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Olympic Data Feed

Ice Hockey
ODF Data Dictionary
Technology and Information Department
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International Olympic Committee

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1 Introduction

1.1 This document

This document includes the ODF Ice Hockey 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 Ice Hockey 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
Language Guidelines and Participant Names	The document describes the different Name formats
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 Ice Hockey Overview

MESSAGES IN EACH EVENT
All games have the same messages sent and all games are managed in isolations. 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.

PARALYMPIC
The Paralympic Games are the same except athlete class is added and gender is mixed.

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_IMAGE	Image	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	

DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	

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.

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

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

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

The key of the information updated is Unit @Code. Therefore, any new schedule unit or updated unit will be identified by all these attributes.

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

The status for each competition unit is updated by OVR using schedule update message. The non – competition/activity schedule items timetable is included in a different message.

When message is sent from Schedule Management 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

Early stages of Competition Schedule:

The Competition Schedule starts being defined in a high level (Schedule by Day) years before the Games and it continues being refined until the sessions and the details of competition units are fully defined.

In these initial stages of the competition schedule (Schedule by Day), the information included may be in the level of sessions, discipline events or phases giving a high-level view of the schedule in each venue by day.

For these initial stages of the competition schedule (Schedule by Day) phase units from the PHASE set of common codes as well as the events from the EVENT set of common codes may be included in the DT_SCHEDULE message, despite any schedule flag defined in the common codes.

Detailed Competition Schedule:

Once the detailed competition schedule is defined and available for sharing, the message contains the complete and detailed schedule information for all event units/phases RSCs related to a competition.

At this stage, all units in EVENT_UNIT/PHASE codes which have the 'schedule' flag set to 'Y' or 'S' (refer for details to Common Codes Definition) 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 StartList component of the message is only included in the case that the Unit Type is 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 in message
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:
  o By day (or filter by day)
  o By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
  o By Time (regardless if HideStartDate="Y")
  o By Order
- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
- End users should display StartText if HideStartDate="Y"

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
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, 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.

2.3.1.3   Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR.

DT_SCHEDULE with DocumentSubType SYNC may be distributed as a bulk message generated by the central systems 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.

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

2.3.1.4   Message Structure

The following table defines the structure of the message.

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

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

			Organisation
			Description (0,1)
			TeamName
			IFId

2.3.1.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	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 /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 Or Date	Start date. Example: 2006-02-26T10:00:00+01:00 StartD value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2006-02-26
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 Or Date	End date. Example: 2006-02-26T10:00:00+01:00 EndDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2006-02-26
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	Positive Integer	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]. If no gold medals in the session, do not send.
FOP	O	Positive Integer	The number of fields of play (Locations) 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 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 (Session)

```
<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 CC@PHASE Code CC@EVENT Code	Full RSC for the event unit or the phase, as applicable. Event RSC to be used only in the early stages of the competition schedule definition and should not be included once phase/event unit schedule information is available.
PhaseType	O	CC@PHASE_TYPE Id	Phase type for the unit Mandatory when unit is phase or event unit, otherwise do not send.
UnitNum	O	Positive Integer	Game number
ScheduleStatus	M	CC@SCHEDULESTATUS Id	Unit Status
HideUnitNum	O	Y	Y only if the UnitNum should not be displayed (example the IHO Gold medal match schedule details are not confirmed yet and shall not be displayed)
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 incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00

			Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.
HideStartDate	O	Y	Send 'Y' if StartDate (scheduled start time) should not be displayed(It may be an estimate or 'fake' time). Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate) This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED. Example: 2006-02-26T10:00:00+01:00 Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.
HideEndDate	O	Y	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SCGEN@UnitMedalType Code	Medal indicator. Do not send if not a medal event unit
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC@LOCATION Id	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).

SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.

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) SC@StartText Code	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

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 ShortDescription	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

Element: Competition /Unit /ItemDescription (0,N)
Applicable in Schedule by Day stages, to include details.

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
-	M	Free Text	Item Description for early stages of the competition schedule.

Element: Competition /Unit /VenueDescription (0,1)

Mandatory when Unit/Venue is included

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

Element: Competition /Unit /StartList /Start (1,N)

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)

Attribute	M/O	Value	Description
StartOrder	O	Positive Integer	Competitor's start order

SortOrder	M	Positive Integer	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

Element: Competition /Unit /StartList /Start /PreviousUnit (0,N)

Previous Event Unit related to the Start@SortOrder for the current unit. It is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM. Include only if the real competitors are not known.

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

Element: Competition /Unit /StartList /Start /Competitor (0,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros or SC@CompetitorPlace Code	Competitor's ID or another indicator (SC@CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) BYE is used when there is a scheduled match of BYE.
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

A participant is any individual athlete (participating or not in the current games) or any official or a competitor being part of a team (team member).

Although the athlete or official 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 personal information of the participant and along with discipline related information.

This message includes, when applicable, historical athletes that do not participate in the current competition. These participants are distinguished by the status value. The historical athletes will be used to match historical information as in the records message.

It is important to note that all the sport messages that make references to athletes (entries, start list, event unit results, etc.) has always to match the Participant @Code in this message.

This message includes the different name types/formats of the participant. The definition of all these types is available in the Global Document "Language Guidelines & Participant Names".

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one discipline. The arrival of this message resets all the previous participants' information for one discipline.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list but only the data being modified.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included) Never included in _UPDATE message.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition

Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent for any modification in the data.
DT_PARTIC with DocumentSubType SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.2.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	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

Sample (Version)

<Competition Gen="OWG2026-1.10" Sport="OWG2026-IHO-1.10" Codes="OWG2026-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) with no leading zeros	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at

			marriage). Further to be clear, @Parent and @Code can only be different for historical participants (Status)
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)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print Name
PrintInitialName	M	S(18)	Print Initial Name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	TV Family Name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	##0	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. Not applicable in Paralympic Games
Weight	O	##0	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available. Not applicable in Paralympic Games
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
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 or officials will be assigned at least one discipline, it could be more. If an athlete or official are assigned to more than one discipline, it will be included in the participant message of each disciplines.

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Discipline RSC, expected to be the same as the one used in OdfBody @DocumentCode.
IFId	O	S(16)	International Federation Id

Element: Competition /Participant /Discipline /DisciplineEntry (0,1)

Type		Code	Pos	Description
ENTRY		HAND	N/A	Element Expected: as soon it is known, not applicable in Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Hand Code	Handedness of the player
ENTRY		CLUB_NAME	N/A	Element Expected: as soon it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(73)	Name of the club of the player
ENTRY		CLUB_ORG	N/A	Element Expected: as soon it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC@COUNTRY ID	Club Country Code

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also, when the same organisation participates in the same event twice, there will different teams.

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 and their participation is defined by the status attribute.

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	SYNC HISTORICAL N/A	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included) Never included in _UPDATE message.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR.
The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the name(s) or discipline entry data for any team after the transfer of control to OVR.
DT_PARTIC_TEAMS with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

2.3.3.4   Message Structure

The following table defines the structure of the message.

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

2.3.3.5   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 /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	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)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	CGEN@TeamType	Send the team type. Element expected: ORG

		Code	This is how the name is constructed to allow clients to build in other languages.

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 List of Entries by Event

2.3.4.1 Description

The participant may participate in one or more than one event of a discipline. This message just contains the entry information for the specific event of the message, listing the specific event entry information of the participant.

List of entries by event (DT_ENTRIES) is provided for each event within a discipline. It is a complete event entry information message for one event. The arrival of this message resets all the previous participants' entry information for one 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
				Bib
				Description(1,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
					Class
				ExtendedEntry(0,N)
					Type

		Code
		Pos
		Value

2.3.4.5 Message Values

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

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

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

Element: Competition /Entry /Coaches /Coach (1,N)			
Team officials extended information			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeros	Team Official ID
Order	O	Positive Integer	Team Official order (1 if only one Team Official)
Function	O	CC@DISCIPLIN_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	Team Official's nationality
IFId	O	S(16)	International Federation Id

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

Type	Code	Pos	Description
ENTRY	GROUP	N/A	Element Expected: as soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Team's Preliminary Group
ENTRY	UNIFORM	Positive Integer	Pos Description: sequential number for each uniform colour Element Expected: as soon as this information is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25) Or SC@Colour Code	Uniform colour, no rule regarding case

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
Bib	O	S(5)	Athlete's Jersey number.

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(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,1)

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: as soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position Code	Position Code for the player
ENTRY	REGISTRATION	N/A	Element Expected: when available only when it is different from Initial Registration date.

	Attribute	M/O	Value	Description
	Value	M	Date	Registration date of single players

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.

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE LIVE 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.

2.3.5.3 Trigger and Frequency

Follow the general definition, taking also into account the following:
- START_LIST: As soon as any of the Game roster, line-up or starters are known and any change/addition to these only before the start of the match.
- LIVE: At the beginning of each period until the completion of the period.
- LIVE: After every change in any data during the period [scores etc.].

- INTERMEDIATE: After each period.
- OFFICIAL: After the unit.
- PROVISIONAL: If decision pending by IOC, CAS, IF

When a team forfeits and **the score margin of the team is higher of the score margin of the forfeit default result (0- 5)**, the following sequence of messages and content should be expected:
- PRIOR ACTION: before generating any ODF message, match and statistics data must revert to the stage as before the beginning of the match.
- MESSAGE GENERATION: when a Team forfeits or both Teams forfeit after the game has started, and the game actions and statistics need to be erased the following sequence of messages is applied:
  - DT_RESULT (ResultStatus=OFFICIAL)
    - In the content of DT_RESULT
    - Remove <Periods> element completely.
    - Remove <Result/Competitor/StatsItems> element completely for both teams.
    - Remove <Result/Competitor/Composition/Athlete/StatsItems> element for both teams.
  - DT_PLAY_BY_PLAY (ResultStatus=OFFICIAL)
    - Remove <Actions> element completely.
  - DT_STATS (ResultStatus as applicable), DT_BRACKETS, DT_POOL_STANDINGS, DT_COMMUNICATION as well as the generation of any other message that is affected by the match score is not mentioned here. Generation of those messages is considered normal.
- Otherwise, all stats, actions and results should remain.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		VenueDescription (0,1)						

		Venue			
		VenueName			
		Location			
		LocationName			
		Attendance			
	Officials (0,1)				
		Official (1,N)			
			Code		
			Function		
			Order		
			Bib		
			Description (1,1)		
				GivenName	
				FamilyName	
				Gender	
				Organisation	
				IFId	
	Periods (0,1)				
		Home			
		Away			
		Period (1,N)			
			Code		
			HomeScore		
			AwayScore		
			HomePeriodScore		
			AwayPeriodScore		
			ExtendedPeriods (0,1)		
				ExtendedPeriod (1,N)	
					Type
					Code
					Pos
					Value
	Result (1,N)				
		Result			
		IRM			
		WLT			
		SortOrder			
		StartSortOrder			
		ResultType			

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Technology and Information Department

Competitor (1,1)					
	Code				
	Type				
	Organisation				
	Description (0,1)				
		TeamName			
	Coaches (0,1)				
		Coach (1,N)			
			Code		
			Order		
			Function		
			Description (1,1)		
				GivenName	
				FamilyName	
				Gender	
				Nationality	
	EventUnitEntry (0,N)				
		Type			
		Code			
		Pos			
		Value			
	StatsItems (0,1)				
		StatsItem (1,N)			
			Type		
			Code		
			Pos		
			Value		
			Attempt		
			Percent		
			ExtendedStat (0,N)		
				Code	
				Pos	
				Value	
	Composition (0,1)				
		Athlete (0,N)			
			Code		
			Order		
			StartSortOrder		
			Bib		

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

2.3.5.5 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 /ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

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

Type	Code	Pos	Description
UI	RES_CODE	N/A	Element Expected: If the match has entered OT, or PSS or if the match has finished with Forfeit or Forfeit Both

	Attribute	M/O	Value	Description
	Value	M	SC@ResultCode	Send PSS or OT if the match has entered the Penalty-Shot Shootout or Overtime. If the match result is decided by forfeit send the applicable code.

Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Send when LIVE or INTERMEDIATE.

	Attribute	M/O	Value	Description
	Value	M	SC@Period Code Or SC@GameState Code	Send current period or the GameState Use SC@Period unless some GameState applies.

Type	Code	Pos	Description
DISPLAY	SOG, GF, ASSIST, PIM	Positive Integer	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: SOG, GF, ASSIST, PIM Pos Description: Sequential number within message. Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.

	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the competitor ID of the athlete and/or team who was updated.

Sample (ExtendedInfo)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2014-02-08T12:00:00+04:00" />
  <UnitInfo Type="UI" Code="PERIOD" Value="P2" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="1" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="2" Value="IHOWTEAM6---USA01" />
```

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. Can be different from the function sent in the DT_PARTIC message.
Order	M	Positive Integer	Send by order for each official.
Bib	O	S(5)	Jersey number. Applies only to on-ice officials (referees, linespersons)

Element: Competition /Officials /Official /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 official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

Element: Competition /Periods (0,1)

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

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

Attribute	M/O	Value	Description
Code	M	SC@Period Code	Period. Only send periods which are complete or have started.
HomeScore	M	#0	Overall score of the home competitor at the end of the period indicated at @Code

AwayScore	M	#0	Overall score of the away competitor at the end of the period indicated at @Code
HomePeriodScore	M	#0	Score of the home competitor just for the period indicated at @Code
AwayPeriodScore	M	#0	Score of the away competitor just for the period indicated at @Code

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
Type	**Code**	**Pos**	**Description**
EP	PSS_HOME	N/A	Element Expected: Always for Period/Code = PSS
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Home result for a PSS period. For example, in a PSS, if the home team scores 4 times and wins the PSS, the home score will be 1, and the PSS_HOME will be 4.
EP	PSS_AWAY	N/A	Element Expected: Always for Period/Code = PSS
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Away result for a PSS period. For example, in a PSS, if the away team scores 4 times and wins the PSS, the away score will be 1, and the PSS_AWAY will be 4.

Sample (Periods)

```
<Period Code="P3" HomeScore="5" AwayScore="5" HomePeriodScore="0" AwayPeriodScore="1">
<Period Code="PSS" HomeScore="5" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="1">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="PSS_HOME" Value="2" />
    <ExtendedPeriod Type="EP" Code="PSS_AWAY" Value="4" />
  </ExtendedPeriods>
</Period>
```

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(2)	The score of the competitor in the event unit In the case of a forfeit: If @IRM is FORFEIT for both teams (Forfeit of the two teams) the Result should be '-0', to indicate the both teams lost by 0 - 0. However, if @IRM is FORFEIT (for just one of the teams), Result will be numeric, as if it were Score.
IRM	O	SC@IRM Code	The invalid rank mark, in case it is assigned
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 (1) and the Away team (2)
StartSortOrder	M	Positive Integer	Same @SortOrder
ResultType	O	SC@ResultType Code	Type of the @Result attribute.

Sample (IRMs - Forfeit)

<Result Result="0" ResultType="IRM_POINTS" IRM="FORFEIT" WLT="L" SortOrder="1" StartSortOrder="1" >

Sample (IRMs - Double Forfeit)

<Result="0" ResultType="IRM" IRM="FORFEIT_2" WLT="L" SortOrder="1" StartSortOrder="1"

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 zeros or SC@CompetitorPlace Code	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available BYE (for a bye) 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)

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

Element: Competition /Result /Competitor /Coaches /Coach (1,N)

Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	ID of the team official
Order	M	Positive Integer	Send order for coaches/team officials, sequential number. Send one Head Coach, one Assistant and the Team Leader.
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function

Element: Competition /Result /Competitor /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 of the official
Nationality	M	CC@COUNTRY Id	Coach's nationality

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

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: when available
	Attribute	M/O	Value	Description

	Value	M	SC@Home Code	Send Home or Away designator
EUE		UNIFORM	Positive Integer	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25) Or SC@Colour Code	Uniform colour of the team

Sample (Team Entries)

<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
<EventUnitEntry Type="EUE" Code="UNIFORM" Pos="1" Value="White"/>

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
GAME	GF	SC@Period Code	Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Goals for
Attempt	M	#0	Total Shots
TOURN	GF	TOT	Pos Description: TOT for Total Element Expected: always, if available
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of goals in the whole tournament
GAME	SOG	SC@Period Code	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Shots on Goal
GAME	ASSIST	SC@Period Code	Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Number of assists
TOURN	ASSIST	TOT	Pos Description: TOT for Total Element Expected: always, if available
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of assists in the whole tournament
GAME	SVS	SC@Period Code	Pos Description: period or TOT (for total) Element Expected:

	Attribute	M/O	Value	Description
				Always for TOT if the game has started, always for a period if the period has started.
	Attribute	M/O	Value	Description
	Value	M	#0	Total saves
	Percent	M	##0.00	Percentage of saves of total SOG
GAME	PTY	SC@Period Code		Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	M/O	Value	Description
	Value	M	#0	Number of penalties
GAME	PIM	SC@Period Code		Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	M/O	Value	Description
	Value	M	##0	Penalties in minutes
TOURN	PIM	TOT		Pos Description: TOT for Total Element Expected: always, if available
	Attribute	M/O	Value	Description
	Value	M	##0	Penalties in minutes in the tournament
GAME	PTS	SC@Period Code		Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	M/O	Value	Description
	Value	M	#0	Points
TOURN	PTS	TOT		Pos Description: TOT for Total Element Expected: always, if available
	Attribute	M/O	Value	Description
	Value	M	##0	Points in the tournament
GAME	SHG	SC@Period Code		Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	M/O	Value	Description
	Value	M	#0	Shorthanded goals
TOURN	SHG	TOT		Pos Description: TOT for Total Element Expected: always, if available
	Attribute	M/O	Value	Description
	Value	M	##0	Shorthanded goals
GAME	PK	SC@Period Code		Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	M/O	Value	Description
	Value	M	##0.00	Penalty killing percentage
TOURN	PK	TOT		Pos Description: TOT for Total

				Element Expected: always, if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	Penalty killing percentage
GAME		TPP	SC@Period Code	Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	MM:SS	Time in power play Do not remove leading zero minutes
TOURN		TPP	TOT	Pos Description: TOT for Total Element Expected: always, if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	MM:SS	Time in power play Do not remove leading zero minutes
GAME		PPG	SC@Period Code	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Power play goals.
	Percent	M	##0.00	Power play eff. as percentage.
TOURN		PPG	TOT	Pos Description: TOT for Total Element Expected: always, if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Power play goals.
	Percent	M	##0.00	Power play eff. as percentage.
TOURN		PPGA	TOT	Pos Description: TOT for Total Element Expected: always, if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Power play goals against.
	Attempt	M	##0	Disadvantage (number of times shorthanded or power play opportunities against).
GAME		PPN	SC@Period Code	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Power play Situations.
GAME		TOUT	N/A	Element Expected: always, if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Total number of time outs taken.
GAME		FO	SC@Period Code	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Face-offs won

	Percent	M	##0.00	Face-offs won percent
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	LOST		
	Pos	N/A		
	Value	#0	Face-offs lost	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	PLUS_MINUS		
	Pos	N/A		
	Value	+/-#0	Face-offs net	
GAME		SSG	SC@Period Code	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Value of the stat for the team. SSG-Shots Saved by Goalkeeper
GAME		SSP	SC@Period Code	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Value of the stat for the team. SSP-Shots Saved by Player
GAME		SPG	SC@Period Code	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Value of the stat for the team. SPG -Shots Past Goal

Sample (Team Stats)

```
<StatsItems>
  <StatsItem Type="GAME" Code="PTS" Pos="P1" Value="1" />
  <StatsItem Type="TOURN" Code="PTS" Pos="TOT" Value="1" />
  <StatsItem Type="GAME" Code="GF" Pos="P1" Value="1" />
  <StatsItem Type="TOURN" Code="GF" Pos="TOT Value="1" />
  <StatsItem Type="GAME" Code="ASSIST" Pos="P1" Value="0" />
  <StatsItem Type="TOURN" Code="ASSIST" Pos="TOT" Value="0" />
  <StatsItem Type="GAME" Code="PTY" Pos="P1" Value="0" />
  <StatsItem Type="GAME" Code="SHG" Pos="P1" Value="0" />
  <StatsItem Type="TOURN" Code="SHG" Pos="P1" Value="0" />
  <StatsItem Type="GAME" Code="PK" Pos="P1" Value="0.00" />
  <StatsItem Type="TOURN" Code="PK" Pos="P1" Value="0.00" />
  <StatsItem Type="GAME" Code="PPG" Pos="P1" Value="0" Percent="0.00" />
  <StatsItem Type="TOUR" Code="PPG" Pos="TOT" Value="1" Percent="100.00" />
  <StatsItem Type="ST" Code="PIM" Pos="P1" Value="0" />
  <StatsItem Type="GAME" Code="TPP" Pos="P1" Value="04:00" />
  <StatsItem Type="TOUR" Code="TPP" Pos="TOT" Value="24:00" />
  <StatsItem Type="GAME" Code="FO" Pos="P1" Value="3" Percent="60.00" >
    <ExtendedStat Code="LOST" Value="2" />
    <ExtendedStat Code="PLUS_MINUS" Value="+1" />
  </StatsItem>
</StatsItems>
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	Positive Integer	Before the unit starts it is the same as StartSortOrder. After start order the players as in ORIS Game Summary and not dressed at the bottom.
StartSortOrder	M	Positive Integer	Order the players should appear in the Line-Up (Goalkeeper by number, Assignment followed by position followed by jersey number) Not dressed at the bottom. If line-up not available, then order by ORIS Game Roster.
Bib	O	S(5)	Athlete's Jersey number.

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

Athletes extended information.

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(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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

Type	Code	Pos	Description
EUE	POSITION	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**

EUE	Attribute	M/O	Value	Description
	Value	M	CC@Position Code	Position of the player in the team.
EUE		ASSIGNMENT	N/A	Element Expected: when available
	Attribute	M/O	Value	Description
	Value	M	SC@Assignment Code	Line in the line-up
EUE		STATUS	N/A	Element Expected:if applicable
	Attribute	M/O	Value	Description
	Value	M	SC@AthleteStatus Code	Send code is applicable
EUE		STARTER	N/A	Element Expected: if available
	Attribute	M/O	Value	Description
	Value	M	Y	Y in case the athlete is part of the starting line-up.
EUE		STARTING_POSITION	N/A	Element Expected: in case the athlete is part of the starting line-up.
	Attribute	M/O	Value	Description
	Value	M	S(2)	S1..S6 as shown on ORIS C54C.
EUE		GRAPH_LINEUP	0-4	Pos Description: 0-4 for each graphic line with 0 for goalkeepers, 1 to 4 for 1st to 4th Lines respectively. Element Expected: in case the athlete is starting.
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send position of the athlete within the Line specified as Pos. 1 is the player on the left of the Graph, 2 is the player on the right, 3 is for the player on the left, 4 for the player in the middle, 5 for the player on the right For Goalkeeper line 1 is for starting GK, 2 is for the second GK.
EUE		HAND	N/A	Element Expected: when available
	Attribute	M/O	Value	Description
	Value	M	SC@Hand Code	Handedness of the player
EUE		CAPTAIN	N/A	Element Expected: if known
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y in case of the athlete is a/the captain else do not send
EUE		CAPTAIN_AST	N/A	Element Expected: if known
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y in case of the athlete is the assistant captain else do not send

Sample (Athlete Entries)

```
<Athlete Code="1135320" Order="2" Bib="27" StartSortOrder="2" >
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
  <EventUnitEntry Type="ENTRY" Code="POSITION" Value="D" />
  <EventUnitEntry Type="ENTRY" Code="ASSIGNMENT" Value="1" />
  <EventUnitEntry Type="ENTRY" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="ENTRY" Code="HAND" Value="R" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
GAME	GF	SC@Period Code	Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Goals for
Attempt	M	#0	Total shots
TOURN	GF	TOT	Pos Description: TOT for Total Element Expected: always if not zero
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of goals in the whole tournament
GAME	SOG	SC@Period Code	Pos Description: period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Shots on Goal
TOURN	SOG	TOT	Pos Description: TOT for Total Element Expected: always if not zero
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Shots on Goal in the whole tournament
GAME	GA	TOT	Pos Description: TOT for Total Element Expected: Always for TOT for the GK if the game has started and this GK has any minutes.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Goals against GK
TOURN	GA	S(3)	Pos Description: TOT for Total Element Expected: always if not zero for GK
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of goals against in the whole tournament
Avg	M	##0.00	Goals against as average per 60 minutes. In Paralympics Goals against as average per 45 minutes.
GAME	ASSIST	S(3)	Pos Description: TOT for Total Element Expected: always for TOT if the game has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Number of assists
TOURN	ASSIST	S(3)	Pos Description: TOT for Total Element Expected: always if not zero
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of assists in the whole tournament
GAME	SVS	SC@Period Code	Pos Description: period or TOT (for total) Element Expected:

International
Olympic
Committee

			Always for TOT if the game has started, always for a period if the period has started and the GK has minutes.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Total saves
Attempt	M	#0	Shots on goal against goalkeeper
Percent	M	##0.00	Percentage of saves of total SOG
TOURN SVS TOT			Pos Description: TOT for Total Element Expected: always if not zero
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Saves in the tournament
Attempt	M	##0	Shots on goal against goalkeeper
Percent	M	##0.00	Save percentage (saves as a percentage of SOG) in the tournament
GAME PTY TOT			Pos Description: TOT for Total Element Expected: always for TOT if the game has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Number of penalties
GAME PIM TOT			Pos Description: TOT for Total Element Expected: always for TOT if the game has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Penalties in minutes
TOURN PIM TOT			Pos Description: TOT for Total Element Expected: always if not zero
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Penalties in minutes in the tournament
GAME PLUS_MINUS TOT			Pos Description: TOT for Total Element Expected: always for TOT if the game has started.
Attribute	**M/O**	**Value**	**Description**
Value	M	+/-#0	Net plus / minus
TOURN PLUS_MINUS TOT			Pos Description: TOT for Total Element Expected: always if not zero
Attribute	**M/O**	**Value**	**Description**
Value	M	+/-#0	Net plus / minus
TOURN PPG TOT			Pos Description: TOT for Total Element Expected: always if not zero
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Power play goals in the tournament
TOURN SHG TOT			Pos Description: TOT for Total Element Expected: always if not zero
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Shorthanded Goals in the tournament
GAME MINS SC@Period Code			Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started.

Attribute	M/O	Value	Description
Value	M	mm:ss	Time on ice
Avg	M	mm:ss	Average time per shift (only for TOT)

GAME	SHIFTS	TOT	Pos Description: TOT for Total Element Expected: always for TOT if the game has started.
Attribute	M/O	Value	Description
Value	M	##0	Total number of shifts

GAME	PTS	TOT	Pos Description: TOT for Total Element Expected: always for TOT if the game has started.
Attribute	M/O	Value	Description
Value	M	##0	Points

TOURN	PTS	TOT	Pos Description: TOT for Total Element Expected: Always if not zero
Attribute	M/O	Value	Description
Value	M	##0	Points in the tournament.

GAME	FO	TOT	Pos Description: TOT for Total Element Expected: always for TOT if the game has started.
Attribute	M/O	Value	Description
Value	M	#0	Face-offs won
Percent	M	##0.00	Face-offs won percent.

Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.		
Attribute	Value	Description
Code	LOST	
Pos	N/A	
Value	#0	Face-offs lost.

Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.		
Attribute	Value	Description
Code	PLUS_MINUS	
Pos	N/A	
Value	+/-#0	Face-offs net.

TOURN	FO	TOT	Pos Description: TOT for Total Element Expected: always if available.
Attribute	M/O	Value	Description
Value	M	#0	Face-offs won
Percent	M	##0.00	Face-offs won percent.

Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.		
Attribute	Value	Description
Code	LOST	
Pos	N/A	
Value	#0	Face-offs lost.

Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.		
Attribute	**Value**	**Description**
Code	PLUS_MINUS	
Pos	N/A	
Value	+/-##0	Face-offs net.

Sample (Player Stats)

```
<StatsItems>
  <StatsItem Type="GAME" Code="PIM" Pos="TOT" Value="2" />
  <StatsItem Type="TOUR" Code="PIM" Pos="TOT" Value="8" />
  <StatsItem Type="GAME " Code="GF" Pos="P1" Attempt="2" />
  <StatsItem Type= "GAME " Code="GF" Pos="P2" Value="1" Attempt="1" />
  <StatsItem Type="GAME " Code="GF" Pos="P3" Attempt="3" />
  <StatsItem Type="GAME " Code="GF" Pos="TOT" Value="1" Attempt="6" />
  <StatsItem Type="TOUR" Code="GF" Pos="TOT" Value="3" />
  <StatsItem Type="GAME" Code="PLUS_MINUS" Pos="TOT" Value="+1" />
  <StatsItem Type="TOUR" Code="PLUS_MINUS" Pos="TOT" Value="+1" />
  <StatsItem Type="GAME" Code="MINS" Pos="TOT" Value="14:53" Avg="0:55" />
  <StatsItem Type="GAME" Code="SHIFTS" Pos="TOT" Value="16" />
  <StatsItem Type="GAME" Code="FO" Pos="TOT" Value="5" Percent="60.00" >
    <ExtendedStat Code="LOST" Value="2" />
    <ExtendedStat Code="PLUS_MINUS" Value="1" />
  </StatsItem>
  <StatsItem Type="TOUR" Code="FO" Pos="TOT" Value="84" Percent="70.24" >
    <ExtendedStat Code="LOST" Value="25" />
    <ExtendedStat Code="PLUS_MINUS" Value="34" />
  </StatsItem>
</StatsItem>
```

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 for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current 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.

2.3.6.3 Trigger and Frequency

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

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

		Result (0,N)		
			Result	
			SortOrder	
			StartSortOrder	
			ResultType	
			Competitor (1,N)	
				Code
				Type
				Organisation

2.3.6.5   Message Values

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

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

Element: Competition /Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	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 Result @SortOrder.

2.3.7 Play by Play

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	SC@Period Code N/A	During the match the period code is expected, and the data are referring to that period only. After the match DocumentSubcode is N/A and the message includes all the data of the match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	ACTION	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST (only if DocumentSubcode=P1) LIVE INTERMEDIATE 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.

2.3.7.3 Trigger and Frequency

This message is sent:
- Send as START_LIST when the DT_RESULT/START_LIST is sent and there are actions before the start of the game.
- After every action (LIVE). Current period only. Include DocumentSubcode.
- After each period and any later updates (INTERMEDIATE). Include DocumentSubcode.
- After the unit with all periods included (OFFICIAL) [without DocumentSubcode]
- If decision is pending by IOC,CAS, IF (PROVISIONAL) [without DocumentSubcode]
- At any time to correct/complete the data (for example a penalty finishing in the next period), ResultStatus and DocumentSubcode as appropriate.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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

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Play by Play

	Speed			
	TimeStamp			
	ExtendedAction (0,N)			
		Code		
		Pos		
		Value		
	Competitor (0,N)			
		Code		
		Type		
		Role		
		Order		
		Organisation		
		Composition (0,1)		
			Athlete (1,N)	
				Code
				Order
				Bib
				Role
				Description (1,1)
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId
				Class

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

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always		
Attribute	**Value**	**Description**
Code	MAX_TIME	
Pos	N/A	
Value	mM	Length of OT in minutes

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

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

Element: Competition /Actions (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	M	S(20) with no leading zeros	Home Competitor ID
Away	M	S(20) with no leading zeros	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
Period	M	SC@Period Code	Period within the game
Order	M	Positive Integer	Unique sequential number for all the actions in the unit, from 1 to n (from the first action the last one considering all periods).
Action	M	SC@Action Code	Actions in the game. Send one action code The first action of each period should always be "STARTP" and the last "ENDP"
ActionAdd	O	SC@PenaltyDesc Code SC@PS_Desc	Send SC@PenaltyDesc in the case of a penalty Send SC@PS_Desc in the case of a penalty shootout Send SC@PTY_Desc in the case of a penalty shot during the match

		Code SC@PTY_Desc Code	Send the code only.
Comment	O	SC@ActionComment Code	Included when Action= STARTP or ENDP
When	M	MM:SS	Time in the match when the action occurred. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00'. If Period PSS is after a 5-minute overtime, time will be '65:00', if it is after a 10-minute overtime, '70:00'. For Paralympics where a period lasts 15 minutes. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'. If Period PSS is after a 5-minute overtime, time will be '50:00', if it is after a 10-minute overtime, '55:00', if it is after a 20-minute overtime, '65:00'.
Result	O	S(10)	Result of the Action for the player/team If Action = GOAL use SC@ResActionGoal If Action = P use SC@ResActionPenalty
ScoreH	O	Positive Integer	Home Score of the game after the action. Send if there is a score change for either team.
ScoreA	O	Positive Integer	Away Score of the game after the action. Send if there is a score change for either team.
SO_H	O	Positive Integer	Home team score in shoot-out (to break tie)
SO_A	O	Positive Integer	Away team score in shoot-out (to break tie)
Speed	O	##0	Shot speed in km/h for successful goal.
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Competition /Actions /Action /ExtendedAction (0,N)			
Type	**Code**	**Pos**	**Description**
	PTY_START	N/A	Element Expected: if applicable for penalties
Attribute	**M/O**	**Value**	**Description**
Value	M	MM:SS	Penalty start time, if the serving of the penalty is delayed. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00' For Paralympics where a period lasts 15 minutes. Penalty start time. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'
	PTY_END	N/A	Element Expected: if applicable for penalties
Attribute	**M/O**	**Value**	**Description**
Value	M	MM:SS	Penalty end time. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00' For Paralympics where a period lasts 15 minutes. Penalty end time. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'
	PTY_END_PERIOD	N/A	Element Expected: if applicable for penalties
Attribute	**M/O**	**Value**	**Description**

	Value	M	SC@Period Code	Penalty end time period. Send only if the end time period is different from the penalty time period. (e.g: Penalty time = '19:50' and End Time = '21:50'. Then PTY_END_PERIOD = P2)
	PTY_TYPE_PS	N/A		Element Expected: if applicable for penalties
Attribute	**M/O**		**Value**	**Description**
Value	M		Y	Send Y in the case of a penalty shot else do not send.
	PTY_TYPE_AG	N/A		Element Expected: if applicable for penalties
Attribute	**M/O**		**Value**	**Description**
Value	M		Y	Send Y in the case of a penalty leads to an Awarded Goal else do not send.
	PTY_TEAM	N/A		Element Expected: if applicable for penalties
Attribute	**M/O**		**Value**	**Description**
Value	M		Y	Send Y in the case of a team penalty else do not send.
	GOAL_UNASSISTED	N/A		Element Expected: if applicable for goals
Attribute	**M/O**		**Value**	**Description**
Value	M		Y	Send Y if the goal is unassisted else do not send
	PSS_NUM	N/A		Element Expected: for PSS
Attribute	**M/O**		**Value**	**Description**
Value	M		Positive Integer	Send the shot number in case of PSS.
	PSS_EXTRA	N/A		Element Expected: When extra shots are required in the penalty shoot-out. The regular number of shots is 3 at preliminaries and 5 at play-off round.
Attribute	**M/O**		**Value**	**Description**
Value	M		Y	Send Y if extra shots are required in the penalty shootout.
	LAST_PSS	N/A		Element Expected: For PSS
Attribute	**M/O**		**Value**	**Description**
Value	M		Y	Send Y if the unit action is the last PSS shot during the current PSS period else do not send.

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 zeros	Competitor's ID	
Type	M	T	T for team	
Role	O	SC@ActionRole Code	Role of the team in the action if it was a team action.	
Order	O	Positive Integer	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.	
Organisation	M	CC@ORGANISATION Id	Competitors' organisation	

Play by Play

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID of the athlete related to the action
Order	O	Positive Integer	Order of the athletes. Used to order the athletes related to the action.
Bib	O	S(5)	Jersey Number
Role	O	SC@ActionRole Code	Role of the athlete in the action

Element: Competition /Actions /Action /Competitor /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(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample (Play by Play)

```
<Actions Home="IHOWTEAM6---USA01" Away="IHOWTEAM6---FIN01" >
........
  <Action Id="123456" Period="P1" Order="2" Action="GK" When="00:00" >
    <Competitor Code="IHOWTEAM6---FIN01" Type="T" Order="1" Organisation="FIN" >
      <Composition>
        <Athlete Code="2032496" Role="IN" Bib="14" Order="1" >
          <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="FIN" BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
  <Action Id="123123" Period="P1" Order="3" Action="GOAL" When="00:53" Result="EQ" ScoreH="1" ScoreA="0">
    <ExtendedAction Code="GOAL_UNASSISTED" Value="Y" />
    <Competitor Code="IHOWTEAM6---USA01" Type="T" Order="1" Organisation="USA" >
      <Composition>
        <Athlete Code="2021026" Role="SCR" Bib="22" Order="1" >
          <Description GivenName="Harry" FamilyName="Jones" Gender="M" Organisation="USA" BirthDate="1993-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
  <Action Id="111111" Period="P1" Order="4" Action="P" When="01:22" Result="2" ActionAdd="HOOK">
    <ExtendedAction Type="EA" Code="PTY_END" Value="03:22" />
    <Competitor Code="IHOWTEAM6---FIN01" Type="T" Order="1" Organisation="FIN" >
      <Composition>
        <Athlete Code="2032484" Bib="32" Order="1" >
          <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="FIN" BirthDate="1992-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
```

2.3.7.6 Message Sort

Actions /Action @Order.

2.3.8 Image

2.3.8.1 Description

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	S(20)	ID of the Team
DocumentType	DT_IMAGE	Image message
DocumentSubtype	UNIFORM	Document SubType
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.

2.3.8.3 Trigger and Frequency

Trigger when available and 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
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Image (1,N)		
		Pos	
		Version	
		Revision	
		ImageType	
		ImageData (1,1)	
			-

International Olympic Committee

2.3.8.5 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 /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Positive Integer	Used as the differentiator for multiple images in the message. It is used for each uniform included. NOTE: The values used here MUST match the Pos values used in DT_ENTRIES_TEAMS Competition /TeamEntry /ExtendedEntry @ENTRY/UNIFORM so the colour description and image are aligned.
Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension

Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a png file)

Sample (Uniform)

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

2.3.8.6 Message Sort

Sort by Competition /Image /Pos.

2.3.9 Pool Standings

2.3.9.1 Description

The pool standings message contains the standings of a group in a competition.

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).

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Phase RSC for the phase (pool/group) For example: IHOMTEAM6-------------GPA--------- for Men's Preliminary Round Group A IHOMTEAM6-------------PREL-------- for the combined group
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE 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 start of the competition to build 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
- If decision is pending by IOC, CAS, IF the message has status PROVISIONAL
- Trigger on any changes.

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
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		
	Diff		
	ExtendedResults (0,1)		
		ExtendedResult (1,N)	
			Type
			Code
			Pos
			Value
	Competitor (1,1)		
		Code	
		Type	
		Organisation	
		Description (0,1)	
			TeamName
		Opponent (0,N)	

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

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

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Descriptio	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 ShortDescription (not code) from Common Codes
Gender	M	CC@PERSON_GENDER Id	Gender code for the event unit

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank in the group. For Preliminary round it is the combined rank in the tournament. For Group D send with trailing D. (2D etc.).
RankEqual	O	Y	Send "Y" if the Rank is equaled else do not send.
ResultType	M	SC@ResultType Code	Result type, POINTS or IRM.
Result	O	#0	Send the classification points a team has accrued during the pool stage.
IRM	O	SC@IRM Code	The invalid rank mark if applicable.
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 and before the competition starts.
Won	O	#0	Number of games won by the team in the group in regulation time. Overtime wins are captured in the ExtendedResult.
Lost	O	#0	Number of games lost by the team in the group in regulation time. Overtime loses are captured in the ExtendedResult.
Played	O	#0	Number of games played by the team in the group.
For	O	#0	Total number of goals for.
Against	O	#0	Total number of goals against.
Diff	O	+/-##0	Points Goal difference, between for and against. Send + or - unless value is 0.

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

Type		Code	Pos	Description
ER		OTW	N/A	Element Expected: always after the first match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Overtime wins by the competitor.
ER		OTL	N/A	Element Expected: always after the first match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Overtime losses by the competitor.
ER		SEED	N/A	Element Expected: only in the combined ranking
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Team Seed
ER		SUB_RANK	N/A	Element Expected: only in the combined ranking
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Rank of the team with their pool

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

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Pool Standings

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

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

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Competitor ID or TBD if unknown
Type	M	T	T for team
Pos	M	Positive Integer	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).
Date	M	YYYY-MM-DD	Date of match between the competitor and opponent. Send even after the match is complete.
Time	O	HH:MM	Time of match. Must include if the data is available, send even after the match is complete.
Unit	M	CC@EVENT_UNIT Code	Full RSC of the Unit for the Pool Item
HomeAway	O	H, A	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

Sample (Pool Standings)

```
<Result Rank="1" SortOrder="1" ResultType="POINTS" Result="3" Played="1" Won="1" Lost="0" For="5" Against="0" Diff="+5" >
  <Competitor Code="IHOWTEAM6---CAN01" Type="T" Organisation="CAN" >
      <Description TeamName="Canada"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="OTW" Value="0" />
      <ExtendedResult Type="ER" Code="OTL" Value="0" />
    </ExtendedResults>
    <Opponent   Code="IHOWTEAM6---USA01"   Type="T"   Pos="1"   Organisation="USA"   Date="2018-02-06"   Time="14:00"
Unit="IHOWTEAM6------------GPA-0001----" HomeAway="H" Result="5-0">
      <Description TeamName="United States"/>
    </Opponent>
    <Opponent   Code="IHOWTEAM6---BLR01"   Type="T"   Pos="2"   Organisation="BLR"   Date="2018-02-08"   Time="09:00"
Unit="IHOWTEAM6------------GPA-0003----" HomeAway="A"  >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent   Code="IHOWTEAM6---NZL01"   Type="T"   Pos="4"   Organisation="NZL"   Date="2018-02-10"   Time="19:00"
Unit="IHOWTEAM6------------GPA-0005----" HomeAway="H" >
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.9.6 Message Sort

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

![International Olympic Committee logo]

International Olympic Committee

2.3.10 Brackets

2.3.10.1 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.

2.3.10.2 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_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE 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

- Before the competition (START_LIST) including only the known phases.
- After each phase is complete with the information for the next phase (INTERMEDIATE)
- After every match during final phases (INTERMEDIATE) to add result information
- After the final match (OFFICIAL)
- If IOC, CAS, IF decision is pending (PROVISIONAL)
- Trigger after any change

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		
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
				IRM
				StrikeOut
				PreviousUnit (0,1)
					Unit
					Value
					WLT
				Competitor (0,1)
					Code
					Type
					Organisation
					Description (0,1)
						TeamName

2.3.10.5 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 /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)

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 Id	Gender code for the event

Element: Competition /Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC@Bracket Code	Bracket code to identify a bracket item. Gold/Bronze Match are kept in the same Bracket @Code

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

Each BracketItem is only sent when complete for the teams + empty for the first before the start of the competition.

Attribute	M/O	Value	Description
Code	M	SC@BracketItems Code	Bracket code to identify a set of bracket items.

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

Attribute	M/O	Value	Description
Code	M	Positive Integer or S(3)	The game number for each bracket item (e.g.: 17, 18, 19, 20 ...) when known. Send 'TBD' for to be defined, if the game number is not known.
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Positive Integer	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	YYYY-MM-DD	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	HH:MM	HH:MM. Must be filled if known
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.

Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted for display including OT and PSS if applicable (as in ORIS).

Sample:

```
<<BracketItems Code="SFNL">
  <BracketItem Order="1" Position="1" Code="28" Date="2026-02-20" Time="21:10" Unit="IHOMTEAM6------------SFNL000100--" Result="2 - 0">
    <CompetitorPlace Pos="1" WLT="W" Result="2">
      <PreviousUnit Unit="IHOMTEAM6------------QFNL000300--" Value="25" WLT="W"/>
      <Competitor Code="IHOMTEAM6---CAN01" Type="T" Organisation="CAN">
        <Description TeamName="Canada"/>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L" Result="0">
      <PreviousUnit Unit="IHOMTEAM6------------QFNL000100--" Value="23" WLT="W"/>
      <Competitor Code="IHOMTEAM6---SUI01" Type="T" Organisation="SUI">
        <Description TeamName="Switzerland"/>
      </Competitor>
    </CompetitorPlace>
  </BracketItem>
  <BracketItem Order="2" Position="2" Code="27" Date="2026-02-20" Time="16:40" Unit="IHOMTEAM6------------SFNL000200--" Result="2 - 1 PSS">
    <CompetitorPlace Pos="1" WLT="W" Result="2">
      <PreviousUnit Unit="IHOMTEAM6------------QFNL000200--" Value="24" WLT="W"/>
      <Competitor Code="IHOMTEAM6---NOR01" Type="T" Organisation="NOR">
        <Description TeamName="Norway"/>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L" Result="1">
      <PreviousUnit Unit="IHOMTEAM6------------QFNL000400--" Value="26" WLT="W"/>
      <Competitor Code="IHOMTEAM6---USA01" Type="T" Organisation="USA">
        <Description TeamName="United States"/>
      </Competitor>
    </CompetitorPlace>
  </BracketItem>
</BracketItems>
```

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	1, 2	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC@CompetitorPlace Code	Use the appropriate sports code, expected only if the EventUnitType is HTEAM and at least one competitor in the bracket item is known.
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(5)	The result (score) of the competitor in the event unit
IRM	O	SC@IRM Code	The invalid result 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	M	CC@EVENT_UNIT Code Or CC@PHASE Code	Full RSC code of the previous event unit or the Phase (for preliminary group) for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then send full RSC of the Pool phase (A, B C etc.).
Value	O	S(10)	When competitor is not known and is possible to do so: - (and not coming from a pool) send the BracketItem code (game number) to indicate the competitor. - If from a women's pool then the rank in the pool (An or Bn where n is the pool rank) - If from men's pools then send nD where n is the preliminary rank. When the team is known send the preliminary combined ranking without the group letter.
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 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 zeros	Competitor's ID
Type	M	T	T for team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

Sample (Brackets)

```
<Bracket Code="FNL">
  <BracketItems Code="R16">
    <BracketItem Code="19" Order="1" Position="1" Date="2018-02-07" Time="12:00" Unit="IHOMTEAM6------------8FNL000100--"
Result="4-2" NextUnit="IHOMTEAM6-------------QFNL000100--" >
      <CompetitorPlace Pos="1" WLT="W" Result="4" >
        <Competitor Code="IHOMTEAM6---SLO01" Type="T" Organisation="SLO" >
          <Description TeamName="Slovenia"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="2" >
        <Competitor Code="IHOMTEAM6---AUT01" Type="T" Organisation="AUT" >
          <Description TeamName="Austria"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.10.6 Message Sort

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

2.3.11 Statistics

2.3.11.1 Description

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

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

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Full event level RSC
DocumentSubcode	S(20) N/A	N/A except in case DocumentSubtype is "CUM" then the ID of the team which the message is referring is expected.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TOU IND_RANKING TEAM_RANKING	Included to indicate the statistics type: • CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. • TOU: For Tournament statistics • IND_RANKING: Ranking of individual statistics. • TEAM_RANKING: Ranking of individual statistics
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: LIVE INTERMEDIATE OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.11.3 Trigger and Frequency

After each match according to the general definition. The CUM message is only triggered for the teams involved in the match.

2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							

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

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

2.3.11.5 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 /ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team.
UnitsTotal	O	Positive Integer	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team.
UnitsComplete	O	#0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team.

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

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /Stats (1,1)

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

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

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

Type	Code	Pos	Description
ST	ATTENDANCE	N/A	Element Expected: Always send if DocumentSubtype= TOU.
Attribute	**M/O**	**Value**	**Description**
Value	M	Positive Integer	Total attendance for all games played.
Avg	M	Positive Integer	Average attendance.
ST	MP	N/A	Element Expected: Always send if DocumentSubtype= TOU.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Total games played.

Sample (TOU)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="ATTENDANCE" Value="245200" Avg="8173" />
    <StatsItem Type="ST" Code="MP" Value="30" />
  </StatsItems>
```

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

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T	T for team
Order	M	Positive Integer	Sort order: For each team: 1 - Team NOC code
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	MP	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	#0	Total games played.
ST	IRM	N/A	Element Expected: If applicable for TEAM_RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@IRM Code	Send DQB if the competitor is disqualified.
ST	GF	N/A	Element Expected: If available for TEAM RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of goals for.
Attempt	M	##0	Shots on goal.
Percent	M	##0.00	Scoring efficiency as a percentage.
Rank	O	Positive Integer	Send the Rank for display of the scoring efficiency.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
SortOrder	O	Positive Integer	Send the sort order.
Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected If available for TEAM_RANKING.**			
Attribute	**Value**	**Description**	
Code	SSG		
Pos	N/A		
Value	##0	Shots saved by goalkeeper.	
ST	ASSIST	N/A	Element Expected: CUM message only
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of assists.

ST	PTS	N/A	Element Expected: CUM message only
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of points.
ST	PP	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Power play goals for.
Attempt	M	##0	Advantage (times on power play).
Percent	M	##0.00	Power Play efficiency as a percentage.
Rank	O	Positive Integer	Send the Rank for display of the PP efficiency.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
SortOrder	O	Positive Integer	Send the sort order.
ST	TPP	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	MM:SS	Time in power play.
Avg	M	MM:SS	Average time in power play.
ST	PK	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Power play goals against.
Attempt	M	##0	Disadvantage (number of times shorthanded or power play opportunities against).
Percent	M	##0.00	Penalty killing percentage.
Rank	O	Positive Integer	Send the Rank for display of the PK percentage.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
SortOrder	O	Positive Integer	Send the sort order.
ST	TSH	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	MM:SS	Time shorthanded in minutes and seconds.
Avg	M	MM:SS	Average time shorthanded in minutes and seconds.
ST	GA	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Number of goals against.
ST	GK	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Total saves.
Attempt	M	##0	Shots on goal against the goalkeeper.
Avg	M	##0.00	Goals against as average per 60 minutes.

				In Paralympics Goals against as average per 45 minutes.
	Percent	M	##0.00	Save percentage (saves as a percentage of SOG).
	Rank	O	Positive Integer	Send the Rank for display of the percent.
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description
	Code	ENG	
	Pos	N/A	
	Value	##0	Empty net goals.

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description
	Code	SHGA	
	Pos	N/A	
	Value	#0	Shorthanded goals against.

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description
	Code	SO	
	Pos	N/A	
	Value	##0	Number of shutouts.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description
	Code	PPGA	
	Pos	N/A	
	Value	##0	Power play goals against

ST		PIM	N/A	Element Expected: If available for TEAM_RANKING.

	Attribute	M/O	Value	Description
	Value	M	##0	Total penalties in minutes.
	Avg	M	mM:SS	PIM (average) per game (in minutes and seconds).
	Rank	O	Positive Integer	Send the Rank for display of the PIM.
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description
	Code	10MIN	
	Pos	N/A	

	Value	##0	Number of 10 minute penalties.	

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description	
	Code	2MIN		
	Pos	N/A		
	Value	##0	Number of 2 minute penalties.	

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description	
	Code	5MIN		
	Pos	N/A		
	Value	##0	Number of 5 minute penalties.	

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description	
	Code	GM		
	Pos	N/A		
	Value	##0	Number of game misconducts.	

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description	
	Code	MP		
	Pos	N/A		
	Value	##0	Number of match penalties.	

ST		SHG_NET	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	M	+/-##0	SHGF - SHGA
	Rank	O	Positive Integer	Send the Rank for display of the net SHG.
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description	
	Code	SHGA		
	Pos	N/A		
	Value	##0	Shorthanded goals against.	

Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected If available for TEAM_RANKING.

	Attribute	Value	Description	
	Code	SHGF		
	Pos	N/A		
	Value	##0	Shorthanded goals for.	

ST		ATTENDANCE	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Total attendance for all games played.
	Avg	M	Positive Integer	Average attendance.
	Rank	O	Positive Integer	Send the Rank for display of average number of spectators.
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

Sample (Team Ranking)

```
<Stats Code="TEAM_RANKING">
  <Competitor Code="IHOWTEAM6---CAN01" Type="T" Order="1" Organisation="CAN" >
  <Description TeamName="Canada" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="1" />
      <StatsItem Type="ST" Code="GF" Value="5" Attempt="25" Percent="20.00" Rank="2" SortOrder="2" />
      <StatsItem Type="ST" Code="GA" Value="0" />
      <StatsItem Type="ST" Code="PK" Value="5" Percent="100.00" Attempt="5" Rank="2" SortOrder="2">
        <ExtendedStat Code="TSH" Value="02:00" Avg="02:00" />
      </StatsItem>
      <StatsItem Type="ST" Code="ATTENDANCE" Value="4386" Avg="4386" />
    </StatsItem>
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete's ID
Order	M	Positive Integer	Sort order

Element: Competition /Stats /Competitor /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(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	POS	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Send the athlete position.

ST		MP	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Total games played. (Dressed for GK)

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for GK in CUM and IND_RANKING.			
	Attribute	**Value**	**Description**
	Code	GPI	
	Pos	N/A	
	Value	#0	Total games where the GK was on the ice.

ST		GF	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of goals for.
	Attempt	M	##0	Total shots
	Percent	O	##0.00	Percentage or goals from total shots where Attempts is greater than 0
	Rank	O	Positive Integer	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

ST		ASSIST	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of assists.
	Rank	O	Positive Integer	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

ST		PTS	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of points.
	Rank	O	Positive Integer	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

ST		PTS_DEF_RANK	N/A	Element Expected: If available in IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Defensemen leading scorers rank.

ST	PIM	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	M	##0	Penalties in minutes.
	Avg	M	mM:SS	PIM (average) per game (in minutes and seconds).
	Rank	O	Positive Integer	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available in IND_RANKING.

	Attribute	Value	Description
	Code	10MIN	
	Pos	N/A	
	Value	##0	Number of 10 minute penalties.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available in IND_RANKING.

	Attribute	Value	Description
	Code	2MIN	
	Pos	N/A	
	Value	##0	Number of 2 minute penalties.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available in IND_RANKING.

	Attribute	Value	Description
	Code	5MIN	
	Pos	N/A	
	Value	##0	Number of 5 minute penalties.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available in IND_RANKING.

	Attribute	Value	Description
	Code	GM	
	Pos	N/A	
	Value	##0	Number of game misconducts, gross misconducts.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available in IND_RANKING.

	Attribute	Value	Description
	Code	MP	
	Pos	N/A	
	Value	##0	Number of match penalties.

ST	PLUS_MINUS	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+/-##0	Plus / Minus net value.

	Rank	O	Positive Integer	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available in IND_RANKING.

	Attribute	Value	Description	
	Code	MINUS		
	Pos	N/A		
	Value	##0	Total Minus.	

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available in IND_RANKING.

	Attribute	Value	Description	
	Code	PLUS		
	Pos	N/A		
	Value	##0	Total Plus.	
ST	GWG	N/A		Element Expected: if available in CUM.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of Game Winning Goals.
ST	PPG	N/A		Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of power play goals.
ST	SHG	N/A		Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of short hand goals.
ST	SOG	N/A		Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of shots on goal.
	Avg	M	##0.00	Average number of Shot on Goal per Game
	Rank	O	Positive Integer	Send the Rank for display (IND_RANKING message).
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order for time on ice
ST	MINS	N/A		Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmM:SS	Total minutes time on ice for skaters.
	Avg	M	mm:sS	Average time on ice for skaters. (per game)
	Rank	O	Positive Integer	Send the Rank for display (IND_RANKING message).

	Attribute	M/O	Value	Description
	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order for time on ice
ST		SHIFTS	N/A	Element Expected: if available in CUM.

	Attribute	M/O	Value	Description
	Value	M	##0	Total shifts played.
	Avg	M	mM:SS	Average length of each shift

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for IND_RANKING.

	Attribute	Value	Description
	Code	SPG	
	Pos	N/A	
	Value	##0.0	Average shifts per game

ST		FO	N/A	Element Expected: If available for IND_RANKING.

	Attribute	M/O	Value	Description
	Value	M	#0	Face-offs won
	Percent	M	##0.00	Face-offs won percent
	Rank	O	Positive Integer	Send the Rank for display (IND_RANKING message).
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	O	Positive Integer	Send the sort order for time on ice.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for IND_RANKING.

	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	
	Value	#0	Face-offs lost.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for IND_RANKING.

	Attribute	Value	Description
	Code	PLUS_MINUS	
	Pos	N/A	
	Value	+/-##0	Face-offs net.

ST		GK	N/A	Element Expected: If available for GK in CUM (not rank etc.) and IND_RANKING.

	Attribute	M/O	Value	Description
	Value	M	##0	Saves by the goalkeeper.
	Attempt	M	##0	Shots on goal against the goalkeeper.
	Avg	O	##0.00	Goals against as average per 60 minutes. In Paralympics Goals against as average per 45 minutes.
	Percent	M	##0.00	Save percentage by the goalkeeper.
	Rank	O	Positive Integer	Send the Rank for display for the GK ranking.

	RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Positive Integer	Send the sort order.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for CUM and IND_RANKING.

	Attribute	Value	Description
	Code	GA	
	Pos	N/A	
	Value	##0	Goals against the goalkeeper.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for CUM and IND_RANKING.

	Attribute	Value	Description
	Code	SO	
	Pos	N/A	
	Value	##0	Shut outs by the goalkeeper.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for CUM and IND_RANKING.

	Attribute	Value	Description
	Code	WON	
	Pos	N/A	
	Value	##0	Games won by the goalkeeper.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for CUM and IND_RANKING.

	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	
	Value	##0	Games lost by the goalkeeper.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for CUM and IND_RANKING.

	Attribute	Value	Description
	Code	PPGA	
	Pos	N/A	
	Value	##0	Power play goals against the goalkeeper.

Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected If available for CUM and IND_RANKING.

	Attribute	Value	Description
	Code	SHGA	
	Pos	N/A	
	Value	##0	Short handed goals against the goalkeeper.

ST		GK_MINS	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	mmM:SS	Total minutes played for goalkeeper
	Avg	M	mM:SS	Average minutes played for goalkeeper
	Percent	O	##0.00	MIP as percentage (for goalkeepers)

Sample (IND_RANKING)

```
<Stats Code="IND_RANKING">
  <Competitor Code="IHOMTEAM6---CAN01" Type="T" Order="1" Organisation="CAN" >
    <Composition>
      <Athlete Code="2018820" Order="2">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="3" />
          <StatsItem Type="ST" Code="GF" Value="5" Attempt="50" Percent="10.00" Rank="2" SortOrder="2">
          <StatsItem Type="ST" Code="POS" Value="D" />
          <StatsItem Type="ST" Code="ASSIST" Value="2" Rank="5" RankEqual="Y" SortOrder="7" />
          <StatsItem Type="ST" Code="PIM" Value="2" Avg="1:00" Rank="18" RankEqual="Y" SortOrder="21" />
            <ExtendedStat Code="2MIN" Value="1" />
          </StatsItem>
```

2.3.11.6 Message Sort

Sort according to the @Order attributes.

2.3.12 Event Final Ranking

2.3.12.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event.

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

2.3.12.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	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.

2.3.12.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that ranking is not subject to change.
- After each final position is known (PARTIAL or OFFICIAL)
- If IOC,CAS, IF decision pending (PROVISIONAL).

2.3.12.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.12.5 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 /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	##0	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)			
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 Id	Gender code for the event.

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

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	OTW	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Overtime wins by the competitor.
ER	OTL	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Overtime losses by the competitor.

ER		GF	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Goals for the competitor.
ER		GA	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Goals against the competitor.

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 zeros or SC@CompetitorPlace Code	Competitor's ID. "NO_AWARD" 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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	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 as defined in the sport

Element: Competition /Result /Competitor /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(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample (Final Ranking)

```
<Result Rank="1" SortOrder="1" Played="6" Won="5" Lost="0" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="OTW" Value="1" />
    <ExtendedResult Type="ER" Code="OTL" Value="0" />
    <ExtendedResult Type="ER" Code="GF" Value="17" />
    <ExtendedResult Type="ER" Code="GA" Value="3" />
  </ExtendedResults>
  <Competitor Code="IHOWTEAM6---SWE01" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden"/>
    <Composition>
      <Athlete Code="2002600" Order="1" />
```

2.3.12.6 Message Sort

Sort by Result @SortOrder

3   Message Timeline

3.1   Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES		o	o	o		o
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_ENTRIES			x			
	DT_SCHEDULE		x			o	o
	DT_PDF C08 Competition Schedule			x			
	DT_PDF C35A Directorate			x			
	DT_PDF C35B Competition Officials			x			

3.2   Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - after any competition schedule change	DT_SCHEDULE_UPDATE		x		o		o
After Initial Download - as soon as Participant verification process finishes (C38/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
After Initial Download - after changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
	DT_ENTRIES			x			
When available	DT_IMAGE	OFFICIAL	x				
For each group for each gender	DT_POOL_STANDING	START_LIST			x		
For each gender	DT_BRACKETS	START_LIST			x		
After the Initial Directorate Meeting for the gender	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
After the Initial Directorate Meeting for the gender - for each team	DT_PDF C33 Team Roster			x			

3.3   Before a game

Trigger	Message	Status	D	E	P	S	U
Roster is known (-120')	DT_RESULT	START_LIST					x
	DT_PLAY_BY_PLAY	START_LIST					x
	DT_PDF C54A Game Roster						x
	DT_PDF C58 Game Officials Assignment			x			
Line-up is known (-50)	DT_RESULT	START_LIST					x
	DT_PLAY_BY_PLAY	START_LIST					x

	DT_PDF C54B Line-ups						x
Starters Line-up is known (-10)	DT_RESULT	START_LIST					x
	DT_PLAY_BY_PLAY	START_LIST					x
	DT_PDF C54C Graphical Line-ups						x
At scheduled start time (0)	DT_SCHEDULE_UPDATE	GETTING_READY	x				o

3.4   During each period

Trigger	Message	Status	D	E	P	S	U
Event unit starts (at puck drop)	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
	DT_CURRENT						x
	DT_RESULT	LIVE					x
	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
After the end of the period	DT_RESULT	INTERMEDIATE					x
	DT_PLAY_BY_PLAY	INTERMEDIATE					x
	DT_PDF C74 Game Summary						x
	DT_PDF C77A Shot Chart						x
	DT_PDF C77B Face-off Chart						x

3.5   After end of the game

Trigger	Message	Status	D	E	P	S	U
Game finished	DT_SCHEDULE_UPDATE	FINISHED	x				o
Game score confirmed	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_PDF C74 Game Summary						x
	DT_PDF C77A Shot Chart						x
	DT_PDF C77B Face-off Chart						x
If in Preliminary Round	DT_POOL_STANDINGS	INTERMEDIATE			x		
	C76x Tournament Progress			x			
If in Play-Off	DT_BRACKETS	INTERMEDIATE			x		
	C76x Tournament Progress			x			
If changes in the schedule (game added in play-off)	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
If any rank known	DT_RANKING	PARTIAL			x		
	DT_STATS	INTERMEDIATE			x		
	DT_PDF C83 Player Statistics by Team				x		
	DT_PDF C84 Team Statistics				x		
	DT_PDF C85x Statistics Leaders				x		

3.6 After the Bronze Medal Game

Trigger	Message	Status	D	E	P	S	U
After the event unit is official	DT_MEDALLISTS	PARTIAL		x			
	DT_MEDALS		x				
	DT_RANKING	PARTIAL		x			

3.7 After the Gold Medal Game

Trigger	Message	Status	D	E	P	S	U
After the last event unit is official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALS		x				
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_RANKING	OFFICIAL		x			
	DT_PDF C92C Medallists (Team)			x			
	DT_PDF C93 Medallists By Event		x				
	DT_PDF C95 Medal Standings		x				

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

4   Document Control

Version history		
Version	**Date**	**Comments**
V0.1	12 November 2023	First version
V0.2	16 November 2023	After ODF review
V0.3	21 November 2023	Editorial changes
V0.4	7 February 2024	Minor updates
V0.5	10 May 2024	Corrections and cross sport alignments
V0.6	03 August 2024	Cross sport alignments
V0.7	29 September 2024	Updated after PT1, OSRP CR CHG0031939
V1.0	31 October 2024	Approved version, CHG0032227

File Reference: OWG2026-IHO-1.0, APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	DT_ENTRIES and DT_ENRIES_TEAMS introduced. DT_RESULTS: Additional Tournament statistics added. Periods identification adjusted DT_PLAY_BY_PLAY: Play by Play periods adjusted.
V0.3	SFR	Editorial updates, removing highlighted text.
V0.4	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M. DT_PARTIC Status attribute set to M and MainFunctionId attribute set to O. DT_ENTRIES Competition /Entry /ExtendedEntry cardinality changed from 0,1 to 0,N. GivenName attribute set to O. DT_ENTRIES_TEAMS Competition /TeamEntry /TeamOfficials /Official structure updated to align with values
V0.5	SFR	Editing updates and new values patterns applied. Sport attribute in element Competition has been changed to S(35) TVFamilyName changed to S(18)
V0.6	SFR	SubEventName attribute: Changed reference to the ShortDescription in Common Codes. DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_PARTIC: Competition /Participant /Discipline /DisciplineEntry Codes HAND, CLUB_NAME,CLUB_ORG added. DT_SCEDULE: Updated structure. DT_RESULT: Value of the attributes: HomeScore, AwayScore,HomePeriodScore and AwayPeriodScore has been updated. DT_PLAY_BY_PLAY: : Competition /Actions /Action /ExtendedAction Code PTY_END Value updated DT_IMAGE: Revision attribute Value updated to accept zero. DT_POOL_STANDING: Competition /ExtendedInfos /Progress /UnitsComplete value updated. DT_BRACKETS: Competition /ExtendedInfos /Progress /UnitsComplete value updated. Competition /Bracket /Code: description updated. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Code Clarification added in Description. Message Sort updated. DT_STATS: Competition /ExtendedInfos /Progress /UnitsComplete Value updated. DT_RANKING: Competition /ExtendedInfos /Progress /UnitsComplete value updated DT_AUDIO, DT_ACHIEVEMENT: Added in Applicable Messages Reference to Fortfeit exceptional situation updates as per ORIS Change Request CHG0031634
V0.7	SFA	DT_SCHEDULE: Description updated Competition /Session StartDate Value format updated, HideStartDate, HideEndDate optional attributes added. Competition /Unit Code Value format updated, PhaseType updated to Optional, HideUnitNum added, MedaiAccess deleted. Competition /Unit /ItemDescription added

		Competition /Unit /StartList /Start PreviousWLT and PreviousUnit deleted. Competition /Unit /StartList /Start /PreviousUnit added DT_PARTIC: Competition /Participant Height and Weight Value format updated Competition /Participant /Discipline /DisciplineEntry /ENTRY /CLUB_NAME value format updated DT_RESULT: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod /EP /PSS_HOME and /PSS_AWAY Value format updated Competition /Result /Competitor /StatsItems /StatsItem Value formats updated Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem Value formats updated DT_CURRENT: Competition /Clock /Running Value format updated DT_PLAY_BY_PLAY: Competition /Actions /Action /ActionAdd Value format updated DT_POOL_STANDINGS: Competition /Result QualificationMark added (CHG0031939) and value formats updated DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem TimeStamp optional attribute added DT_STATS: Statistics value formats updated. DT_RANKING: Value formats updated
V1.0	APP	DT_SCHEDULE: Description adjustment. Unit adjustment, ItemName reference to ENG Decsription. DT_RESULT: Competition /ExtendedInfos /ExtendedInfo /UI /RES_CODE added Competition /Result attribute Result description adjusted (CHG0032227) DT_POOL_STANDING: Competition /Result attribute Rank description pending point removed (CHG0032227) Competition /Result attribute Diff description updated. DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit attribute Value description updated (CHG0032227) DT_STATS: Competition /Stats /Competitor /StatsItems /StatsItem /ST /GK ExtendedStat PPGA added