yellow cards
ST	RC	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Red cards
ST	MINS	N/A	Element Expected: Always, if the information is available.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Minutes played

Sample (Player stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Value="14" />
  <StatsItem Type="ST" Code="TRY" Value="2" />
  <StatsItem Type="ST" Code="CONV" Attempt="2" Value="1" />
  <StatsItem Type="ST" Code="DROP" Attempt="2" Value="2" />
  <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />
  <StatsItem Type="ST" Code="MINS" Value="90" />
</StatsItems>
```

2.3.5.6 Message Sort

Sort by Result @SortOrder

2.3.6 Current Information

2.3.6.1 Description

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

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 Trigger and Frequency

* At the start and end of every period (to start/stop clock)
* Immediately after every change in the score including penalties.
* Every time the clock starts and stops
* During play i.e. after start and not during breaks in play, every 2 minutes after the last DT_CURRENT message when there is no other activity triggering this message.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

	ResultType	
	Competitor (1,N)	
		Code
		Type
		Organisation

2.3.6.5 Message Values

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

Element: Competition /Clock (0,1)			
Attribute	**M/O**	**Value**	**Description**
Period	O	SC@Period Code	Current Period
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	Team score
SortOrder	M	Positive Integer	For Home Team (1) and the Visitor (2)
StartSortOrder	M	Positive Integer	Same @SortOrder
ResultType	O	SC@ResultType Code	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

2.3.6.6 Message Sort

Sort by Period @Code

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 (game)
DocumentSubcode	SC@Period Code N/A	Period code if sent for one period only. Only halves or OTn for each overtime if applicable. (H1, H2, OT1 ..) 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				
			Period				
			Order				
			Action				
			ActionDesc				
			Comment				
			When				
			Result				
			ScoreH				

				ScoreA	
				LeadH	
				LeadA	
				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

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
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always			

	Attribute	Value	Description
	Code	MAX_TIME	
	Pos	N/A	
	Value	#0	Maximum length of OT in minutes

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. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	SC@Period Code	Period within the match
Order	M	Positive Integer	Unique sequential ascending 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	Actions in the game, Send one action code

		Code	
ActionDesc	O	S(200)	Text information related to the action (in ENG)
Comment	O	SC@ActionComment Code	Included when Action = STARTP or ENDP
When	O	mm:ss	Time in minutes and seconds in which the action occurred. Example (2:05) Do not send leading zeros in minutes over 1 minute
Result	O	SC@ResAction Code	Result of the Action for the player/team
ScoreH	O	##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	##0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	[+/-]##0	Lead of the home team. Difference between the numbers of goals for the Home Team. Use + for home team lead, and - for visitor team lead or just 0 is equal. Send if there is a score change for either team.
LeadA	O	[+/-]##0	Lead of the away team. Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead or just 0 is equal. Send if there is a score change for either team.
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	A, T	A for athlete, T for team
Order	O	Positive Integer	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.
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. Send 1 if only one.
Bib	O	S(2)	Shirt number
Role	O	SC@ActionRole Code	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.

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

Sample (Action)

```
<Action Id="123456" Period="H1" Order="3" Action="TRY" When="2:00" ScoreH="0" ScoreA="5" LeadH="-5" LeadA="+5" Text="Text example"" >
  <Competitor Code="RU7WTEAM7-----SA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.3.7.6 Message Sort

Actions /Action @Order.

2.3.8 Pool Standings

2.3.8.1 Description

The pool standings message contains the standings of a group in a competition. 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 (game, match, etc.).

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Phase Code	Full Phase level RSC including both for each group and combined ranking
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (before and during the phase for separate pools) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches 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.

2.3.8.3 Trigger and Frequency

The general rule is that this message is sent:
* Before the start of the competition to build in the initial tables. The message has status START_LIST.
* When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
* When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL.

Trigger also after any change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (0,N)			
			Type		
			Code		
			Pos		
			Value		
		Progress (0,1)			
			LastUnit		
			UnitsTotal		
			UnitsComplete		
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		SortOrder			
		Won			
		Lost			
		Tied			
		Played			
		For			
		Against			
		Diff			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
		Competitor (1,1)			

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

2.3.8.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	QUAL_RULE	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**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 ENG ShortDescription	Phase ENG Description of the Event Phase, not code
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	Text	Rank at the group. It is optional because the team can be disqualified For the combined ranking send A1 etc. as appropriate
RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
ResultType	M	SC@ResultType Code	Result type, either points or IRM with points obtained by the competitor at all the games of the group (or all groups depending on 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. In case of combined ranking, do not send for the top 6 seeding places. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC@IRM Code	IRM Send just in the case @ResultType is points and IRM
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	#0	Number of games won by the team in the group Do not send if the team has not played. In case of combined ranking, do not send for the top 6 seeding places.
Lost	O	#0	Number of games lost by the team in the group Do not send if the team has not played. In case of combined ranking, do not send for the top 6 seeding places.
Tied	O	#0	Number of games tied by the team in the group Do not send if the team has not played. In case of combined ranking, do not send for the top 6 seeding places.
Played	O	#0	Number of games played by the team in the group Do not send if the team has not played.
For	O	#0	Total number of points for In case of combined ranking, do not send for the top 6 seeding places. Do not send if the team has not played.
Against	O	#0	Total number of points against

			In case of combined ranking, do not send for the top 6 seeding places. Do not send if the team has not played.
Diff	O	##0 or -##0	Difference of points for/against In case of combined ranking, do not send for the top 6 seeding places. Do not send if the team has not played.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	SUB_RES	N/A	Element Expected: If available

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In case of combined ranking, do not send for the top 6 seeding places.		
Attribute	**Value**	**Description**
Code	DIFF	
Pos	N/A	
Value	##0 or -##0	Difference of tries for/against

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In case of combined ranking, do not send for the top 6 seeding places.		
Attribute	**Value**	**Description**
Code	LOST	
Pos	N/A	
Value	#0	Total number of tries against

Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In case of combined ranking, do not send for the top 6 seeding places.		
Attribute	**Value**	**Description**
Code	WON	
Pos	N/A	
Value	#0	Total number of tries for

ER		SUB_RANK	N/A	Element Expected: Always for the combined group
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Rank in the original pool

ER		BP	N/A	Element Expected: Always, if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Bonus points for a loss by 7 points or less

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

International
Olympic
Committee

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 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

Element: 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 (Pool Standings)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="3" Against="3" Diff="0">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SUB_RES">
        <Extension Code="WON" Value="2" />
        <Extension Code="LOST" Value="11" />
        <Extension Code="DIFF" Value="-9" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="RU7MTEAM7-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent   Code="RU7MTEAM7-----BRA01"   Type="T"   Pos="1"   Organisation="BRA"   Date="2012-07-27"   Time="14:00"
Unit="RU7MTEAM7-------------GPA-000200--" HomeAway="H" Result="2:0">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent   Code="RU7MTEAM7-----BLR01"   Type="T"   Pos="2"   Organisation="BLR"   Date="2012-08-01"   Time="09:00"
Unit="RU7MTEAM7-------------GPA-000400--" HomeAway="A" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent   Code="RU7MTEAM7-----NZL01"   Type="T"   Pos="4"   Organisation="NZL"   Date="2012-07-29"   Time="09:00"
Unit="RU7MTEAM7-------------GPA-000500--" HomeAway="A" Result="1:3">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.8.6 Message Sort

The attribute used to sort the results is Result @SortOrder

2.3.9 Brackets

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

* Before the competition. (START_LIST)
* After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
* After every match during final phases. (INTERMEDIATE)
* After the last match (OFFICIAL)

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	S(6)	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	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved.
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 "26-12"). 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	It will be 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 or RSC of Pool/Combined	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool or S(6) Code	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the SC@Pool code or the match number if not from pool.
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 (Brackets)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="RU7WTEAM7-------------SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="RU7WTEAM7-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="RU7WTEAM7-----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 TOU IND_RANKING	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. TOU: For Tournament statistics (like Tournaments Total statistics) IND_RANKING: Ranking of individual tournament statistics, for the best athletes.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.10.3   Trigger and Frequency

After each match

2.3.10.4   Message Structure

The following table defines the structure of the message.

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

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

					Organisation
					BirthDate
					IFId
			StatsItems (0,1)		
				StatsItem (1,N)	
					Type
					Code
					Pos
					Value
					Attempt
					Rank
					RankEqual
					SortOrder

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

Element: 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	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	O	CC@DISCIPLINE_GENDER	Gender code for the event unit

		Gender	

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)

Statistics for the event unit / phase or event - depending on the headers' DocumentCode.

Type	Code	Pos	Description
ST	PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
Attribute	**M/O**	**Value**	**Description**
Value	M	###0	Points scored
ST	TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Tries made
ST	CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Conversions made
Attempt	O	##0	Conversion Attempts
ST	DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Drop goals
Attempt	O	##0	Drop goal attempts
ST	PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Penalty goals
Attempt	O	##0	Penalty goal attempts
ST	PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Penalty tries
Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available for the DocumentSubtype=CUM**			
Attribute	**Value**	**Description**	
Code	PTS		

	Pos	N/A		
	Value	##0	Penalty Tries points	
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Yellow cards
ST		RC	N/A	Type Description: Element Expected: Always, if the information is available for the DocumentSubtype = TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Red cards

Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	T	T for team
Order	M	Positive Integer	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Team competitor's stats item, according to competitors' rules.			
Type	**Code**	**Pos**	**Description**
ST	IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@IRM Code	Disqualification / IRM code for the team
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Matches played
ST	PTS	0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (against) Element Expected:

			Always, if the information is available for the DocumentSubtype = CUM
Attribute	**M/O**	**Value**	**Description**
Value	M	###0	Points scored

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected Always, if the information is available for the DocumentSubtype = CUM and Pos = 1

	Attribute	**Value**	**Description**	
	Code	DIFF		
	Pos	N/A		
	Value	##0 or -##0	Points Difference send "-" in front if negative	
ST		TRY	0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (against) Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Tries

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected Always, if the information is available for the DocumentSubtype=CUM and Pos = 1

	Attribute	**Value**	**Description**	
	Code	DIFF		
	Pos	N/A		
	Value	###0	Tries Difference send - in front if negative	
ST		CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Conversions made
	Attempt	O	##0	Conversion attempts
ST		DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Drop goals
	Attempt	O	##0	Drop goal attempts
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Penalty goals
	Attempt	O	##0	Penalty goal attempts
ST		PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Penalty tries

	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	PTS		
	Pos	N/A		
	Value	##0	Penalty Tries points	
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Total yellow cards
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Total red cards

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 a team member
Order	M	Positive Integer	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	IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM	
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@IRM Code	Disqualification / IRM code for the athlete
ST	MP	N/A	Element Expected:	

	Attribute	M/O	Value	Description
				Always, if the information is available for the DocumentSubtype = CUM
	Value	M	#0	Matches played
ST		PTS	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	Points scored
	Rank	O	S(3)	Athlete's Ranking based on Points scored
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Positive Integer	Sort Order for @Rank
ST		TRY	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	Tries made
	Rank	O	S(3)	Athlete's Ranking based on Tries made
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Positive Integer	Sort Order for @Rank
ST		CONV	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	Conversions made
	Attempt	O	##0	Conversion attempts
	Rank	O	S(3)	Athlete's Ranking based on Conversions made
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Positive Integer	Sort Order for @Rank
ST		DROP	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	Drop goals
	Attempt	O	##0	Drop goal attempts
	Rank	O	S(3)	Athlete's Ranking based on Drop Goals made
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Positive Integer	Sort Order for @Rank
ST		PTY	N/A	Element Expected:

	Attribute	M/O	Value	Description
				Always, if the information is available for the DocumentSubtype = CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Penalty goals
	Attempt	O	##0	Penalty goal attempts
	Rank	O	S(3)	Athlete's Ranking based on Penalty Goals made
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Positive Integer	Sort Order for @Rank
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Total Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Total red cards
ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmm:ss	Minutes played

2.3.10.6   Message Sort

Sort according to the @Order attributes.

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2.3.11 Event Final Ranking

2.3.11.1 Description

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

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

2.3.11.2 Header Values

The following table describes the message header attributes.

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

2.3.11.3 Trigger and Frequency

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

2.3.11.4 Message Structure

The following table defines the structure of the message.

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

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Document Control

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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	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
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. Must be included if it is a single gender

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 in case of the Rank has been equalled else do not send.
Played	O	##0	Number of matches played by the competitor in the event
Won	O	##0	Number of matches won by the competitor in the event
Lost	O	##0	Number of matches lost by the competitor in the event
Tied	O	##0	Number of matches tied by the competitor in the event
IRM	O	SC@IRM Code	Send just 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. Only applies for teams

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 a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number.

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

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
  <Competitor Code="RU7MTEAM7-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.11.6   Message Sort

Sort by Result @SortOrder

2.3.12 Weather conditions

2.3.12.1 Description

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

2.3.12.2 Header Values

The following table describes the message header attributes.

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

2.3.12.3 Trigger and Frequency

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

2.3.12.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.12.5 Message Values

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

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

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

Element: Competition /Weather /Conditions /Condition (0,3)

Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC@WeatherCondition Id	Codes that describe the Weather Condition.

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

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

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

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

Message Sort

There is no special sort order requirement for this message.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				
	DT_PDF C08 - Competition Schedule		x				
	DT_PDF C35 - Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
For any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
After the Technical Meeting	DT_PARTIC_TEAMS_UPDATE		x				
Before the start of the competition to build in the initial tables	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 C33 - Team Roster			x			
	DT_PDF C76 - Competition Summary	START_LIST		x			
	DT_PDF C58 - Daily Schedule		x				
No later than thirty (30) minutes before the scheduled start of the match	DT_PDF C51 - Start List	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
At the start/end of every Period	DT_CURRENT						x
Every time the score changes	DT_CURRENT						x
Every 2 minutes after the last DT_CURRENT message when there is no other activity triggering this message	DT_CURRENT						x

Trigger	Message	Status	D	E	P	S	U
After every action/period/extra time/match	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					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

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finishes	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_CURRENT						x
	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 every match in the preliminaries which determines a position in the bracket AND after every match during final phases	DT_BRACKETS	INTERMEDIATE		x			
After each match	DT_STATS			x			
	DT_POOL_STANDING	INTERMEDIATE			x		
	DT_PDF C73 - Match Report	OFFICIAL					x
	DT_PDF C76 - Competition Summary	INTERMEDIATE		x			
	DT_PDF C84A - Cumulative statistics	INTERMEDIATE		x			
	DT_PDF C84B - Overall Team Statistics	INTERMEDIATE		x			
	DT_PDF C85A - Individual Overall Scoring Statistics	INTERMEDIATE		x			
	DT_PDF C85B - Best Performers	INTERMEDIATE		x			
End of Day or end of Pool Round, Quarterfinals and Semifinals	DT_PDF C76 - Competition Summary	INTERMEDIATE		x			
	DT_PDF C58 - Daily Schedule		x				
After the Bronze Medal unit	DT_MEDALLISTS	PARTIAL		x			
	DT_MEDALS		x				
	DT_MEDALLIST_DISCIPLINE		x				
	DT_RANKING			x			
	DT_PDF C92C - Medallists	PARTIAL		x			
	DT_PDF C93 - Medallist by Event		x				
	DT_PDF C95 - Medal Standing		x				
After the Gold Medal unit	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALS		x				
	DT_MEDALLIST_DISCIPLINE		x				
	DT_RANKING	OFFICIAL		x			

DT_PDF C76 - Competition Summary	OFFICIAL		x			
DT_PDF C84A - Cumulative statistics	OFFICIAL		x			
DT_PDF C84B - Overall Team Statistics	OFFICIAL		x			
DT_PDF C85A - Individual Overall Scoring Statistics	OFFICIAL		x			
DT_PDF C85B - Best Performers	OFFICIAL		x			
DT_PDF C92C - Medallists	OFFICIAL		x			
DT_PDF C93 - Medallist by Event		x				
DT_PDF C95 - Medal Standing		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	30 Sep 2025	First version

File Reference: SYOG-2026-RU7-1.0 SFR

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First version, adapted to MiCo schema DT_POOL_STANDING: Bonus Points (ER BP) added