



# Olympic Data Feed



## Beach Volleyball ODF Data Dictionary

Technology and Information Department  
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## 1 Introduction

### 1.1 This document

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

### 1.2 Objective

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

### 1.3 Main Audience

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

### 1.4 Glossary

The following abbreviations are used in this document.

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

### 1.5 Related Documents

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



## 2 Messages

### 2.1 Beach Volleyball 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.

\* The detailed schedule will not be known prior to the draw and as a result the scheduled units will be temporary ones until the draw. The temporary units for later rounds will remain until the teams are known and the matches allocated. The temporary units are easily identified as all use the phase TMRY. These units will be unscheduled when the matches are determined.

### 2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X



DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

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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

## 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.

### 2.3.1.2 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.

### Message Structure

The following table defines the structure of the message.

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



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



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

### Message Values

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

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



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

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

### Sample (General)

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

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



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



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

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

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

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

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

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



<b>Element: Competition /Unit /StartList /Start /PreviousUnit (0,N)</b>			
<b>Previous Event Unit related to the Start@SortOrder for the current unit. It is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM. Include only if the real competitors are not known.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.

<b>Element: Competition /Unit /StartList /Start /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID, 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

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

## 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 includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their 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.



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



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



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

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

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

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

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	SHIRT_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(25)
	Description		
	Shirt Name of the player		
ENTRY	HAND	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Hand Code
	Description		
	Handedness of the Player		

**Message Sort**

The message is sorted by Participant @Code



International  
Olympic  
Committee

SYOG-2026-VBV-1.0 SFR



## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

### 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.

### 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.

### 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	

## 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: 1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt  Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(25)	Shirt Colour

### Sample ( )

```
<Team Code="VBVMTEAM2---BLR01" Organisation="BLR" Number="1" Name="Smith/Jones" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="VBV-----" >
    <RegisteredEvent Event="VBVMTEAM2-----" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

### 2.3.3.2 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 <b>by NOC, Gender, Name etc</b> following the entry list requirements for the event referenced in the message header.
<b>EntryStatus</b>	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).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
	<b>Description</b>		The position in which the team is seeded for the competition.
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
	<b>Description</b>		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	CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y
	<b>Description</b>		Send "Y" if the competitor is the Captain.
ENTRY	POSITION	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC@POSITION Id
	<b>Description</b>		Send the athlete role

**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 LIVE INTERMEDIATE (after each period or unplanned break in play) OFFICIAL UNOFFICIAL PROVISIONAL
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.

### 2.3.5.3 Trigger and Frequency

\* START LIST: As soon as the team/teams are known and any change to these (ExtendedInfos, Event Unit competitors, IRMs prior to the start of the unit,...).

\* LIVE: At the beginning of each set.

\* LIVE: After every rally (score change) and after any data correction (scores, match info, stats,...).

\* INTERMEDIATE: After each period (set).

\* UNOFFICIAL / OFFICIAL: After the match (unit).

Send on any other change.



### 2.3.5.4 Message Structure

The following table defines the structure of the message.

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



	Home
	Away
	Period (1,N)
	Code
	HomeScore
	AwayScore
	HomePeriodScore
	AwayPeriodScore
	Duration
	ExtendedPeriods (0,1)
	ExtendedPeriod (1,N)
	Type
	Code
	Pos
	Value
	Result (1,N)
	Result
	IRM
	WLT
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Competitor (1,1)
	Code
	Type
	Description (0,1)
	TeamName
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	StatsItems (0,1)
	StatsItem (1,N)



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

### 2.3.5.5 Message Values

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



Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time. It should only be sent at the end of each unit.
Duration	O	h:mm	Match duration. Do not send hours if zero.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	DURATION_PLAYING	N/A	Element Expected: Update with each version of the message after the match starts	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm	Total playing time. Do not send hours if zero.
UI	PERIOD	N/A	Element Expected: Always when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Period Code SC@GameState Code	Send current period or the GameState Use SC@Period unless some GameState applies
UI	SERVE	A, H	Pos Description: Team serve indicator, send H for Home, A for Away Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID of the athlete who is serving.
UI	MATCH_POINT	N/A	Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	A, H	Match point indicator Send H for Home Team Send A for Away Team
UI	SET_POINT	N/A	Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	A, H	Match point indicator Send H for Home Team Send A for Away Team
DISPLAY	SRV ATC BLC DIG PTY	#0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatItem or Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: SRV, ATC, BLC, DIG, PTY.  Pos Description:	



			Unique sequential number for all the statistics to highlight  Element Expected: When available and only when unit is LIVE. Send multiple if applicable
Attribute	M/O	Value	Description
Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available and only when the unit is LIVE. Send multiple if applicable.</b>			
Attribute	Value	Description	
Code	String	Possible values with SRV & ATC only: ACE, ATT, FLT, SCS.	
Pos	N/A	Do not send anything	
Value	Y	Send 'Y'	

### Sample (ExtendedInfos)

```
<ExtendedInfos>
<UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
<ExtendedInfo Type="DISPLAY" Code="SRV" Pos="1" Value="2518090">
  <Extension Code="ATT" Value="Y" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="SRV" Pos="2" Value="VBVMTEAM2---GER01">
  <Extension Code="ATT" Value="Y" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="BLC" Pos="3" Value="3748065"/>
<ExtendedInfo Type="DISPLAY" Code="BLC" Pos="4" Value="VBVMTEAM2---GER01"/>
<ExtendedInfo Type="DISPLAY" Code="ATC" Pos="5" Value="3748065">
  <Extension Code="SCS" Value="Y" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="ATC" Pos="6" Value="VBVMTEAM2---GER01">
  <Extension Code="SCS" Value="Y" />
</ExtendedInfo>
....
```

#### 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	Venue Code



		Id	
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	####0	Total attendance

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 (example: referee, etc.).  Can be different from the function sent in the DT_PARTIC message.
Order	M	Positive Integer	Order of officials

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	Home Competitor ID. Must be sent if known
Away	M	S(20) with no leading zeroes	Away Competitor ID. 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	Set number. Also always send TOT.
HomeScore	O	##0	Overall score (total points) of the first named competitor to this point in the match.
AwayScore	O	##0	Overall score (total points) of the second named competitor to this point in the match.
HomePeriodScore	O	##0	Points score of the first named competitor just for each period.
AwayPeriodScore	O	##0	Points score of the second named competitor just for each period.
Duration	O	mm	Playing time of each set. (not for TOT)



Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type	Code	Pos	Description	
OFFICIAL	HOME	N/A	Element Expected: If the match is not completed and "official" period scores are used, send all periods except TOT.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Score for the Period
OFFICIAL	AWAY	N/A	Element Expected: If the match is not completed and "official" period scores are used, send all periods except TOT.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Score for the Period
EP	WINNER	N/A	Element Expected: When available after the start of the match	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC@Home Code	Winner of the period once known (H=HOME or A=AWAY)

Element: Competition /Result (1,N)				
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.				
Attribute	M/O	Value	Description	
Result	O	##0	Result of the Team (Sets won) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0. This is the official score (can be different to period score if match stops early for injury or similar)	
IRM	O	SC@IRM Code	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM	
WLT	O	SC@WLT Code	The code whether a competitor won or lost	
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the home team and away team. 1 - for home team; 2 - for away team	
StartOrder	M	Positive Integer	Send 1 for first team, send 2 for the other team	
StartSortOrder	M	Positive Integer	Same @StartOrder	
ResultType	O	SC@ResultType Code	Result type, either points or IRM with points for the corresponding event unit	

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	MATCH_POINT_COUNT	N/A	Element Expected: When the information is applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Match Point Count
ER	SET_POINT_COUNT	SC@Period Code	Pos Description: Sent the period	



				Element Expected: When the information is applicable
	Attribute	M/O	Value	Description
	Value	M	#0	Set Point Count
ER		CHALLENGES_REMAIN	SC@Period Code	Pos Description: Send the period code  Element Expected: Always where the data is available
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of remaining challenges for the competitor in the current set.
ER		SETS_WON	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	#0	Sets won (actually played). If the match is not completed this can be different to the periods sum.

**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 TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available  NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Competitors extended information.

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

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

For team event information

Type	Code	Pos	Description	
EUE	HOME_AWAY	N/A	Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	SC@Home Code	Home or Away designator Send Home or Away
EUE	UNIFORM	0	Pos Description: 1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt colour Element Expected:	



			As soon as it is known
Attribute	M/O	Value	Description
Value	M	String	Team shirt colour

**Sample (General)**

```
<Competitor Code="VBVMTEAM2---BLR01" Type="T" Organisation="GER">
<Description TeamName="Smith/Jones"/>
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Code="UNIFORM" Pos="1" Value="Red" />
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SRV	SC@Period Code	Pos Description: Send for each period and TOT  Element Expected: Always after period started
Attribute	M/O	Value	Description
Attempt	M	##0 or "-"	Total service attempts made by the team in the period
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always after period started			
Attribute	Value	Description	
Code	ACE		
Pos	N/A	Do not send anything	
Value	#0 or "-"	Total aces made by the team in the period	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always after period started			
Attribute	Value	Description	
Code	FLT		
Pos	N/A	Do no send anything	
Value	#0 or "-"	Total service faults by the team in the period	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always after period started			
Attribute	Value	Description	
Code	PLAY		
Pos	N/A		
Value	#0 or "-"	Total serves in play by the team in the period	
ST	ATC	SC@Period Code	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
Attribute	M/O	Value	Description
Value	M	#0 or "-"	Total attack successes by the team in the period



	Attempt	M	#0 or "-"	Total attack attempts by the team in the period
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always after period started				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A		
	Value	#0 or "-"	Total attack faults by the team in the period	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always after period started				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PLAY		
	Pos	N/A		
	Value	#0 or "-"	Total attacks in play by team in the period	
ST		BLC DIG	SC@Period Code	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0 or "-"	Total block/dig success for the team in event unit.
ST		OPP_ERR PTY	SC@Period Code	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0 or "-"	Total opponent errors/penalties for the team in event unit.
ST		TOT_TEAM	SC@Period Code	Pos Description: Send for each period and TOT  Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total points
ST		TOUT	SC@Period Code	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0 or "-"	Time out for the team in the event unit.

**Sample (General)**



```
<StatsItems>
<StatsItem Type="ST" Code="TOUT" Pos="S1" Value="0" />
<StatsItem Type="ST" Code="TOUT" Pos="S2" Value="1" />
<StatsItem Type="ST" Code="TOUT" Pos="S3" Value="1" />
<StatsItem Type="ST" Code="TOUT" Pos="TOT" Value="2" />
<StatsItem Type="ST" Code="ATC" Pos="S1" Attempt="17" Value="9" />
<StatsItem Type="ST" Code="ATC" Pos="S2" Attempt="15" Value="8" />
```

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 the players should appear in the Start List/Result as in ORIS. Before the unit use same as StartSortOrder, once the unit starts (and after the unit) use the order as used in results.
StartSortOrder	O	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	CAPTAIN	N/A	Element Expected: Only for the captain when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y
	<b>Description</b>		Captain. Send 'Y' if the player is captain
EUE	HAND	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Hand Code
	<b>Description</b>		Handedness of the Player
EUE	POSITION	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC@POSITION Id
	<b>Description</b>		Send the athlete role



**Sample (General)**

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

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SRV	SC@Period Code	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Attempt	M	##0 or "-"	Total service attempts made by the athlete
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after the period started</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ACE		
Pos	N/A	Do not send anything	
Value	#0 or "-"	Total aces made by the athlete	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after the period started</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FLT		
Pos	N/A	Do not send anything	
Value	#0 or "-"	Total service faults by the athlete	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SPEED		
Pos	N/A	Do not send anything	
Value	##0	Fastest serve in km/h for the athlete	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after period started</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PLAY		
Pos	N/A		
Value	#0 or "-"	Total serves in play by athlete in the period	
ST	ATC	SC@Period Code	Pos Description: Send for each period and TOT  Element Expected: Always after the period started
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	#0 or "-"	Total attack successes by the athlete
	Attempt	O	#0 or "-"	Total attack attempts by the athlete
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after period started</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PLAY		
	Pos	N/A		
	Value	#0 or "-"	Total attacks in play by athlete in the period	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always after period started</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A		
	Value	#0 or "-"	Total attack faults by the athletes in the period	
ST		BLC DIG PTY	SC@Period Code	Pos Description: Send for each period and TOT Element Expected: Always after the period started
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0 or "-"	Total block/dig/penalty by the athlete

### Sample (General)

```
<StatsItems>
<StatsItem Type="ST" Pos="TOT" Code="ATC" Attempt="17" Value="9" />
<StatsItem Type="ST" Pos="TOT" Code="BLC" Attempt="7" Value="3" />
```

### 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.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
FeedFlag	P, T	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.

### 2.3.6.3 Trigger and Frequency

- \* After every serve (for the serve speed).
- \* At the end of every rally (primarily for the score).

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type
			Code
			Pos



		Value
	Periods (0,1)	
		Home
		Away
		Period (1,N)
		Code
		HomeScore
		AwayScore
		HomePeriodScore
		AwayPeriodScore
		Duration
	Result (0,N)	
		Result
		SortOrder
		StartSortOrder
		ResultType
		Competitor (1,N)
		Code
		Type
		Organisation

### 2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	MATCH_POINT	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Home Code
			Match point indicator: Send H for home team Send A for away team
UI	PERIOD	N/A	Pos Description: N/A Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@Period
			Current period/set



		Code		
UI		SERVE	SC@Home Code	Pos Description: Team serve indicator, send H for Home, A for Away Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID of the athlete who is serving.
UI		SET_POINT	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Home Code	Set point indicator: Send H for home team Send A for away team
UI		SPEED	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Online serve speed

**Element: Competition /Periods (0,1)**

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known.
Away	M	S(20) with no leading zeroes	Away Competitor ID. 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	Set number
HomeScore	M	##0	Overall score (total points) of the first named competitor to this point in the match.
AwayScore	M	##0	Overall score (total points) of the second named competitor to this point in the match.
HomePeriodScore	O	##0	Points score of the first named competitor just for each period.
AwayPeriodScore	O	##0	Points score of the second named competitor just for each period.
Duration	O	mm	Playing time of each set. (not for TOT)

**Sample (Current)**

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S2" />
  <ExtendedInfo Type="UI" Code="SPEED" Value="51" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
</ExtendedInfos>
<Periods Home="VBVWTEAM2---SUI02" Away="VBVWTEAM2---AUS02">
  <Period Code="S1" HomeScore="19" AwayScore="21" HomePeriodScore="19" AwayPeriodScore="21" Duration="22" />
  <Period Code="S2" HomeScore="20" AwayScore="22" HomePeriodScore="1" AwayPeriodScore="1" Duration="1" />
</Periods>
```



Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	##0	Result of the Team (Sets won) At the start of the game the result should be 0.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the home team and away team. 1 - for home team; 2 - for away team
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.

All actions are included in the message, the key actions can be filtered with Actions/Action/Loc.

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	SC@Period or not sent	Period code if sent for one period (set) only. (S1 - S3)  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 rally 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.

\* In the case of a Challenge send as soon as the challenge is requested and then again with the result (without replacing the requested so two actions appear).

Message without DocumentSubcode

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

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

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



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

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

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

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



	Rally
	Win
	Speed
	Loc
	Line
	TimeStamp
	Competitor (0,N)
	Code
	Type
	Order
	Organisation
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Bib
	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 /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_GENDE R Gender	Gender code for the event unit
UnitNum	O	S(15)	Match number

**Element: Competition /ExtendedInfos /VenueDescription (0,1)**

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

**Element: Competition /Actions (0,1)**

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

**Element: Competition /Actions /Action (1,N)**

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Period	M	SC@Period Code	Period within the match
Order	M	Positive Integer	Unique sequential ascending number for all the incidents and actions, from 1 to n considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	M	SC@Action Code	Action for the player/team
ActionAdd	O	SC@Challenge Code or S	Type of challenge Send S (for Spectacular Action) if applicable
Comment	O	SC@ActionComment Code	Included when Action = STARTP or ENDP
When	O	h:mm:ss	Time the action occurred. Cumulative from the start of the match Do not send leading zeros except min = 0 (but not 02)
Result	O	SC@ResAction Code	Result of the Action for the player/team
ScoreH	O	#0	Total Home Score of the set after the action Send if there is a score change for either team
ScoreA	O	#0	Total Away Score of the set after the action



			Send if there is a score change for either team
LeadH	O	+/-#0	Points lead for the Home Team in the set. Send if there is a score change for either team
LeadA	O	+/-#0	Points lead for the Away Team in the set. Send if there is a score change for either team
Rally	O	##0	Rally number in which the action occurs.
Win	O	SC@Home Code	Winning indicator of a rally Send H if the Home Team wins the current Rally Send A if the Away Team wins the current Rally
Speed	O	##0	Serve Speed
Loc	O	S(3)	Send KEY if this is a key action, usually related to a score
Line	O	#0	Generally for associating line in the same rally
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.
Organisation	M	CC@Organisation Id	Competitors' organisation

**Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Positive Integer	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Bib number

**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 (Actions)**



```
<Action Id="123456" Period="S1" Order="32" Action="SRV" Result="CON" Rally="8" Line="1">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133405" Order="1" Bib="1">
        <Description GivenName="Nikita" FamilyName="Liamin" Gender="M" Organisation="RUS" BirthDate="1985-10-14" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="111111" Period="S1" Order="33" Action="ATC" Result="SCS" LeadH="2" LeadA="-2" ScoreH="5" ScoreA="3" Rally="8"
Win="H" Line="2">
  <Competitor Code="VBVMTEAM2---BRA02" Type="T" Order="1" Organisation="BRA">
    <Composition>
      <Athlete Code="1157802" Order="1" Bib="2">
        <Description GivenName="Evandro" FamilyName="Goncalves Oliveira Junior" Gender="M" Organisation="BRA"
BirthDate="1990-07-17" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="222222" Period="S1" Order="34" Action="DIG" Result="FLT" Rally="8" Line="2">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133406" Order="1" Bib="2">
        <Description GivenName="Dmitri" FamilyName="Barsuk" Gender="M" Organisation="RUS" BirthDate="1980-01-20" />
      </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. The message is triggered at the start of OVR operations and then after each event unit (match).

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

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Phase Code	Full Phase level RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before start of competition) INTERMEDIATE (during the phase) 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 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. The message has status INTERMEDIATE.
- \* When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL

Trigger also after any change.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
	ExtendedInfo (0,N)				
		Type			
		Code			
		Pos			
		Value			
	Progress (0,1)				
		LastUnit			
		UnitsTotal			
		UnitsComplete			
	SportDescription (0,1)				
		DisciplineName			
		EventName			
		SubEventName			
		Gender			
	Result (1,N)				
	Rank				
	RankEqual				
	ResultType				
	Result				
	IRM				
	QualificationMark				
	SortOrder				
	Won				
	Lost				
	Played				
	For				
	Against				
	Ratio				
	ExtendedResults (0,1)				
	ExtendedResult (1,N)				
		Type			
		Code			
		Pos			
		Extension (0,N)			
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC@QualRule Code
			<b>Description</b>
			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 to be played in the pool included in the message.
UnitsComplete	O	##0	Total number of units which are official in the pool included in this message.



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

<b>Element: Competition /Result (1,N)</b>			
<b>For any message, there should be at least one competitor being awarded a result for the pool.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC@ResultType Code	Result type, either points or IRM with points obtained by the competitor in all the games of the group
Result	O	#0	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC@IRM Code	IRM for the particular group (or phase) Only send in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	Qualification indicator
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	#0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	#0	Number of games lost by the team in the group. Do not send if the team has not played.
Played	O	#0	Number of games played by the team in the group. Do not send if the team has not played.
For	O	#0	Total number of sets won Do not send if the team has not played.
Against	O	#0	Total number of sets lost Do not send if the team has not played.
Ratio	O	0.000	Sets Ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX". Do not send if the team has not played.

<b>Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	SUB_RES	N/A	Element Expected: When available
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>			



Attribute	Value	Description
Code	LOST	
Pos	N/A	Do not send anything
Value	##0	Points against
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>		
Attribute	Value	Description
Code	RATIO	
Pos	N/A	Do not send anything
Value	0.000	Points ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>		
Attribute	Value	Description
Code	WON	
Pos	N/A	N/A
Value	##0	Points for

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

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

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	T	T for team
Pos	M	#0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation (code). Must include if the data is available
Date	M	Date or S(3)	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. Can send TBD if appropriate



Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available. Can send TBD if appropriate
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 (separator & order, example 2-0). 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 (Pools)**

```
<Result Rank="1" ResultType="POINTS" Result="5" SortOrder="1" Played="2" Won="1" Lost="1" For="3" Against="4" Ratio="0.123">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SUB_RES">
      <Extension Code="WON" Value="117" />
      <Extension Code="LOST" Value="107" />
      <Extension Code="RATIO" Value="1.093" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="VBVMTEAM2-----NOR01" Organisation="NOR" Type="T">
    <Description TeamName="SMITH/JONES"/>
    <Opponent Code="VBVMTEAM2-----BRA01" Type="T" Pos="2" Organisation="BRA" Date="2016-08-03" Time="14:00"
    HomeAway="H" Unit="VVOMTEAM6-----GPA-001000--" Result="0-2" >
      <Description TeamName="KAPAROV/BARRATT"/>
    </Opponent>
    <Opponent Code="VBVMTEAM2-----CAN01" Type="T" Pos="3" Organisation="CAN" Date="2016-08-04" Time="09:00"
    HomeAway="H" Unit="VVOMTEAM6-----GPA-001200--" Result="2-0" >
      <Description TeamName="WHITE/RYAN"/>
    </Opponent>
    <Opponent Code="VBVMTEAM2-----GBR01" Type="T" Pos="4" Organisation="GBR" Date="2016-08-01" Time="09:00"
    HomeAway="A" Unit="VVOMTEAM6-----GPA-001500--" Result="2-0" >
      <Description TeamName="GREEN/RYAN"/>
    </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.
- \* After every match in the preliminaries which determines a position in the bracket.
- \* After every match during final phases.

### 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 (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)

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	#0	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.



			If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (including IRM if necessary). Must be included if the data is available and the match is complete.

**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 pool code or the match number as appropriate. (may be redefined by sport)
WLT	O	SC@WLT Code	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

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

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



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

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

### Sample (General)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="VBVWTEAM2-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="VBVWTEAM2-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Smith/Jones"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="VBVWTEAM2-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="Black/White"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

### 2.3.9.6 Message Sort

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



## 2.3.10 Statistics

### 2.3.10.1 Description

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

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

### 2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the event
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team.  TEAM_RANKING: Ranking of team tournament statistics. IND_RANKING: Ranking of individual tournament statistics
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or intermediate etc). 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.

Note: First send the CUM messages and after send the TEAM\_RANKING and IND\_RANKING messages.

### 2.3.10.4 Message Structure

The following table defines the structure of the message.

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



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



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

Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	T	T for team
Order	M	Positive Integer	Order of the competitor
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	SRV	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Total service aces for the team
	Attempt	O	##0	Total service attempts to serve in the team
	Rank	O	String	Team's Rank in the service's category (by Aces). If doesn't exist rank send "NR" If the team disqualified send "DSQ" Only for TEAM_RANKING message
	RankEqual	O	Y	Send Y where Rank is equalled else not sent.
	SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
ST	ATC	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total attack successes for the team
	Attempt	O	##0	Total attempts to attack for the team
	Percent	O	##0	Success percentage
	Rank	O	String	Team's Rank in the attack's category. If doesn't exist rank send "NR". If the team is disqualified send "DSQ". Only for TEAM_RANKING message
	RankEqual	O	Y	Send Y where Rank is equalled else not sent.



	SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
ST		BLC	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total block/ successes for the team
	Rank	O	String	Team's Rank in the block's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ" Only for TEAM_RANKING message
	RankEqual	O	Y	Send Y where Rank is equalled else not sent.
	SortOrder	O	Positive Integer	Sort Order for @Rank
ST		MP	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Matches Played
ST		DIG	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total dig successes for the team
	Attempt	O	##0	Total attempts to dig for the team
	Rank	O	String	Team's Rank in the dig's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ" Only for TEAM_RANKING message
	RankEqual	O	Y	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Positive Integer	Sort Order for @Rank

### Sample (CUM)

```
<Stats Code="CUM">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="5" />
      <StatsItem Type="ST" Code="ATC" Attempt="246" Value="146" Percent="59" />
      <StatsItem Type="ST" Code="BLC" Value="9" />
      <StatsItem Type="ST" Code="DIG" Attempt="172" Value="68" />
      <StatsItem Type="ST" Code="SRV" Attempt="223" Value="15" />
    </StatsItems>
    <Composition>
      <Athlete Code="1127813" Order="1">
        <Description GivenName="Taliqua" FamilyName="Clancy" Gender="W" Organisation="AUS" BirthDate="1992-06-25" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="5" />
          <StatsItem Type="ST" Code="ATC" Attempt="134" Value="84" Percent="63" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
  ....
</Stats Code="CUM">
```

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Positive Integer	Sort order: Within the team the players are sorted by bib.

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)				
Type	Code	Pos	Description	
ST	SRV	N/A	Element Expected: CUM, IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Total attempts to aces won in the athlete
	Attempt	O	##0	Total attempts to serve in the athlete
	Rank	O	String	Competitor's Rank in the service's category. May be "DSQ". If rank doesn't exist send "NR" Only for IND_RANKING message
	RankEqual	O	Y	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Positive Integer	Sort Order for @Rank
ST	SRV_SPEED	N/A	Element Expected: CUM, IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Fastest serve in Km/h for the athlete.
	Rank	O	String	Rank of fastest serve Only for IND_RANKING message
	RankEqual	O	Y	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Positive Integer	Sort Order for @Rank
ST	ATC	N/A	Element Expected: CUM, IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total attack successes for the athlete
	Attempt	O	##0	Total attempts to attack for the athlete



	Rank	O	String	Competitor's Rank in the attack's category. May be "DSQ". If rank doesn't exist send "NR" Only for IND_RANKING message
	RankEqual	O	Y	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Positive Integer	Sort Order for @Rank
ST		BLC	N/A	Element Expected: CUM, IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total block successes for the athlete
	Rank	O	String	Competitor's Rank in the block's category. May be "DSQ". If rank doesn't exist send "NR" Only for IND_RANKING message
	RankEqual	O	Y	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Positive Integer	Sort Order for @Rank
ST		MP	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0	Total matches played
ST		SETS_PLAYED	N/A	Element Expected: Always, if the information is available for DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	The number of sets (periods) for the athlete
ST		TOTAL	N/A	Element Expected: Always, if the information is available for DocumentSubtype = CUM and IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	###0	Total points(Attacks+Blocks+Serves)
	Avg	O	##0.00	Average points by set (points divide number of sets).
	Rank	O	String	Rank of scores May be "DSQ". Only for IND_RANKING message
	RankEqual	O	Y	Send Y where Rank is equalled else not sent.
	SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
ST		DIG	N/A	Element Expected: Always, if the information is available for DocumentSubtype= CUM and IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Total dig successes for the athlete
	Rank	O	String	Competitor's Rank in the Dig's category. May be "DSQ". If rank doesn't exist send "NR"



				Only for IND_RANKING message
	RankEqual	O	Y	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Positive Integer	Sort Order for @Rank

### Sample (IND\_RANKING)

```
<Stats Code="IND_RANKING">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
    <Composition>
      <Athlete Code="1127813" Order="1">
        <Description GivenName="Taliqua" FamilyName="Clancy" Gender="W" Organisation="AUS" BirthDate="1992-06-25" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="1" SortOrder="1" />
          <StatsItem Type="ST" Code="BLC" Rank="27" SortOrder="27" RankEqual="Y" />
          <StatsItem Type="ST" Code="DIG" Rank="9" SortOrder="9" />
          <StatsItem Type="ST" Code="SRV" Rank="5" SortOrder="5" />
          <StatsItem Type="ST" Code="SRV_SPEED" Rank="3" SortOrder="3" />
          <StatsItem Type="ST" Code="TOTAL" Rank="6" SortOrder="6" />
        </StatsItems>
      </Athlete>
      <Athlete Code="1127812" Order="2">
        <Description GivenName="Louise" FamilyName="Bawden" Gender="W" Organisation="AUS" BirthDate="1981-08-07" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="17" SortOrder="17" />
          <StatsItem Type="ST" Code="BLC" Rank="17" SortOrder="17" RankEqual="Y" />
          <StatsItem Type="ST" Code="DIG" Rank="25" SortOrder="25" />
          <StatsItem Type="ST" Code="SRV" Rank="31" SortOrder="31" />
          <StatsItem Type="ST" Code="SRV_SPEED" Rank="39" SortOrder="39" />
          <StatsItem Type="ST" Code="TOTAL" Rank="18" SortOrder="18" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

### 2.3.10.6 Message Sort

Sort according to the @Order attributes.



## 2.3.11 Event Final Ranking

### 2.3.11.1 Description

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

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

### 2.3.11.2 Header Values

The following table describes the message header attributes.

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

### 2.3.11.3 Trigger and Frequency

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

\* After each final position is known

### 2.3.11.4 Message Structure

The following table defines the structure of the message.

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



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

### 2.3.11.5 Message Values

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



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

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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	Y	Send "Y" if the Rank is equalled else do not send.
Played	O	##0	Send number of matches played
Won	O	##0	Send number of matches won
Lost	O	##0	Send number of matches lost
IRM	O	SC@IRM Code	Send just if the 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.
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 an individual athlete or a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number

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

### Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="VBVMTEAM2-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Smith/Jones"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="2" >
```

### 2.3.11.6 Message Sort

Sort by Result @SortOrder



## 2.3.12 Weather conditions

### 2.3.12.1 Description

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

### 2.3.12.2 Header Values

The following table describes the message header attributes.

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

### 2.3.12.3 Trigger and Frequency

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

### 2.3.12.4 Message Structure

The following table defines the structure of the message.

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



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

### 2.3.12.5 Message Values

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

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

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

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



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

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

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

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

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

### 2.3.12.6 Message Sort

There is no special sort order requirement for this message.



### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
	DT_CODES						
	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 data verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
If any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
After the Technical Meeting	DT_PARTIC_TEAMS_UPDATE		x				
At least five (5) days before the competition starts	DT_POOL_STANDING	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
	DT_PDF C08 - Competition Schedule		x				
	DT_PDF C30 - Number of Entries by NOC		x				
	DT_PDF C32A - Entry List by NOC		x				
	DT_PDF C32C - Entry list by Event			x			
	DT_PDF C76A - Results Table - Preliminary Phase	START_LIST			x		
	DT_PDF C75 - Results bracket - Final Phase	START_LIST		x			
The evening before the first competition day - for all preliminary phase matches	DT_RESULT	START_LIST					x
The evening before	DT_PDF C58A - Competition Daily Schedule		x				
The evening before	DT_PDF C51 - Start List	START_LIST					x
The evening before first competition day and then each morning for that day	DT_PDF C58B - Competition Daily Schedule - Assignment of Match Officials		x				

#### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
50 min before each game	DT_PDF C51 - Start List	START_LIST					x



When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x					o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x					o
After every serve and at the end of every rally	DT_CURRENT							x
At the beginning of each set and after every rally	DT_RESULT	LIVE						x
After every action/period/game	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
After each period	DT_PLAY_BY_PLAY	INTERMEDIATE						x

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finish	DT_SCHEDULE_UPDATE	FINISHED	x				o
After each match	DT_RESULT	UNOFFICIAL					x
After each match	DT_PLAY_BY_PLAY	UNOFFICIAL					x
When Competition results are validated	DT_RESULT	OFFICIAL					x
When Competition results are validated	DT_PLAY_BY_PLAY	OFFICIAL					x
After each match	DT_STATS			x			
After each match in the preliminary phase	DT_POOL_STANDING	INTERMEDIATE			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_PDF C73 - Match Results	OFFICIAL					x
After each match	DT_PDF C69 - Play by Play	OFFICIAL					x
After each match	DT_PDF C74 - Results Summary	INTERMEDIATE		x			
After each match during preliminary matches	DT_PDF C76A - Results Table - Preliminary Phase	INTERMEDIATE			x		
After each match	DT_PDF C85A - Team Ranking by Skill	INTERMEDIATE		x			
After each match	DT_PDF C85B - Player Ranking by Skill	INTERMEDIATE		x			
When last Preliminary Round match is official, for each Pool. After each LL match, for the involved Pools.	DT_POOL_STANDING	OFFICIAL			x		
After each match during Final Phase	DT_PDF C75 - Results bracket - Final Phase	INTERMEDIATE		x			
After each match during Final Phase	DT_PDF C76B- Tournament Ranking	INTERMEDIATE		x			
After last match of the day	DT_PDF C58A - Competition Daily Schedule		x				
After last match of the day	DT_PDF C58B - Competition Daily Schedule - Assignment of Match Officials		x				



After Preliminary Phase, after Lucky Loser Round and after each Final Round when a team ends the competition	DT_RANKING	PARTIAL		x				
After Bronze medal match	DT_MEDALLISTS	PARTIAL		x				
After BRONZE medal match	DT_PDF C92B - Medallists	PARTIAL		x				
After GOLD medal match	DT_MEDALLISTS	OFFICIAL		x				
After GOLD medal match	DT_RANKING	OFFICIAL		x				
After GOLD medal match	DT_PDF C74 - Results Summary	OFFICIAL		x				
After GOLD medal match	DT_PDF C76B - Tournament Ranking	OFFICIAL		x				
After GOLD medal match	DT_PDF C85A - Team Ranking by Skill	OFFICIAL		x				
After GOLD medal match	DT_PDF C85B - Player Ranking by Skill	OFFICIAL		x				
After GOLD medal match	DT_PDF C92B - Medallists	OFFICIAL		x				
After BRONZE / GOLD medal match	DT_PDF C93 - Medallist by Event			x				
After BRONZE / GOLD medal match	DT_PDF C95 - Medal Standing			x				
After BRONZE / GOLD medal match	DT_PDF C97 - FIVB Medal Standings			x				
After BRONZE / GOLD medal matches	DT_MEDALLIST_DISCIPLINE			x				
After BRONZE / GOLD medal matches	DT_MEDALS			x				
When last match is official	DT_BRACKETS	OFFICIAL		x				
	DT_PDF C75 - Results Bracket - Final Phase	OFFICIAL		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-VBV-1.0 SFR

Change Log		
Version	Status	Changes on version
v1.0	SFR	First Version, adaptation to MiCo schema