

Olympic Results and Information Services (ORIS)

Requirements Document

Rio 2016 - Games of the XXXI Olympiad

Football



Produced by:

- IOC - International Olympic Committee
Château de Vidy, 1007 Lausanne, Switzerland
- FIFA - Fédération Internationale de Football Association
FIFA-Strasse 20, Postfach 8044 Zurich, Switzerland
- Rio 2016 Organising Committee for the Olympic and Paralympic Games
Rua Ulysses Guimarães, 2016
Cidade Nova - 20211-225
Rio de Janeiro - RJ - Brazil

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Executive Summary

The Executive Summary covers major steps and milestones of the ORIS project for the Rio 2016 Olympic Games.

1 Introduction to the ORIS Project

Information management is a key component in the efficient operation of sporting events. Accurately documented requirements are essential to ensure reliable, cost efficient results management, and facilitate the transfer of knowledge from one Games to the next.

In 1993, recognising the high costs and risks incurred in the continual redefinition of requirements, the IOC initiated a pilot project "INFOTECH" whose aim was the definition of minimum requirements for Information Technology support at the Olympic Games. Rowing was chosen for this pilot project.

Information requirements were analysed in detail by the International Rowing Federation (FISA) together with representatives of the major World News Press Agencies (WNPA), several large sports newspapers and representatives from the IOC. In the course of this process, the needs of the written press and news press agencies and potential areas for improvement were highlighted. At the same time, information users gained a better understanding of the procedures involved in running a major sporting event. This collaboration brought about a greater mutual understanding and commitment to working together for the benefit of athletes, sports officials, viewers, readers and subscribers and therefore, ultimately, the sport.

Experience gained during this pilot project encouraged the IOC, the International Federations, and participating media representatives to extend the process to all other sports in the Olympic Programme for future Games, starting with the Nagano 1998 Olympic Winter Games.

The experience gained from the pilot project helped to set the objectives for all subsequent versions of the project. These project objectives are to:

- Form a Working Group for each discipline made up of experts from the various fields related to information technology and information usage for the sport
- Establish and consolidate the IT requirements that an Organising Committee (OC) will be required to fulfil in order to meet the needs of the International Federations (IFs) and media during the Games through a process of consultation among the Working Group
- Set consistency in the level of IT support across the different disciplines at the Games, whilst respecting each sport's traditions
- Analyse and propose changes to current working practices in order to ensure that information delivery is up to date
- Document procedures in a readable and user friendly format, focusing on a description of the required information from a user's perspective
- Ensure that the experience gained at each Game's edition is transferred forward to subsequent Games

During the winter of 1995-1996, the International Olympic Committee (IOC), the Organising Committee for the XVIII Olympic Winter Games, Nagano 1998 (NAOC), 35 representatives of the International Winter Sports Federations and 42 media personnel from 16 countries completed the requirements documents for the 14 Winter Olympic sports.

In February 1997, while the Winter Games documents were being finalised for Nagano, the IOC launched the Summer Games project in parallel. The project was renamed ORIS (Olympic Results and Information Services). Over the next two years, documents for the 37 disciplines on the Sydney programme were completed by the ORIS team, working with sports, media and technology personnel from the Sydney Organising Committee for the XXVII Olympic Games (SOCOG). More than 130 representatives of the 28 International Summer Sports Federations and over 120 journalists from 31 countries were involved in the project.

As a result of the success of the Nagano and Sydney Games, the ORIS project has been leading the results delivery at every Summer and Winter Games organised since.

In parallel, requirements for a data feed to serve the press agencies were defined and documented together with the main news agencies in the so called World News Press Agencies working group (WNPA). The first version of the "Requirements for the Results Data Feed" for summer sports was released in 1995. Subsequent documents were improved, extended to the winter and implemented from the Nagano Winter Games onwards. These requirements have been replaced by a new universal data feed named the Olympic Data Feed (ODF) which was first implemented at the Vancouver 2010 Games.

The development of the ORIS document has combined the expertise and experience of many diverse users who together have thousands of hours of first-hand experience at Olympic Games and other major competitions. The legacy of the lessons learned and the experience gained has been brought to the present version, and the experience gained at the Sochi 2014 Games will be used to further improve future versions.

The ORIS development process (ORIS document production, Change Management, Test Event, Homologation Test, TAO observation, Questionnaires) ensures that the ORIS document remains stable during the development cycle. This also ensures that the document continues to be developed to include valuable feedback received from the Games, and from actual end users of the outputs and feeds produced.

2 ORIS Document Summary

2.1 Terminology

Some terminology used in this document is generic and each OC may use its own terminology. For example, the "Venue Press Centre" may be called "Venue Media Centre", "Sport Presentation" may be called "Sport Production", a "Competition Manager" may be called a "Sport Manager", "ONS" may be called "OPNS", etc.

In this document, the masculine gender used in relation to any physical person (for example, names such as official, athlete, judge, referee, score verifier, member of a jury or pronouns such as he, they or them) shall, unless there is a specific provision to the contrary, be understood as including the feminine gender.

2.2 Document Structure

The ORIS document is laid out as follows:

2.2.1 Executive Summary

This part of the document provides an overview of the ORIS project and the ORIS document for Football. It includes information on the following topics: introduction, document content, cycle and participants.

2.2.2 Football References

This part of the document describes the references on which the ORIS document is based. It includes the list of events, competition format, competition phases, participation references and source documents.

2.2.3 Procedures

This part of the document describes procedures to be followed by the OC and its partners, FIFA and the IOC. It covers procedures for results services and news services, for both the preparation period and the Games.

2.2.3.1 Results Service and Competition Management Support

The roles and responsibilities of FIFA, the OC Competition Management and OC Technology during all stages of the results delivery process for the competition are defined here. This includes "end to end" information technology support beginning with the athlete entry process up until the completion of the event, including the handling of exceptional situations. Special attention is given to the results verification process and the initiation of results distribution. Procedures are designed to ensure maximum data accuracy in the most efficient manner.

2.2.3.2 News Service and Background Information

Procedures regarding the collection, acquisition and transfer of historical data, biographies and similar background information prepared before the Games are defined here. The roles and responsibilities of FIFA, the IOC and the OC in this process and the data exchanged between these parties before and after the Games are also outlined.

Procedures on the preparation of news (e.g. previews, reviews, flash quotes, press conference highlights, etc.) by the Olympic News Service (ONS) are defined. The expected responsibilities of FIFA and the OC Competition Management in order to support these processes are outlined. The role of OC Technology in the collection and distribution of this information is described.

2.2.4 Section 1: Printable Outputs

All outputs which should be produced are listed in section 1. In addition to technical information linked to the outputs (description of the data items, sorting rules, legend definition, etc.), samples are

provided in order to help the organisers and users understand the type of information required. The format and content of some outputs have become traditional and standard in some sports. ORIS support the policy that such standards should be followed. Details of information content are shown independently of the delivery method, which defines whether information presented in the sample of each output will be printed or be available in INFO.

The "Look" of printed outputs is defined by the OC while ORIS defines the content and structure of information to be displayed or printed in the output body. Printed outputs must include the same data in the same order as defined in ORIS. While text should be formatted as described in ORIS, minor layout adjustments are acceptable (e.g. a column position, height of a cell...). In sport specific outputs, column headings may also be adjusted to display the full title where an abbreviation is presented in the ORIS document, if space allows (e.g. "Rank" could be shown instead of "Rk"). For outputs that are common across all sports (e.g. tables in medal outputs) column headings should be shown as presented in the ORIS document for consistency across sports. For INFO, developers should include the ORIS proposal for the content, though the layout may need to be adjusted because of technical constraints, subject to approval by the ORIS Football Working Group.

This document does not impose any particular technical solution and therefore many different possible solutions could be used to achieve the production and distribution of the outputs defined in ORIS (e.g. outputs related to news, training schedules, etc. could be produced by using a standard word processor).

2.2.5 Section 2: Distribution Rules

This section defines the distribution of all outputs produced, whether printed or published in INFO.

It is divided into three chapters:

- Event related requirements
 - Process description and distribution rules for event related printed outputs and INFO grouped by type of event in chronological order (e.g. results of a competition phase)
- Other outputs
 - Process description and distribution rules of non-event related printed outputs and INFO grouped in chronological order (e.g. competition schedule, three (3) months before the Games)
 - Process description and distribution rules of event related printed outputs and INFO that have no defined production time (e.g. Official Communications)
- Distribution rules and availability of all outputs
 - These outputs are ordered by ORIS output code, and all delivery time variations are grouped under the same output code. These rules are documented in tabular format, showing which outputs the users require, when and where the outputs are needed.

The checking/approval process during output production and distribution is essential. Underestimation of this critical area could result in outputs not being delivered at the right place at the right time.

2.2.6 Section 3: Real Time Information

This section defines the requirements for the presentation of real time information for scoreboards as well as a reference to on screen results presentation.

2.2.6.1 Scoreboards

The provision of information to the public at the venues is an important part of the success of an event, keeping those who know the sport informed; and those who are new to the sport enlightened and entertained.

Public scoreboards are defined here.

It is not the intention to describe all that can be done in this area, but to suggest what is possible, as well as to define what information is mandatory or minimally required. In all cases, FIFA should approve the proposed solution.

2.2.6.2 On screen results presentation

This part contains references required for the development of on screen results presentation.

2.2.7 Appendix A: Glossary

Since some terminology may be used differently across sports, the glossary helps the reader to understand exactly the intended definition in the ORIS document (e.g. the term "event" as defined in the Olympic Charter may have a different meaning than commonly used in a sport specific context).

2.2.8 Appendix B: Abbreviations

Common abbreviations used in this document are defined in this appendix. Invalid results marks and other results marks are described in Appendix C - Rules for Data Formats and Presentation.

2.2.9 Appendix C: Rules for Data Formats and Presentation

This appendix describes data formats as they should be used in all outputs, unless other formats are specified in the description table or data matrix.

2.2.10 Appendix D: Supporting Documents

This appendix includes templates for the output "Official Communication" (C67), information for results, medals and diplomas allocation as well as data to be captured.

2.2.11 Document Control

This part describes all changes made in this document through its life cycle.

3 ORIS Project Cycle

Together with well-defined requirements, one of the key factors for success in the area of information delivery is proper expectation management. With the ORIS process, the key information users (representatives of International Federations and media) can communicate their information requirements for the Games. These requirements are assessed in the context of the available resources (time, budget, risks, etc.).

3.1 Production of the Updated Version of the ORIS Document

The process for updating the ORIS documentation will be as follows:

- The ORIS team will prepare the ORIS Football draft document, based on:
 - The last version of the ORIS Football document of the previous Games
 - International Federation sport rules, competition format and requirements for these Games
 - Previous Games experience (including Questionnaires and Homologation Test issues logged)
- A few weeks before the ORIS Football meeting, the draft will be made available to the ORIS Football Working Group, allowing them to prepare for the meeting
- During the ORIS meeting the draft will be analysed and ideas for improvements discussed and agreed upon through consensus of the ORIS Football Working Group
- Based on agreements reached during the ORIS meeting, the ORIS Football document version 1.0 will be produced and published on the IOC ORIS extranet for review. The ORIS Football Working Group members can make comments directly on the IOC ORIS extranet regarding implementation of these agreements.
- The ORIS team will analyse the feedback and publish version 1.1 of the ORIS Football document submitted for sign-off
- Once the document is signed-off (status approved), all modifications will be brought through a Change Management process
- After the last ORIS meeting for Rio 2016, a consolidation meeting may be held between the ORIS team and the OC (Sports, ONS, Results and partners)

Attending the ORIS meetings and working together on ORIS document updates will help all parties build and maintain good working relationships and improve understanding of their individual needs and responsibilities. The ORIS meeting is the best opportunity for all of the Working Group members to provide their input to the ORIS team and to help with the development of the ORIS document. It is emphasised that the development of the ORIS document is a collaborative effort and the goal is to develop a consensus among the Working Group members. The ORIS team will make every effort to facilitate this process.

As the process of updating the ORIS document is organised at an early stage in the Games preparations, OC Technology can issue early warnings whenever ORIS might request deliverables or availability of requirements which are difficult or impossible to satisfy with the resources available (budget, time, etc.). Because of this, some topics may remain highlighted in yellow, pending decisions by the International Federation, the IOC or the OC. Deadlines for resolution of these topics will be set during the ORIS meeting. Most of these deadlines will occur after sign-off of the ORIS document. Therefore any change regarding yellow highlighted text is automatically exempt from the Change Management process.

The procedure for updating the ORIS document also allows the OC's Technology providers to present the functionality and performance of existing solutions, in order to minimise changes and to raise any points for clarification required by their development teams.

The entire ORIS process (ORIS meeting, Test Event and Homologation Test) provides excellent opportunities for team building. The Test Event (if any) provides an opportunity to test production and distribution of outputs under high pressure and stressful conditions, similar to those experienced at the Games.

3.2 ORIS Document Sign-off

FIFA and the Organising Committee will sign-off the ORIS Football document after all agreed changes have been implemented.

For FIFA, the sign-off will represent a commitment that requirements are well defined and consistent with current sport rules, that they will be adequate for the smooth running of the Football competition and that the procedures as described in the document will be followed.

For the Organising Committee, the sign-off will represent its commitment to deliver the ORIS requirements. The sign-off letter will be signed by the representative of Sports, Media and Technology.

Some issues, such as anticipated rule changes, could remain open and will be highlighted in yellow in the document. Updates of these topics will be made under the Change Management Process, however, implementation of these changes is mandatory.

3.3 Change Management

A Change Request should be logged if FIFA or the OC requests any change which has an impact on the ORIS Football document.

The most common reasons for International Federations requesting changes are changes to the competition format or to the implementation of new rules. For Organising Committees the most common reason for requesting changes is because commitments made in the ORIS document no longer match the organisation of the discipline at the Games.

It is also possible that experience from the OC's Test Event (or other event), or the findings of the Homologation Test, will show that some requirements or procedures are no longer valid or require further improvements.

Change Requests will be registered and reported as per the ORIS Change Management procedures as defined in a separate document, as agreed between the IOC and the OC.

Once a Change Request has been approved, the ORIS team will publish an updated version of the ORIS Football document.

3.4 Test Event

The OC, in conjunction with the International Federation, will conduct a Test Event (sometimes also called Sport Event) which is the best (and only) chance for OC Technology to test its systems and operational procedures in real conditions. A successful Test Event should preferably be run under conditions which are as close as possible to the competition format that will be used at the Games.

3.4.1 ORIS Team Participation

IOC Technology will appoint ORIS observer(s) for each Test Event. The main tasks of these observers are:

- To help OC Technology evaluate the performance of the implemented systems
- To monitor if procedures described in ORIS are followed and applicable
- To collect feedback from all users (FIFA, media, teams, etc.)
- To prepare required changes to the ORIS Football document
- To provide support to key users and act as moderators

3.4.2 Test Event Review Meeting

A Test Event review meeting will be held before the end of the Test Event with the ORIS Football Working Group in order to evaluate the findings and discuss solutions and improvements for the Games.

It is recommended that the Venue Results Manager organises and chairs this meeting and takes the meeting minutes.

Following the Test Event, the ORIS Sport Analyst will prepare the Change Request if required.

3.5 Homologation Test

The Homologation Test will be carried out in the OC lab, led by FIFA and supported by OC Technology and partners. The lab set-up must simulate all the major functions of the Games (venues, central system and their interfaces).

It must be organised early enough (six to nine (6-9) months before the Games) to allow sufficient time for the OC's Technology providers to solve any issue detected.

The Homologation Test covers the complete "end to end" process for the system's functions defined in the ORIS Football document. The test begins with entry data for athletes and officials, continues with start lists creation, followed by results activities and production of the results outputs and medals. The test also evaluates the ability of the system to fulfil the key ORIS requirements including (but not limited to):

- Outputs produced by On Venue Results system (OVR)
- Olympic Data Feed (ODF) messages
- INFO presentation of competition and news outputs, direct print from INFO, live screens, medals, etc.
- Scoreboards

FIFA, with the help of the ORIS team, will prepare all possible test cases and scenarios (from normal progression to exceptional situations) at a reasonable time before the Homologation Test. All the important variations of results should be tested and all the affected outputs should be checked with such test cases.

All issues identified during a Homologation Test are immediately entered into the OC's issue tracker. The issues are discussed and agreed upon, and action plans are proposed by the participants during the daily issue management meetings. If a consensus is not reached, the issue will be escalated to the IOC and the OC Technology management.

All parties affected by any of the issues identified should be kept fully updated of the progress.

The results of the Homologation Test are summarised in the FIFA and WNPA reports. Those documents are then sent to the OC, FIFA, the IOC, and the news press agencies. Any problem areas identified will be the subject of future testing.

The success of the Homologation Test largely depends on the level of preparation of the OC Technology team, and on the quality of the testing software. This process has been used at every Games since Nagano 1998. It was one of the key factors which contributed to the success of these Games.

3.6 IOC Technology Assistance and Observation

For each Olympic Games the IOC Technology department will establish an IOC Technology Assistance and Observation programme (TAO).

The principal tasks of the TAO team during the Games are to help OC Technology ensure the success of the Games through efficient and accurate Information Technology support to the key users, as well as to evaluate lessons learned in order to contribute to improving the processes and deliverables for future Games (outputs and procedures).

The ORIS team will attend as many of the key phases as possible (draw, change of competition phase, etc.).

All problems will be reported using the regular OC Technology reporting lines. The ORIS team will be a part of the problems escalation process and, if required, be a link with the International Federation representatives.

The ORIS team should also report any feedback to the OC concerning the IT services that they have received from International Federations and Media.

3.7 Transfer of Knowledge

In order to contribute to the process of technology transfer to future organisers and to prepare the basis for the ORIS document update for the next Games, the ORIS TAO team will use the Games Questionnaires to document FIFA, OC and media findings, comments and suggestions for improvement.

3.8 Support

The IOC ORIS extranet is the platform used to share all documents related to ORIS (current version of the ORIS Football document, Homologation Test documentation, ORIS meeting documentation and reports, etc.). The IOC ORIS extranet is also used to record and share feedback within the ORIS Football Working Group.

Access to the IOC ORIS extranet will be granted by the IOC ORIS extranet Manager.

4 Rio 2016 ORIS Project Participants

The ORIS Football project is managed and supervised by different committees and groups. It is coordinated by the IOC and composed of representatives of FIFA, the OC (Sports, Media, Technology) and its IT partners.

The ORIS Steering Committee:

- Initiates and oversees the ORIS project for Rio 2016
- Resolves exceptional issues that cannot be managed by the ORIS Project Management and the OC Technology team
- Meets at the official project launch and subsequently if required
- Is informed by regular reporting (deliverables, finances...)

The members of the Rio 2016 ORIS Steering Committee are:

- **Mr Jean-Benoît GAUTHIER**, IOC Technology and Information, Director (Chair)
- **Mr Kit McCONNELL**, IOC Sports, Director
- **Mr Anthony EDGAR**, IOC Games, Head of Olympic Games Media
- **Mr Rodrigo GARCIA**, Rio 2016 Sport Director
- **Ms Lucia MONTANARELLA**, Rio 2016 Head of Press Operations
- **Mr Elly RESENDE**, Rio 2016 Technology Director
- **Ms Françoise PERROUD**, Rio 2016 Technology Results Manager
- **Mr Nicolas HUREL**, IOC Technology and Information, Head of Olympic Results and Information Services (ORIS)

The ORIS Management Team:

- Follows the Rio 2016 ORIS project sport by sport and step by step
- Receives reports after each of the ORIS meetings, Homologation Tests and Test Events
- Each member communicates potential issues to his/her functional areas when they are affected

The members of the Rio 2016 ORIS Management Team are:

- **Mr Jean-Benoît GAUTHIER**, IOC Director of Technology and Information
- **Mr John GIANCARLO**, IOC Technology, Head of Olympic Games Technology
- **Mr Anthony EDGAR**, IOC Games, Head of Olympic Games Media
- **Ms Isabella BURCZAK**, IOC Sports, Head of Sport Projects
- **Mr Pierre FRATTER-BARDY**, IOC Sports, Head of Summer Sports and IF Relations
- **Mr Nicolas HUREL**, IOC Technology, Head of Olympic Results and Information Services (ORIS)
- **Mr Namik DJUMISIC**, IOC ORIS Project Manager and Sport Coordinator
- **Ms Françoise PERROUD**, Rio 2016 Technology Results Manager, Rio 2016 ORIS Liaison

The ORIS Football Working Group:

- Attends the ORIS meeting to discuss and agree on the Football results information requirements for the Rio 2016 Olympic Games, based on the documents used and experience gained at previous Games as well as taking potential rule changes into consideration
- Follows the ORIS document evolution
- Participates in the Football Homologation Test in the OC lab
- Receives reports after the ORIS meeting, Homologation Test and Test Event
- Participates in the ORIS Change Management process, including document review and feedback

The members of the ORIS Football Working Group are:

- **Mr Adrian POPP**, FIFA Project Leader Data Management
- **Mr Daniel SCHULER**, FIFA Project Leader Data Management
- **Mr Guilherme MARQUES**, Rio 2016 Sport Group Manager
- **Mr Thiago JANNUZZI**, Rio 2016 Sport Manager
- **Mr Eusebio GALVAO**, Rio 2016 Press Services Manager
- **Mr John SHARP**, Rio 2016 Cluster Venue Results Manager
- **Ms Katy ZAVALETA**, Atos IDS Sport Specialist
- **Ms Cecile RAFFY**, Atos Sport Analyst
- **Mr Sven PLESZINGER**, OMEGA STVM
- **Mr Matthias KUENZEL**, OMEGA STRM
- **Mr Namik DJUMISIC**, IOC ORIS Project Manager and Sport Coordinator
- **Mr Sulejman VASCARAC**, IOC ORIS Sport Analyst for Football

The ORIS project is supported by:

- **Ms Marlène DROZ**, IOC Technology and Information, ORIS Project Technical Editor, IOC ORIS extranet support
- **Ms Natasa DUMIC**, IOC Technology and Information, ORIS Project Secretary
- **Mr Charlie GROVES**, IOC ORIS Project Language Support
- **Ms Nadine SAAGER**, IOC ORIS Project Technical Editor
- **Ms Renée SEWJEE**, IOC ORIS Project Technical Editor

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Football References

1 Specifications

- Events: progression and competition format types

Event	Event Phase	Progression Type	Competition Format Type
Men	First round: <ul style="list-style-type: none">4 groups of 4 teams	Qualification	Pool
	Second round: <ul style="list-style-type: none">Quarter-final, Semi-final, Bronze Medal Match / Gold Medal Match	Qualification	Bracket with direct elimination and finals
Women	First round: <ul style="list-style-type: none">3 groups of 4 teams	Qualification	Pool
	Second round: <ul style="list-style-type: none">Quarter-final, Semi-final, Bronze Medal Match / Gold Medal Match	Qualification	Bracket with direct elimination and finals

- The events are presented in traditional FIFA order
- A full overview of Progression and Competition Format types is included in Appendix A - Glossary

2 Competition

- Competition format**
 - Men's tournament
 - The teams are divided into four groups of four teams in the first round. Each team plays every other team in its group once (league system). The two teams ranked first and second in each group progress to the quarter-finals, while the remaining eight teams are eliminated from the competition. The second round consists of the quarter-finals, semi-finals, and finals (gold/silver medal and bronze medal matches), and is played according to a knockout system. The quarter-final winners proceed to the semi-finals and the losers are eliminated. The semi-final winners play in the gold medal match, and the losers play in the bronze medal match.
 - Women's tournament
 - The teams are divided into three groups of four teams in the first round. Each team plays every other team in its group once (league system). The two teams ranked first and second in each group and the two best third-ranked teams in the first round progress to the quarter-finals, while the remaining four teams are eliminated from the competition. The second round consists of the quarter-finals, semi-finals, and finals (gold/silver medal and bronze medal matches), and is played according to a knockout system. The quarter-final winners proceed to the semi-finals and the losers are eliminated. The semi-final winners play in the gold medal match, and the losers play in the bronze medal match.
- Tie Break Rules**
 - First round (group stage) ranking:

The first round (group stage) is played in groups. The matches will be evaluated as follows:

 - Each match won = three points

- Each match drawn = one point for each team
- Each match lost = no points
- Qualification for the second round is determined by the team's ranking within their group as follows:
 - (a) Greatest number of points obtained in group matches
 - (b) Goal difference based on goals scored and conceded in group matches
 - (c) Greatest number of goals scored in group matches

If two or more teams are equal on the basis of the above three criteria, their ranking in the group will be determined as follows:

 - (d) Greatest number of points obtained in group matches between the teams concerned
 - (e) Goal difference based on goals scored and conceded in group matches between the teams concerned
 - (f) Greatest number of goals scored in group matches between the teams concerned
 - (g) Drawing of lots by the FIFA Organising Committee for the Olympic Football Tournaments
- The teams who are eliminated in the first round (eight men's teams 9th to 16th and four women's teams 9th to 12th) are ranked according to the following criteria:
 - (a) Greatest number of points obtained in all group matches
 - (b) Goal difference in all group matches
 - (c) Greatest number of goals scored in all group matches

If two or more teams are equal on the basis of the above three criteria, their ranking shall be determined as follows:

 - (d) Greatest number of points obtained in all group matches between the teams concerned
 - (e) Goal difference resulting from all group matches between the teams concerned
 - (f) Greatest number of goals scored in all group matches between the teams concerned
 - (g) Drawing of lots by the FIFA Organising Committee for the Olympic Football Tournaments
- The four losing quarter-finalists are ranked 5th to 8th according to the following criteria:
 - (a) Number of points obtained in group matches and quarter-finals (one point for match finished in penalty shoot-out)
 - (b) Goal difference based on goals scored and conceded in group matches and quarter-final (excluding a goal in shoot-out)
 - (c) Number of goals scored in group matches and quarter-finals (excluding a goal in shoot-out)
 - (d) Drawing of lots by the FIFA Organising Committee for the Olympic Football Tournaments
- Match:
 - A first round (group stage) match may end in a draw at the end of the regular playing time (ninety (90) minutes)
 - In the second round (quarter-final, semi-final, bronze medal or gold medal match), if the game is drawn after ninety (90) minutes, then extra time is played (two periods of fifteen (15) minutes). If the game remains drawn after extra time (one hundred and twenty (120) minutes), then the winner is determined by kicks from the penalty spot. If the bronze medal match is played immediately before the gold medal match and there is a draw after ninety (90) minutes, then no extra time will be played and the game will be decided directly by penalty kicks.
- **Venue type**
 - Outdoor
 - Multi-venue (five venues)
- **Participation references**

The following information is an indication of the estimated participation at these Games for the purposes of software development only. Actual numbers are defined in the Qualification System document approved by the IOC.

- Athletes: 216 female / 288 male
- Teams: 12 women's and 16 men's teams, teams are made up of 18 athletes
- Athletes per team on the Team Long List: 33
- Athletes: on roster 18, on pitch 11, on bench 7
- Alternates: Yes. Four per team, if one or more of the officially enrolled players sustain an injury or in the case of force majeure once the Olympic tournament has started.

3 Documents

- Olympic Charter in force
- IOC-Rio 2016 Host City Contract
- FIFA Laws of the Game 2015/2016

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Procedures

1 Introduction

The aim is to document the procedures to be followed to ensure an efficient results delivery and to determine who should act (when, where and how) in order to satisfy user information expectations.

The proposed procedures are based on the experience gained at previous Games and other large Football events and, in some cases, include proposals on how to improve existing practices.

The responsibilities of each party involved in the production and delivery of specified outputs are precisely defined including the time frame or deadlines in which the parties have to fulfil them.

2 Results Service and Competition Management Support

Roles and responsibilities of the key participants are documented in chronological order, starting a few months before the Games and ending with the production and distribution of the Results Book.

2.1 Pre-Games Activities

Some competition-related information must be available as soon as INFO goes live.

The final few weeks before the Games can be hectic and the OC should anticipate the workload as much as possible.

2.1.1 Schedules

Schedules are available from a number of different sources prior to the Games (OC communications, official website, ticketing, etc.).

OC Technology must develop appropriate procedures to ensure that any schedule updates are promptly and accurately published and distributed to the users.

The Games competition schedule will be developed between the OC Competition Management and the FIFA Documentation well in advance of the Games. This process must be initiated sufficiently early so that there is adequate time to ensure that data are complete and accurate. This schedule data should be used to build the integrated Games schedule navigation page and the schedule screens for each discipline in INFO.

Four (4) weeks before the Opening Ceremony, the Venue Results Manager should produce the output:

- Competition Schedule (C08)

for verification and approval by OC Competition Management

OC Technology (Venue Results Manager and Technical Operations Centre) will then upload this file in INFO. This output will be available in PDF format on the day INFO goes live. Once FIFA and the OC Competition Management arrive at the venue, the output should be distributed accordingly.

The output "Competition Schedule" (C08) will normally be produced only once for the entire Football competition. However if changes to the schedule do occur, the output "Competition Schedule" (C08) will be updated by OVR once they become owner of the data. It will be redistributed (at the end of the day) and marked as "REVISED".

The final version of the schedule will be updated for both the women's and men's events after the draw of the qualified teams into the pools. The public draw will be held after the last qualifying match/tournament and will be organised by FIFA.

OC Technology will, based on information provided by the OC Competition Management, also produce the output:

- Training Schedule (C07)

This output will become available on the day that INFO goes live, and will be distributed according to the ORIS distribution rules.

2.1.2 Entries and Participant Data

The entry process is managed by the Sport Entries sub-function within the OC Sport Department. In order to fulfil the ORIS requirements, special attention should be paid to the information to be collected through the entry forms (data to be captured are included in Appendix D - Supporting Documents).

2.1.2.1 After the Sport Entry Deadline

All eligible athletes for the Games must have been entered by their NOCs by the Sport Entry Deadline, in accordance with the Qualification System.

After the Sport Entry Deadline, OC Technology will produce and update the outputs:

- Team Entries (C31T)
- Facts and Figures - Birthdays during the Games (N86F)

and make them available in INFO.

These outputs will be updated after each Delegation Registration Meeting (DRM) in case of replacement or data correction.

2.1.2.2 Participant data verification

Emphasis should be placed on data accuracy and correct spelling and/or transcription of athlete and team names.

Information users, in particular the media, are used to seeing names spelt in a certain manner at other FIFA events, and the Games should be no different. At Games time, the space available to display a name (e.g. in an output or on a scoreboard screen) may vary considerably. It is therefore extremely important that all different name lengths (the maximum number of character spaces available) are verified before any team rosters are produced.

As soon as OVR becomes the owner of the participant data, the outputs:

- Entry Data Checklist (C38)
- Entry Data Checklist - Competition Officials (C39)

will be produced with all name lengths to be used during the Games and given to the FIFA Documentation department for checking and approval.

FIFA will decide if this approval process is done internally or if all participants should be contacted personally to verify their different name spellings. The approved/corrected outputs should be returned to OC Technology no later than two (2) days before the Team Arrival Meeting.

In Football, the team name corresponds with the NOC name. In order to ensure that the current NOC names in the OVR system are according to the requirements set by the IOC NOC naming policy, OVR should also produce the output:

- Entry Data Checklist - Teams (C38C)

for verification by the OC Venue Results Manager or any other party involved in the verification process.

It is essential that only a single copy of the checklists circulates at any time in order to avoid errors.

After validation by FIFA, the output:

- Team Roster (C33)

will be produced and distributed according the ORIS distribution rules.

2.1.2.3 Competition officials

No later than one (1) month before the Opening Ceremony, the OC Competition Management will provide the Venue Results Manager with the names and functions of all persons who may be included in the outputs "Competition Officials" (C35) and "Referees and Assistant Referees" (C35B).

Four (4) days before INFO goes live, the Venue Results Manager should produce the outputs:

- Competition Officials (C35)
- Referees and Assistant Referees (C35B)

for verification and approval by the OC Competition Management. Once approved, this output will be available in PDF format on the day INFO goes live. Once FIFA and OC Competition Management arrive at the venue, the output should be distributed according to the ORIS distribution rules.

2.1.2.4 Replacement of an athlete

2.1.2.4.1 Late athlete replacement

Only those athletes who are eligible can be used as replacements and should be included in the initial data transfer to OVR.

Once the Late Athlete Replacement (LAR) procedure has been completed and Sport Entries has confirmed the change to the Venue Results Manager, the replacement athlete should be activated and the relevant output "Entry Data Checklist" (C38) should be produced for validation as defined in the participant data verification process.

This procedure must be completed twenty-four (24) hours before the first match of the team.

If any output including the replaced athlete name has been released it should be reissued, marked as "REVISED", with a free text note explaining the replacement.

2.1.2.4.2 "P" alternate athletes

In addition to the late athlete replacement, the qualification system as agreed between FIFA and the IOC allows "P" alternate athletes. These athletes will be granted "P" accreditation allowing them to train and access the competition venue under certain conditions.

When a "P" alternate athlete changes function, the replaced athlete should be indicated accordingly and the entry output(s) reissued, marked as "REVISED", with a free text note explaining the replacement.

"P" alternate athletes should be included in the initial data transfer to OVR and be part of the standard participant data verification process using the output "Entry Data Checklist" (C38).

"P" alternate athletes are not included in any quota and should not be counted in any statistics concerning the number of accredited, registered and participating athletes.

Replacement can occur before a match.

2.1.2.5 FIFA unique athlete identification

FIFA maintains a unique athlete identification (FIFA ID). The FIFA ID is currently an integer of up to six digits.

The FIFA ID will remain the same throughout the athlete's career.

FIFA requests that this ID also be included in the appropriate ODF messages.

2.2 Pre-Competition Activities

After FIFA officials arrive in the host city, they will work with the OC Competition Management on the final preparations for the Games. During the period before the competition starts, a lot of time will be spent on final checking of the participant data and the preparation, checking and correction of other information if necessary.

2.2.1 Presenters at Victory Ceremonies

No later than ten (10) days before the first day of competition the IOC and FIFA will provide OC Technology and ONS with the list of potential presenters and persons accompanying them, that will include all data necessary for presenting this information for the Victory Ceremonies.

2.3 Results Processing

2.3.1 Results processing for the Men's and Women's tournament

2.3.1.1 Referee/assistant referee appointments

Forty-eight (48) to twenty-four (24) hours before the first match of the competition day, referees (and assistant referees) are appointed by FIFA for that match.

The output:

- Daily Schedule (C58)

should be printed and distributed by OC Technology according to the ORIS distribution rules.

2.3.1.2 Twenty-four (24) hours before a match

The FIFA Documentation will make available the FIFA match checklist to the OC Competition Management twenty-four (24) hours before a match. The OC Competition Management will immediately provide a copy of the FIFA match checklist to OC Technology for the preparation of the output "Start List" (C51) containing uniform colours, match officials, etc.

The above process will be applicable for all matches of each tournament (first round (group stage), quarter-finals, semi-finals, bronze and gold medal matches).

2.3.1.3 Before, during and after all matches

The FIFA Documentation will provide the copy of the FIFA match countdown for TV production and venue production ninety (90) minutes before a match through the OC Press Operations.

The FIFA General Coordinator will produce the FIFA start list and will give a copy of the FIFA start list to the teams no later than (90) minutes before the match kick-off.

The teams should return starting line-ups to the FIFA General Coordinator no later than sixty (60) minutes before the match (kick-off). No later than forty-five (45) minutes before the start of the match the output:

- Start List (C51)

should be printed and distributed by OC Technology according to the ORIS distribution rules.

Teams can change the match line-up until the start time of the match. If a change is made, the coach must inform the referee, and FIFA must advise the OC Competition Management immediately so that the line-up can be updated. If this happens, the output:

- Start List (C51)

will be updated to show the changes, marked as "REVISED" and redistributed.

During the match the FIFA Media Officer will register the required match data (goals, cards, substitutions). He/she will give the same information through the headsets (provided by OC Technology) to the OC Technology results provider during the match.

The FIFA Media Officer will summarize the match actions no later than five (5) minutes before the end of half-time.

The OC Competition Management should provide attendance no later than fifteen (15) minutes prior to the end of the match.

No later than five (5) minutes after the match the FIFA Media Officer will sign off the FIFA match summary and send a copy to the OC Technology results provider for checking.

No later than two (2) minutes after the FIFA match summary is signed off, the outputs:

- Match Report (C73)
- Competition Summary (C76)
- Cumulative Statistics (C84A)
- Overall Team Statistics (C84B)

- Individual Statistics (C85A)
- Attendance Summary (C85C)

will be made available in INFO.

No later than five (5) minutes after the FIFA match summary is signed off, the output:

- Match Report (C73)

will be distributed by OC Technology, according to the ORIS distribution rules.

If any change takes place in the output "Match Report" (C73) (e.g. FIFA Technical Study Group changed the identity of a goal scorer, referee changed the identity of a cautioned player, etc.) the output:

- Match Report (C73)

will be corrected, marked as "REVISED" and redistributed. All related statistics affected by the change will be updated and re-issued too.

No later than five (5) minutes after production of the "Match Report" (C73), the output:

- Cumulative Statistics (C84A)

will be printed and distributed by OC Technology, according to the ORIS distribution rules.

The above process will be applicable for all matches of each tournament (first round (group stage), quarter-finals, semi-finals, bronze and gold medal matches).

2.3.1.4 After the last match of the day

No later than five (5) minutes after the end of the last match of the day, the output:

- Competition Summary (C76)

will be printed and distributed by OC Technology according to the ORIS distribution rules.

2.3.1.5 After the end of the first round (group stage)

Immediately after the end of the last match of the first round (group stage), OC Technology will print the output:

- Competition Summary (C76)

and make it available for checking and approval by FIFA Documentation.

No later than fifteen (15) minutes after the end of the last match of the first round (group stage) OC Technology will produce the outputs:

- Overall Team Statistics (C84B)
- Individual Statistics (C85A)

and distribute them according to the ORIS distribution rules. There is no requirement for FIFA verification of these outputs.

Should any correction be required to any previously distributed output, the output will be reissued and marked as "REVISED".

2.3.1.6 Additional procedure after a bronze medal match

No later than five (5) minutes after approval of the results of the bronze medal match, OC Technology should produce the outputs:

- Medallists (C92C)
- Medallists by Event (C93)
- Medal Standings (C95)

and distribute them according to the ORIS distribution rules.

2.3.1.7 Additional procedure before and after a gold medal match

2.3.1.7.1 Before a gold medal match

No later than sixty (60) minutes before the gold medal match the OC Protocol should provide ONS and OC Technology with the names of potential presenter(s) and accompanying person(s).

As soon as the presenters are known by OC Protocol, the output:

- Medal Presenters (N91B)

should be produced and distributed according to the ORIS distribution rules.

Late changes frequently occur shortly before the Victory Ceremonies. Any such changes should be communicated immediately by the OC Venue Protocol Manager to OC Technology, Sport Production and ONS.

2.3.1.7.2 After a gold medal match

No later than five (5) minutes after approval of the results of the gold medal match, OC Technology should produce the outputs:

- Medallists (C92C)
- Medallists by Event (C93)
- Medal Standings (C95)

and distribute them according to the ORIS distribution rules.

No later than fifteen (15) minutes after the end of the gold medal match OC Technology will produce the outputs:

- Overall Team Statistics (C84B)
- Individual Statistics (C85A)

and distribute them according to the ORIS distribution rules.

There is no requirement for FIFA verification of these outputs.

Should any correction be required to any previously distributed output, the output will be reissued and marked as "REVISED".

2.3.1.8 Morning after a competition day

The decisions of the FIFA Disciplinary Committee will be available as a version of the official communication through the output "Disciplinary Matters" (C89). Each morning after a competition day, FIFA will provide information for the output:

- Disciplinary Matters (C89)

which will be distributed according to the ORIS distribution rules.

FIFA will provide the data for this output in electronic form to OC Technology each morning for all matches which took place on the previous day.

2.4 Common Sport Functions

2.4.1 Official Communications

FIFA may issue the output:

- Official Communication (C67)

to inform all clients about key decisions (e.g. schedule and results changes) or to communicate significant information that media and broadcasters should know.

If any such decision is made, the FIFA Content Management Services or the designated person will, within the following five (5) minutes, complete the text of the decisions made on the appropriate form. The following information should be included:

- Who made the decision
- The event and/or player and/or team affected
- The date and time of the decision
- The text of the decision
- The affected area (results, schedule or other)

OC Technology will receive the form, enter it into the OC computer system and print a copy of the output "Official Communication" (C67) within two (2) minutes.

As soon as the FIFA Content Management Services or the designated person has authorised the copy, it will be distributed immediately according to the ORIS distribution rules. All affected outputs should be updated and republished as "REVISED" as soon as possible. If the Results Book has already been produced, an updated version should be published.

An appropriate form is included in Appendix D of this document.

Note: If an "Official Communication" (C67) affects a Games stakeholder or partner, they should be consulted before releasing the output for distribution.

2.4.2 Sport Communications

The output:

- Sport Communication (C68)

should be used to inform a sport specific audience about information or decisions from FIFA, the IOC and/or the OC Competition Management (e.g. reminders, sport information, etc.).

The principles for the production of this output are similar to those described for the output "Official Communication" (C67). Paper distribution is limited to the venue, the Sport Information Desk at the athletes' village and in INFO.

2.4.3 Weather

Weather information that includes weather conditions for the current day and the forecast for the next two (2) days must be provided beginning three (3) days prior to the competition until the last day of competition. This information is specifically about weather at the Football venue.

The output:

- Weather (C49)

is updated in INFO after each update has been received from the meteorological services.

2.5 Exceptional Situations Handling

For any of the following exceptional situations, FIFA may request production of the output:

- Official Communication (C67)

and will provide the appropriate text to be used.

2.5.1 Schedule Changes

The following schedule status options are applicable to an event or event unit (match):

2.5.1.1 Delayed

A delay may occur if a match does not start as scheduled, but should start within the current ticketing session.

The new start time is unknown. If the delay exceeds the current ticketing session, the status will be changed to postponed, rescheduled or cancelled.

2.5.1.2 Postponed

A match did not start as scheduled and has been postponed to a later ticketing session. The new date and start time is unknown. The status will subsequently be changed to rescheduled or cancelled.

If an interrupted match cannot be resumed within the current ticketing session and the new date and start time is unknown, the status will be changed to postponed. The status will subsequently be changed to rescheduled or cancelled.

2.5.1.3 Interrupted

A match may be subject to an unplanned interruption after it has started.

The time of resumption is unknown. If the match cannot be completed within the current ticketing session, the status will be changed to postponed, rescheduled or cancelled.

For additional actions see chapter 2.5.2.1 "Abandoning a match".

2.5.1.4 Rescheduled

A match may be rescheduled if it cannot be held at the originally scheduled start date/time.

The new date and start time are known. If it is impossible to reschedule a session or phase of competition within a certain time frame, the status may be changed to cancelled. Start lists will be reissued as "REVISED".

For additional actions see chapter 2.5.2.1 "Abandoning a match".

2.5.1.5 Cancelled

A match which cannot be rescheduled prior to the Closing Ceremony of the Olympic Games is cancelled.

In such a case the IOC and FIFA will decide what effect the situation would have on the tournament and what actions should be taken.

2.5.2 Competition Related

2.5.2.1 Abandoning a match

If a match is abandoned, it is usually restarted from the beginning. All cumulated statistics should be deleted.

If a match is abandoned and for any reason restarted from the time of abandonment, the statistics accumulated to the point at which the match was abandoned are retained, and additional statistics resulting from the subsequent completion of the match are added to them

Whenever a match is abandoned, an "Official Communication" (C67) must be issued. The output "Competition Schedule" (C08) should be updated with the new date and resumption time for the match.

2.5.2.2 Player replacement

During competition a team can replace up to **four players** who are injured or become sick. This is a one for one replacement and the replaced player cannot return to the roster. If this happens, OC Technology should produce the corrected outputs (marked as "REVISED", with the specific correction(s) indicated):

- Team Roster (C33)
- Athlete Biography (N20)
- Team Profile (N22)

and distribute them according to the ORIS distribution rules.

2.5.2.3 Player suspension

For a player suspended for one or more matches the following actions should be taken:

- Start List (C51): The player should appear at the bottom of the list, with an "N" indicator.
- Cumulative Statistics (C84A): For the player should be maintained and reported appropriately for the duration of the suspension with an "N" indicator.

2.5.3 Disqualifications

2.5.3.1 Player disqualification

For a player disqualified from the tournament the following actions should be taken:

- Team Roster (C33) - The disqualified player should be shown at the bottom of the list with the separation indicating disqualification. A "REVISED" stamp should be displayed as well as an explanation (free text note) of the disqualification.
- Start List (C51): The player should not appear on any of the start lists for the subsequent matches of the team. (therefore not on the output "Match Report" (C73))
- Cumulative Statistics (C84A) - The tournament statistics for the disqualified player should be maintained. The player should be shown at the bottom of the list with "DSQ" following the player's name. An explanation (free text note) of the disqualification should be displayed.
- Individual Statistics (C85A) - The disqualified player should not be shown on the output

If the disqualified player was among medallists, the disqualified player should not appear on any of the following outputs:

- Medallists (Team) (C92C)
- Medallists by Event (C93)

All of the above outputs should be updated and distributed as required.

2.5.3.2 Team disqualification

A team can be disqualified from the tournament due to an inability to fill the team (minimum number of players), or if players on the team have tested positive for drugs.

The action that must be taken by the OC computer system is different, depending on the point in the tournament at which the disqualification or match abandonment occurs. There are four distinct cases to be handled by the OC computer system:

- A team is disqualified prior to competition:

A national association that withdraws before the start of the final competition may be replaced by another national association. If a team which is disqualified or which fails to participate cannot be replaced, it must be removed from the table. A note (free text) indicating that the team is missing should be included in the output:

- Competition Summary (C76)

FIFA Committee decision: The FIFA Organising Committee for the Olympic Football Tournaments shall decide this matter. If the circumstances of the withdrawal are sufficiently serious, the FIFA Disciplinary Committee may also take whatever additional action is appropriate, including the decision to suspend the association concerned from the next competition or competitions, or from any other FIFA competition.

- A team is disqualified or abandons competition during the first round (group stage):

All matches of the disqualified team are forfeited, or results are retained, but are invalid for standings.

Other statistics:

- Cumulative Statistics (C84A)
- Overall Team Statistics (C84B)
- Individual Statistics (C85A)

The general rule is that: match events (goals, etc.) and related statistics (caps) are to be retained. A winner by forfeit retains full statistics for matches played and not abandoned. Statistics for a disqualified team will not be maintained and shown.

The disqualified team should be shown at the bottom of the final standings with "DSQ" as rank.

FIFA Committee decision: The FIFA Disciplinary Committee should decide on how to proceed regarding yellow and red cards. The FIFA Organising Committee for the Olympic Football Tournaments should ratify and decide on any other sanctions.

- A team is disqualified after playing the first round (group stage), but would have qualified for the second round (knock-out stage):

Results and standings:

- Competition Summary (C76)
 - All matches of the disqualified team are forfeited, or results are retained
 - Matches of the disqualified team do not count (are removed): The second placed team qualifies

FIFA Committee decision: The FIFA Organising Committee for the Olympic Football Tournaments should decide on this matter.

- The match is abandoned during the second round (knock-out stage):

Results and standings:

- The match is abandoned and forfeited awarding victory to one team.

Other statistics:

- No statistics to be retained but the forfeit result counts for the overall goal difference (final FIFA standings).

FIFA Committee decision: The FIFA Organising Committee for the Olympic Football Tournaments should decide on this matter.

The following outputs should be updated:

Competition Summary (C76) - All matches of the disqualified team are forfeited, or results are retained. The disqualified team should be shown at the bottom of the final standing with "DSQ" in the place of rank. The final rankings will be adjusted moving all teams ranked after the disqualified team one rank up. An explanation (free text note) of the disqualification should be displayed.

Cumulative Statistics (C84A) - The general rule is that: match events (goals, etc.) and related statistics (caps) are to be retained. A winner by forfeit retains full statistics for matches played and not abandoned. Statistics for a disqualified team will not be maintained and shown. The FIFA Disciplinary Committee should decide on how to proceed regarding yellow and red cards. The FIFA Organising Committee for the Olympic Football Tournaments should ratify and decide on any other sanctions. An explanation (free text note) of the disqualification should be displayed.

- Overall Team Statistics (C84B) - The disqualified team should be shown at the bottom of the list with the separation indicating disqualification. An explanation (free text note) of the disqualification should be displayed.
- Individual Statistics (C85A) - Players from the disqualified team should not appear on this output

If the disqualified team was among medallists, the disqualified team should not appear on any of the following outputs:

- Medallists (Team) (C92C)
- Medallists by Event (C93)
- Medal Standings (C95)

All of the above outputs should be updated and distributed as appropriate.

2.5.3.3 Disqualification after an event and up to three days after the Closing Ceremony

This three (3) day period corresponds to the time for which the Court of Arbitration for Sport remains in the host city after the Games, and is available to pronounce on a disqualification in case of appeal.

Up to this deadline, OC Technology will update all results as required. All updated outputs should be approved by the FIFA Disciplinary before distribution.

2.5.3.4 Disqualification more than three days after Closing Ceremony

Starting from the 4th day after the Games Closing Ceremony, FIFA will become responsible for updating the results. Disqualifications may come from either the IOC or FIFA. FIFA is responsible for providing the updated results to the IOC.

2.5.4 Communication in case of disqualification by the IOC Disciplinary Commission

If an athlete or a team is disqualified by the IOC Disciplinary Commission after the results of an event have been made official and distributed and up to three (3) days (inclusive) after the Games Closing Ceremony, the IOC Disciplinary Commission will communicate its decision through the IOC official communication channels (press release and publication on www.olympic.org).

The athlete/team, the athlete's/team's NOC, FIFA, the OC Competition Management and OC Technology will be informed following the established IOC procedure.

The FIFA Disciplinary, or the designated person, should, together with OC Technology, produce an "Official Communication" (C67) explaining that results have been updated according to the IOC Disciplinary Commission decision.

The sample text to be used in this Official Communication (C67) is detailed in Appendix D of this document (For athlete: Subtitle: I, Summary: 10, Issued by: I, Further information: iv. For team: Subtitle: J, Summary: 11, Issued by: I, Further information: iv).

As soon as the decision for disqualification is made public by the IOC, the following procedures should be followed:

- ONS should copy the IOC press release and paste it without any modifications into the output "IOC News" (N90C) and publish it in INFO
- As soon as FIFA Disciplinary or the designated person, has authorised its release, the output "Official Communication" (C67) will be distributed according to the ORIS distribution rules
- OC Technology will update and republish all affected outputs with a "REVISED" stamp and a free text note explaining the disqualification

Since such a decision can occur at any time, and publication of accurate information is extremely time critical, it is vital that the FIFA Disciplinary or the designated person, is available and able to communicate with the OC Competition Management, OC Technology and the IOC Head of ORIS at all times. This includes the period before the Games start, the period after the Football competition ends, and the period after the Games end (up to three (3) days after the Closing Ceremony). Travel by the

FIFA Disciplinary during those periods before or after the Games may require that a designated person be available to cover this responsibility.

Note: Authors of this ORIS document do not imply that this is a complete list of exceptional situations that could occur before, during or after the competition. The OC and their technology suppliers are responsible for researching any missing information in the relevant FIFA and/or IOC documents and for gaining and analysing experience from other competitions.

2.6 Reissuing Outputs

There are two conditions for reissuing an output:

- A new version of a previously distributed output is produced as a regular case: no stamp is required. This applies to the following outputs:
 - Competition Summary (C76)
 - Cumulative Statistics (C84A)
 - Overall Team Statistics (C84B)
 - Individual Statistics (C85A)
 - Attendance Summary (C85C)
 - Disciplinary Matters (C89)
 - Medallists (C92C)
 - Medallists by Event (C93)
 - Medal Standings (C95)
- A new version of a previously distributed output is produced due to a change of data: a "REVISED" stamp is required, including the date and time of output creation. The reason for the revision must be explained as a note (free text) at the bottom of the last page of the output.

For outputs which need to be reissued with a "REVISED" stamp and have an "at time" in the heading, the following rules will apply:

- If an error needs to be corrected (e.g. data entry error), the same "at time" should be kept as used in the originally released version of this output
- If an update needs to be made based on new information received (e.g. data change), the "at time" should be adjusted to the time at which this new information was provided

Note: The outputs "Official Communication" (C67) or "Sport Communication" (C68) will not be issued with a "REVISED" stamp. If a C67 or C68 needs to be corrected, a new output (with a new item number) should be produced.

2.7 Results Book

The Results Book should contain the documents below, in the following order:

- Football cover page
- Version History (only if more than one version of the Results Book is produced)
- Competition Format and Rules (N02)

For each of the FIFA events (in traditional FIFA order):

- Medallists (C92C)
- Team Roster (C33) (in alphabetical order by NOC code)
- Competition Summary (C76)
- Match Report (C73) (in the following order: By group in first round (group stage), quarter-finals, semi-finals, bronze and gold medal matches (by match number within each phase))
- Cumulative Statistics (C84A) (order by final standings)
- Overall Team Statistics (C84B)
- Referees and Assistant Referees (C35B)
- Attendance Summary (C85C)
- Official Communication (C67)

All outputs to be included in the Results Book will be the last version produced. If any included output has been reissued as revised it will show the "REVISED" stamp.

Navigation within the Results Book should be facilitated by the use of bookmarks.

Results Books must be clearly identified with version number and date and time of production. If more than one version of the Results Book is produced, the changes should be described in the Version History.

The OC will produce the Results Book electronically, in PDF format, and make it available for download no later than one (1) day after the Football competition has finished.

This Results Book will be made available to at least the following parties:

- The IOC
- FIFA
- All NOCs
- Accredited media

3 News Service and Background Information

Data for all Biographies and Historical Results will be supplied by the IOC to the OC.

The IOC has contracted this data collection, integration and delivery to a third party provider. However, the IOC retains full responsibility for this process.

The schedule for delivery of these data is defined by contract. Together with the third party provider, the OC will be responsible for the testing of the transfer mechanism prior to the Test Event, and during Homologation Test. Transfer mechanisms are subject to IOC approval.

The OC and the IOC, together or in parallel, will undertake data quality testing at certain key points in the build-up to the Games.

FIFA agrees to supply all requested data, in accordance with a schedule agreed between the parties.

FIFA cannot guarantee that all mandatory data items requested to produce the relevant outputs will be included in the data provided.

Checking and updating of data from FIFA and adding missing data shall remain the provider's sole responsibility.

The delivery schedules will be agreed between FIFA and the third party provider. Schedules may be different depending on the type of data.

FIFA wishes to validate part or all of the final data delivered by the provider. In that case, FIFA and the third party provider will agree on a schedule covering the validation process which will be finished before INFO goes live. In all cases, achievements/records will be validated by FIFA.

The provider will update data after final delivery as required (corrections, information updates, etc.). The IOC will act as a facilitator between FIFA, the OC and the provider.

Before the Games, and within three (3) months following the Closing Ceremony, the IOC will make this data available to FIFA and all NOCs, in an agreed format.

3.1 Historical Results

The following historical data outputs will be available in INFO when it goes live:

- Medallists from previous Olympic Games (N10)
- Medals by NOC (N11)
- Placing by NOC (N13A)
- All-time Rankings (N13B)
- Multi-Medallists (N15)
- Results in Last Olympic Cycle (N17A)
- Recent Results for Qualified Teams (N17B)
- FIFA Women's World Ranking (N17C)
- Individual Achievements / Records (N18A)
- Team Achievements / Records (N18B)
- Head to Head (N62)

3.1.1 FIFA Women's World Ranking

The FIFA Women's World Ranking includes the senior national teams of all FIFA member associations who play international matches. The FIFA Women's World Ranking consists of lists of teams in order of strength, calculated using a points-based system established by FIFA.

All international "A" match results over a time span of the last four years (FIFA Women's World Cup finals, FIFA Women's World Cup preliminary, Continental Championship final, Continental Championship preliminary, and friendly matches) are taken into consideration for the FIFA Women's World Ranking. The FIFA Women's World Ranking is published monthly on the FIFA website.

FIFA should provide the OC Press Operations with the FIFA Women's World Ranking list to be used during the Games as soon as it is published.

OC Technology will use this data to produce the output:

- FIFA Women's World Ranking (N17C)

with a visible "as of date" identification. The output will be checked by the Organising Committee and verified by FIFA before public release. If FIFA requests any changes, the process will be repeated within the following working day. Once approved, the output will be distributed according to the ORIS distribution rules.

It is important that the process for transferring these data from the official source to the Organising Committee is agreed. Any technology solution planned for such transfer should be properly tested.

3.1.2 Head to Head

Head to Head outputs show the results from previous competitions of a team against all other teams competing at these Games. They will include all results from the Olympic Games for teams in the Men's tournament, and all results from the FIFA Women's World Cup and the Olympic Games for teams in the Women's tournament.

FIFA should provide the OC Press Operations with Head to Head data for all teams in the Men's and Women's tournaments.

OC Technology will use this data to produce the output:

- Head to Head (N62)

with a visible "as of date" identification. The output will be checked by the Organising Committee and verified by FIFA before public release. If FIFA requests any changes, the process will be repeated within the following working day. Once approved, the output will be distributed according to the ORIS distribution rules.

It is important that the process for transferring these data from the official source to the Organising Committee is agreed. Any technology solution planned for such transfer should be properly tested.

3.2 Biographies and Profiles

The following biography and profile outputs will be available in INFO when it goes live:

- Athlete Biography (N20)
- Coach Biography (N21)
- Team Profile (N22)
- Referee Biography (N23)
- NOC Profile (N24)

3.3 Facts and Figures

3.3.1 Football Background Information

Data for the Football background information will be developed by ONS, in cooperation with the OC Competition Management and the FIFA Documentation well in advance of the Games. This process must be initiated sufficiently early so that there is adequate time to ensure that data are complete and accurate, and they will then be entered into the OC computer system. This procedure should be completed no later than one (1) month before the Games.

OC Technology will use these data to prepare the outputs:

- Facts and Figures - History (N86A)
- Facts and Figures - FIFA - Federation Facts (N86B)
- Facts and Figures - Qualification Criteria (N86C)

These outputs will first become available on the day that INFO goes live and will be distributed according to the ORIS distribution rules.

Should any of the data change, the FIFA Documentation will immediately inform ONS who will update the information within one (1) working day.

3.3.2 Technical Background Information

Technical background information will be developed by ONS, in cooperation with the OC Competition Management and the FIFA Documentation well in advance of the Games. This process must be initiated sufficiently early so that there is adequate time to ensure that data are complete and accurate, and they will then be entered into the OC computer system. This procedure should be completed no later than one (1) month before the Games.

OC Technology will use these data to prepare the outputs:

- Competition Format and Rules (N02)
- Facts and Figures - Facility Description (N86D)
- Facts and Figures - Media Information (N86E)

and will send them to the FIFA Documentation for verification.

These outputs will first become available on the day that INFO goes live and will be distributed according to the ORIS distribution rules.

Should any of the data change, ONS in consultation with the FIFA Documentation will update the information within one (1) working day.

3.4 News

There are potentially many different types of information produced under the category of "News". News items are generated during the Games by the Olympic News Service (ONS) at each venue and from the Main Press Centre.

To guarantee continuity news items must be assigned a sequential number.

3.4.1 Pre-competition News

3.4.1.1 Previews

Since many journalists at the Games cover sports in which they may have limited experience, Sport Previews and Daily Previews can be extremely helpful for them.

No later than four (4) days before the first day of competition, the ORIS Football Working Group recommends that ONS at the Football venue produces the output:

- Sport Preview (N89)

and every evening for the following day, the output:

- Daily Preview (N89)

and the evening before the last day of matches in a group, the output:

- Daily Preview - Progression (N89)

The daily previews should summarise the next day's activities for a discipline, focusing on the most newsworthy elements.

3.4.2 News During and After Competition

Media covering Football events remotely will need to receive information supplementing the results. ORIS recommends that ONS prepare the outputs described below.

3.4.2.1 Flash quotes

Throughout the Games ONS should produce quotes from athletes, coaches, medallists and any surprise performances in the output:

- Flash Quotes (N87A)

This output must be produced and distributed within fifteen (15) minutes after the quotes are taken.

A selection of the best quotes of each day of the Games should be produced by ONS in the output:

- Quotes of the Day (N87B)

and distributed according to the ORIS distribution rules.

Note: ONS should plan in advance to ensure easy access for interviewers and interpretation services, if required.

3.4.2.2 Press conference highlights

ONS should produce newsworthy press conference highlights in the output:

- Press Conference Highlights (N88)

This output must be produced and distributed no later than thirty (30) minutes after the press conference.

3.4.2.3 Reviews

ONS should produce competition highlights in the outputs:

- Match Review (N89)
- Daily Review (N89)
- Phase Review (N89)

3.5 Media Communications

Useful information (concerning press conferences, announcements, changes in opening or closing times of the Venue Press Centre, etc.) should be communicated to the media in the output:

- Media Communication (N90A)

General information considered by ONS to be newsworthy (e.g. visitors to the venue, dignitaries, detailed description of equipment used, interesting statistics such as the number and names of world champions competing and missing, etc.) should be communicated to the media in the output:

- News Article (N90B)

ONS should use the output:

- IOC News (N90C)

to publish statements made by the IOC.

Section 1 - Printable Outputs

1 Introduction

This section of the document presents samples for all printable outputs.

There are two groups of outputs:

- Competition related (C outputs)
- News and Background related (N outputs)

ORIS defined outputs are available as PDFs and/or in screen format.

Every output that is printed from a PDF or screen format should be formatted so that it meets the ORIS requirements, including the Look and Feel defined by the OC.

The basic objective has been to make user-friendly samples and emphasis is placed on using as realistic as possible data. This is to ensure that the focus is on the necessary types of data rather than on the accuracy of data shown.

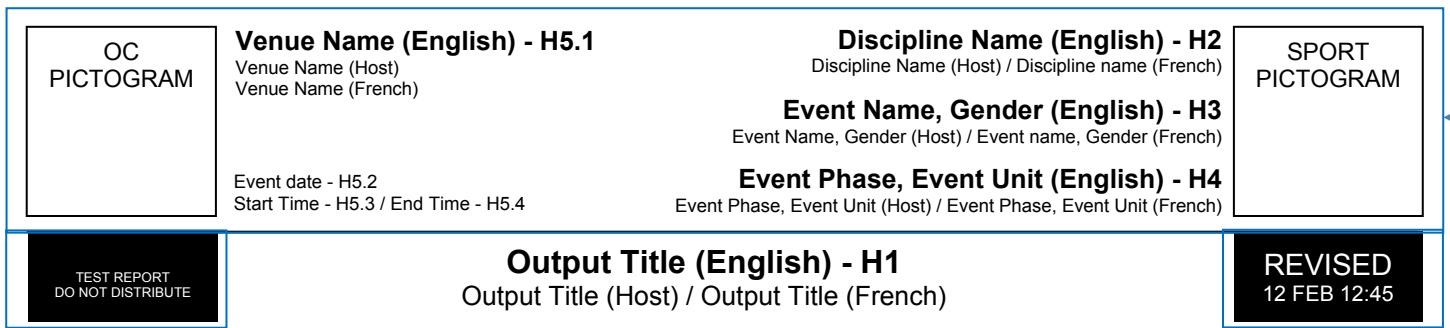
As it is impossible to find samples where all variations of data are used in the same output, in a number of samples some fields or data elements are missing. It should be **particularly noted** that schedule and quota data used in this document do **not** accurately reflect actual schedules and quotas.

Bearing this in mind, **samples should not be used as a reference for complete output definition**, including all possible data variations. All possible data elements and values are included in the data matrix. In all cases the **IF rules should be considered as the primary source** for data processing.

A detailed explanation of the structure of the output samples, description table and data matrix can be found in the "Look & Structure" output.

Rules for Data Formats and Presentation are described in the Appendix C.

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As of dd MMM yyyy at HH:MM - H6

This is a standard sample to illustrate possible positions of the output header data, stamps and footer.
It is the responsibility of the OC to define the actual look of the printed outputs (separate document).

Output body

Content information:

The content for this part of the output is defined in each appropriate ORIS output.
The requirements set in ORIS need to be met.

Technical information:

All possible values for this part of the output are defined in the data matrix of each output.

Depending on the ORIS requirements for each output, an appropriate Note and/or a Legend may be included

The two free text lines are reserved for content related information e.g. explanations of IRMs, reason for a revised output, etc.

Note:

Text

Legend:

code definition

code definition

Free text note line 1

Free text note line 2

Report Identifier

Report Creation Date and Time

Page x / y

Sponsor Logo

Sponsor Logo

Sponsor Logo

L&S - Look and Structure of Outputs

Description table

The description table gives an overview of output specific requirements and offers space for additional explanations.

Description	A brief description of the purpose of this output
Source	Defines the source of the information for this output. Possible sources are: OC Competition Management , OC Technology, International Federation, etc.
Sort by	Defines the sort criteria by which the content of the output is sorted. The list of criteria will be as long as required to accurately define the sort order. The sort criteria are presented as follows: 1 - Criterion 1 2 - Criterion 2 3 - Criterion 3, etc.
Page break	Defines page breaks into logical groups (if the output does not fit onto a single page)
Notes	Note with static text: if a static Note is required for this output
	Note with predefined text: if a Note with predefined text is required for this output. All possible texts and conditions of predefined Notes will be listed here.
	Free text: refers to "Appendix C - Rules for Data Formats and Presentation"
Legend	Shows all possible abbreviations which could occur in this output. It also indicates if the Legend needs to be positioned on each page of the output or only on the last page of the output. Sports with a large number of possible results codes may state "See Appendix C - Rules for Data Formats and Presentation" rather than listing all results codes here.
IRM rules	In most cases a reference to "See Appendix C - Rules for Data Formats and Presentation" is made here. If there are specific IRM rules for this output, they may be mentioned here.
Comments	Space for further explanations which cannot be included in the samples, in other rows of the description table above, or in the data matrix. These comments should support the users by giving extra information and explanations.

Data matrix

The data matrix defines the required data items, and all possible values, needed in order to create the output. The data matrix follows the structure of the output in a logical order from the top to bottom and from the left to the right, wherever possible.

Columns

The column "Level" can be compared to the headings used for sections and subsections in a technical document:

"Levels" are ordered as follows:

- Whole integer levels (1, 2, 3, 4, etc.) represent a section heading. Each time a new section heading is required the next whole integer is used.
- Levels with two or more digits (1.1, 1.2.1, etc.) represent a subsection heading, or third level heading, etc., of the appropriate higher level heading (like a subsection heading in a technical document)
- The "(n)" in brackets after the level number indicates a "loop" for the values listed under that level or sublevel. Typically, data elements which are defined as "for each" have a level number containing an "(n)".

The column "Data Item" could be compared to the "section heading" (whole integer level numbers) with subsection headings (level numbers with decimal places).

The column "M/D" defines in general if that level is mandatory, desirable or not applicable/explanation only. The following main codes are used:

M Mandatory

Ma Mandatory - if applicable

Mc Mandatory - required under conditions which are explained in the column for comments

D Desirable - users found this information useful for their work and if an organiser can provide it, it would be appreciated but is not compulsory

Da Desirable, but only if such data is available

Dc Desirable under conditions which are explained in the column for comments

-- Not applicable / level explanation only

The column "Comments" includes all possible values of that level, additional conditions, explanations, etc.

Organisation

The data matrix is basically divided into three parts:

- Header data
- Output body data
- Legend, Note and free text data

Note: some static elements (e.g. spelling "Start Time" in header or column titles) are not specifically listed in the data matrix. The data matrix only includes variable data fields.

Header data levels

The header data elements are always defined in levels 1 to 6. These levels are always listed in each data matrix, regardless of the output requirements.

Output header example:



The corresponding data matrix levels are:

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIS event name
4	Phase & event unit (H4)	Mc	Text - "Run 1" or "N Training" (N="1 st , 2 nd , 3 rd , etc.). (Applicable for DH only if split in 2 runs. N/A for SG).
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	M	Text
5.2	Event date (H5.2)	M	Date - in the format defined in the OC Look and Feel standard
5.3	Event start time (H5.3)	M	Time - in the format defined in the OC Look and Feel standard
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE

Note: the levels 5.1, 5.2, 5.3 and 5.4 are sublevels of the main level 5 "Venue - date - start time - end time (H5)" since they define values which belong to the same main level (same "topic").

Output body data levels

The output body data elements are defined in levels 7 and higher. In these levels only output specific requirements are listed.

Output body data example (extract 1):

Jury		Technical Data		
TD FIS	KROGOLL Peter	GER	Franz's GS	
Referee	SKAARDAL Atle	FIS	1177m	
Chief of Race	HOLLIDAY Bruce	CAN	805m	
Start Referee	KLAMMER Herbert	ITA	372m	
Finish Referee	PALOVICOVA Jana	SVK	8654/11/07	

The corresponding data matrix levels are:

7 (n)	For each jury member	--		
7.1	Function	M	Text - Assistant referee is only applicable for DH and SG	
7.2	Family name	M	Text	
7.3	Given name	M	Text	
7.4	NOC code	M	Standard IOC NOC code or "FIS"	
8	Technical data	--		
8.1	Course name	M	Text	
8.2	Start altitude	M	Numeric	
8.3	Finish altitude	M	Numeric	
8.4	Vertical drop	M	Numeric	
8.5	Course length	Mc	Numeric (N/A for GS and SL).	
8.6	Homologation number	M	Text	

Note: the levels 7.1, 7.2, 7.3 and 7.4 are sublevels of the main level 7 "For each Jury member" since they define values which belong to the same main level (topic). The "(n)" indicates that the following levels are a "loop", i.e. that levels 7.1 to 7.4 need to be repeated for each jury member. Level 8 represents a new topic and therefore is numbered as the next main level (8). Levels 8.1 to 8.6 are then sublevels of the main level 8. For level 8, no "(n)" is required since each data only appears once.

Output body data example (extract 2):

Number of Competitors: 86, Number of NOCs: 47

Bib	FIS Code	Name	YB	NOC Code	Time
1	205993	HOELZL Kathrin	1984	GER	
2	205218	REBENSBURG Viktoria	1989	GER	
3	185140	POUTAINEN Tanja	1980	FIN	
4	55838	ZETTEL Kathrin	1986	AUT	

The corresponding data matrix levels are:

10	Number of competitors	M	Numeric	
11	Number of NOCs	M	Numeric	
12 (n)	For each competitor	--		
12.1	Bib number	M	Numeric	
12.2	FIS code	M	Numeric	
12.3	Family name	M	Text	
12.4	Given name	M	Text	
12.5	Year of birth	M	Year - in the format defined in the OC Look and Feel standard	
12.6	NOC code	M	Standard IOC NOC code	
12.7	Time	M	Space	

Note: level 10 is a separate main level, only related to the "Number of competitors". Level 11 is the next main level, only related to the "Number of NOCs". Level 12 (n) is another main level, with the "(n)" indicating that the following levels 12.1 to 12.7 are a loop (data required for each competitor).

Note, Legend, free text

The Note, Legend and free text elements are defined at the end of the data matrix. All these levels are always listed, regardless the output requirements.

Example:

Note:	FIS points are from "Special OWG List". FIS WCSL points include all the FIS World Cup races before the Olympic Games.					
Legend:						
DH	Downhill	GS	Giant Slalom	SC	Super Combined	SG
SL	Slalom	WCSL	Overall points	YB	Year of Birth	Super-G
The corresponding data matrix levels are:						
8	Note with static text		M	Text		
9 (n)	Note for each predefined text		--			
9.1	Predefined text		--	NOT APPLICABLE		
10 (n)	Legend		--			
10.1	Abbreviation	Mc	Code			
10.2	Description of abbreviation	Mc	Text			
11	Free text	Ma	Text			

Note: level 8 is a separate main level, only related to the "Note with static text". Level 10 (n) is the main level for the Legend information. The "(n)" is used to indicate a loop since each abbreviation (10.1) and the appropriate description (10.2) need to appear.

Note 2: usually the level "Note with static text" starts as a main level (full number). In special cases, where the Note and Legend should be presented after each output body data, this could be numbered as a sublevel, as part of a level with a loop "(n)".

Stamps

There are two types of stamps. The exact position of these stamps is defined in the separate OC document.

- "Test Report" stamp: this stamp should ensure that no test data is mistaken for real Games data
- "Revised" stamp: if a new version of a previously distributed output is produced (excluding those outputs which are regularly updated and reissued, e.g. outputs containing brackets, statistics, ranking, etc.), it must be stamped "REVISED" including the date and time of output creation. The reason for the revision must be explained as a free text note at the bottom of the last page of the output.

The revised date and time in the stamp is the same date and time as in the output footer data ("Report Creation").

For initial releases stamps are not required.

Output footer data

Each output produced at the Games has clear and unique information in the footer data. These requirements are not listed in the ORIS data matrix, but defined and explained in a separate OC document. In order to have the full overview of an output layout, these data are briefly explained here:

- The "Report Identifier" consists of a nine characters Results System Code (RSC), the ORIS output number (without leading "C" or "N") and the version number
- The "Report Creation" shows the date and time and when the output was created
- The "Page x/y" indicates the current page number (x), and the total number of pages (y), of the output

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**TRAINING SCHEDULE
FOOTBALL
MEN**

As of 30 JUL 2016

Date	Start Time	Finish Time	Training Session - Teams	Location	Media Access
TUE 2 AUG	11:30	13:00	JPN	Fonte Nova Stadium, Salvador	Open
	11:30 (10:30)	13:00 (12:00)	POR	Amazonia Arena, Manaus	Open
	11:00 (12:00)	14:30 (13:30)	ARG	Amazonia Arena, Manaus	Closed
	16:00	17:30	NGR	Fonte Nova Stadium, Salvador	Closed
	17:30	19:00	BRA	Fonte Nova Stadium, Salvador	Open

WED 3 AUG	11:30	13:00	BRA	Fonte Nova Stadium, Salvador	Open
	13:00	14:30	NGR	Fonte Nova Stadium, Salvador	Closed

Time in brackets represents the time at Manaus

C07 - Training Schedule

Description	Detailed schedule of training times for each day
Source	FIFA and OC Competition Management
Sort by	1 - Date 2 - Start time 3 - Location
Page break	Break at "Group = Date" on a new page with repeated output headings and column headings
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	<p>Each day should be separated by a blank line.</p> <p>The printable version of this output should follow the ORIS requirements. There may be slight differences with the INFO screen presentation (e.g. hyperlinks, direct access to other outputs, etc.).</p> <p>Any changes in the schedule will be communicated at least twenty four (24) hours before the scheduled training.</p> <p>Location should include city name in format "Venue name, City name".</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each day	--	
7.1	Date	M	Date - in the format defined in the OC Look and Feel standard
7.2 (n)	For each training session during the day	--	
7.2.1	Start time	--	
7.2.1.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
7.2.1.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "()" - in the format defined in the OC Look and Feel standard -- for training in UTC-4 zone (Manaus) only
7.2.2	Finish time	--	
7.2.2.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
7.2.2.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "()" - in the format defined in the OC Look and Feel standard -- for training in UTC-4 zone (Manaus) only
7.2.3	Training session - Teams	M	Text - general description of session
7.2.4	Location	M	Text (see comments)
7.2.5	Media access	M	Text - "Open" or "Closed"
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

COMPETITION SCHEDULE
FOOTBALL
MEN

As of 26 JUL 2016

Date	Start Time	Teams	Match No.	Phase	Venue
THU 4 AUG	17:00 17:00 17:00 (16:00) 17:00 19:45 19:45 19:45 19:45 (18:45)	BRA vs JPN ESP vs KSA POR vs TUN ITA vs MEX HUN vs NGR FRA vs AUS GHA vs KOR USA vs ARG	1 2 3 4 5 6 7 8	Group D Group B Group A Group C Group D Group B Group C Group A	Fonte Nova Stadium, Salvador Brasilia National Stadium, Brasília Amazonia Arena, Manaus Sao Paulo Stadium, Sao Paulo Fonte Nova Stadium, Salvador Brasilia National Stadium, Brasília Sao Paulo Stadium, Sao Paulo Amazonia Arena, Manaus
FRI 5 AUG				REST DAY	
SAT 6 AUG				REST DAY	
SUN 7 AUG	17:00 (16:00) 17:00 17:00 17:00 19:45 (18:45) 19:45 19:45 19:45	KOR vs MEX ESP vs FRA BRA vs HUN USA vs TUN GHA vs ITA KSA vs AUS JPN vs NGR ARG vs POR	9 10 11 12 13 14 15 16	Group C Group B Group D Group A Group C Group B Group D Group A	Amazonia Arena, Manaus Sao Paulo Stadium, Sao Paulo Brasilia National Stadium, Brasília Fonte Nova Stadium, Salvador Amazonia Arena, Manaus Sao Paulo Stadium, Sao Paulo Brasilia National Stadium, Brasília Fonte Nova Stadium, Salvador
MON 8 AUG				REST DAY	
TUE 9 AUG				REST DAY	
WED 10 AUG	17:00 17:00 17:00 17:00 (16:00) 19:45 19:45 19:45 19:45 (18:45)	GHA vs MEX KOR vs ITA BRA vs NGR JPN vs HUN KSA vs FRA USA vs POR ESP vs AUS ARG vs TUN	17 18 19 20 21 22 23 24	Group C Group C Group D Group D Group B Group B Group A Group A	Brasilia National Stadium, Brasília Fonte Nova Stadium, Salvador Sao Paulo Stadium, Sao Paulo Amazonia Arena, Manaus Brasilia National Stadium, Brasília Fonte Nova Stadium, Salvador Sao Paulo Stadium, Sao Paulo Amazonia Arena, Manaus
THU 11 AUG				REST DAY	
FRI 12 AUG				REST DAY	
SAT 13 AUG	17:00 (16:00) 19:45 17:00 19:45	D1 vs C2 B1 vs A2 C1 vs D2 A1 vs B2	25 26 27 28	Quarter-final Quarter-final Quarter-final Quarter-final	Amazonia Arena, Manaus Sao Paulo Stadium, Sao Paulo Brasilia National Stadium, Brasília Fonte Nova Stadium, Salvador
SUN 14 AUG				REST DAY	
MON 15 AUG				REST DAY	
TUE 16 AUG	17:00 19:45	W26 vs W25 W28 vs W27	29 30	Semi-final Semi-final	Maracana Stadium, Rio de Janeiro Maracana Stadium, Rio de Janeiro
WED 17 AUG				REST DAY	
THU 18 AUG				REST DAY	

COMPETITION SCHEDULE
FOOTBALL
MEN

As of 26 JUL 2016

Date	Start Time	Teams	Match No.	Phase	Venue
FRI 19 AUG	19:45	L30 vs L29	31	Bronze Medal Match	Maracana Stadium, Rio de Janeiro
SAT 20 AUG	15:00	W30 vs W29	32	Gold Medal Match	Maracana Stadium, Rio de Janeiro

Note:

Groups A, B, C and D are first round competition.

Schedule subject to change. Please check INFO for any updates made during the day.

Legend:

L	Loser	No.	Number	W	Winner
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Time in brackets represents the time at Manaus

C08 - Competition Schedule

Description	Schedule of all competitions
Source	FIFA and OC Competition Management
Sort by	1 - Date 2 - Start time 3 - Match number
Page break	Break at "Group = Date" on a new page with repeated output headings and column headings
Notes	<p>Note with static text: None</p> <p>Note with predefined text:</p> <p>For Men's tournament: Groups A, B, C and D are first round competition</p> <p>For Women's tournament: Groups E, F and G are first round competition</p> <p>The text "Schedule subject to change. Please check INFO for any updates made during the day." to be included for PDF only.</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	<p>Use the following description for abbreviations which appear in the output:</p> <p>L - Loser No. - Number W - Winner</p> <p>To be displayed at the bottom of the last page.</p>
IRM rules	<p>None</p>
Comments	<p>This output defines the requirements for the PDF version.</p> <p>Each day should be separated by a blank line.</p> <p>For rest days text "REST DAY" is shown in column "Phase".</p> <p>Venue should include city name in format "Venue name, City name".</p> <p>Teams playing in each match from quarter-finals forward are dynamically updated when teams playing in the match are known.</p> <p>Team group rank code for Men's tournament: A1 - 1st in Group A, A2 - 2nd in Group A, B1 - 1st in Group B, B2 - 2nd in Group B, C1 - 1st in Group C, C2 - 2nd in Group C, D1 - 1st in Group D, D2 - 2nd in Group D.</p> <p>Team group rank code for Women's tournament: E1 - 1st in Group E, E2 - 2nd in Group E, E3 - 3rd in Group E, F1 - 1st in Group F, F2 - 2nd in Group F, F3 - 3rd in Group F, G1 - 1st in Group G, G2 - 2nd in Group G, G3 - 3rd in Group G.</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each day	--	
7.1	Date	M	Date - in the format defined in the OC Look and Feel standard
7.2 (n)	For each activity during the day	--	
7.2.1	Start time	--	

Level	Data Item	M/D	Comments
7.2.1.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
7.2.1.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "()" - in the format defined in the OC Look and Feel standard -- for match played in UTC-4 zone (Manaus) only
7.2.2	Teams	--	
7.2.2.1	Team A	M	Standard IOC NOC code, team group rank code (see comments), code - "W26", "W28", "L30", "W30", ... , or blank if rest day
7.2.2.2	Team B	M	Standard IOC NOC code, team group rank code (see comments), code - "W25", "W27", "L29", "W29", ... , or blank if rest day
7.2.3	Match number	M	Numeric or blank if rest day
7.2.4	Phase name	M	Standard FIFA phase name or text - "REST DAY" if rest day
7.2.5	Venue	M	Text (see comments) or blank if rest day
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	M	Text
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

TEAM ENTRIES
FOOTBALL
MEN

As of 29 JUN 2016

NGR - Nigeria

Name	Shirt Name	Status	Date of Birth	Height m / ft in	Pos.	Club
AMOKACHI Daniel	AMOKACHI	ENT	30 DEC 1972	1.82 / 5'11"	MF	Everton (ENG)
AMUNIKE Emmanuel	AMUNIKE	ENT	25 DEC 1970	1.70 / 5'6"	MF	Sporting, Lisbon (POR)
BABANGIDA Tijanin	BABANGIDA	ENT	25 SEP 1973	1.72 / 5'8"	FW	Roda Kerkrade (NED)
BABAYARO Celestine	C. BABAYARO	ENT	29 AUG 1978	1.79 / 5'10"	DF	Anderlecht (BEL)
BABAYARO Emmanuel	E. BABAYARO	ENT	26 DEC 1976	1.80 / 5'10"	GK	West Ham United (ENG)
BORGETTI Jared	BORGETTI	ENT	30 DEC 1972	1.82 / 5'11"	MF	Everton (ENG)
DOSU Joseph	DOSU	ENT	19 JUL 1973	1.79 / 5'10"	GK	Julius Berger (NGR)
FATUSI Teslim	FATUSI	ENT	17 SEP 1977	1.75 / 5'8"	MF	Servette FC (SUI)
IKPEBA Victor	IKPEBA	ENT	12 JUN 1973	1.74 / 5'8"	FW	Monaco (FRA)
KANU Nwankwo	KANU	ENT	1 AUG 1976	1.96 / 6'5"	FW	FC Internazionale (ITA)
LAWAL Garba	LAWAL	ENT	22 MAY 1974	1.82 / 5'11"	MF	Esperance (NGR)
NDAH Ndubuisi	NDAH	ENT	30 DEC 1972	1.80 / 5'10"	DF	KFC Turnout (NGR)
OBAFEMI Abiodun	OBAFEMI	ENT	25 DEC 1973	1.76 / 5'9"	DF	Toulouse FC (FRA)
OBARAKU Mobi	OBARAKU	ENT	1 DEC 1976	1.80 / 5'10"	DF	KFC Turnout (NGR)
OBIEKWU Kingsley	OBIEKWU	ENT	12 NOV 1974	1.96 / 6'5"	DF	Go Ahead Eagles (NED)
OKOCHA Augustine	OKOCHA	ENT	14 AUG 1973	1.75 / 5'8"	MF	Fenerbahce (TUR)
OLISEH Sunday	OLISEH	ENT	14 SEP 1974	1.83 / 6'0"	MF	FC Köln (GER)
ORUMA Wilson	ORUMA	ENT	30 DEC 1976	1.76 / 5'9"	MF	Lens FC (FRA)
UCHE Okechukwu	UCHE	ENT	27 SEP 1967	1.82 / 5'11"	DF	Go Ahead Eagles (NED)
WEST Taribo	WEST	ENT	26 MAR 1974	1.86 / 6'1"	DF	Auxerre (FRA)
...
...

Coach BONFRERE Johannes (NED)
Coach SIASIA Samson (NGR)

...

Note:

This list is updated after each Delegation Registration Meeting (DRM).
Athletes with status "ENT" are potential participants at the Games, but have not yet been confirmed by their National Olympic Committee.
Athletes with status "CNF" are confirmed by their National Olympic Committee as participants at the Games.

Legend:

DF	Defender	ENT	Entered	FW	Forward	GK	Goalkeeper	MF	Midfielder
Pos.	Position								

TEAM ENTRIES
FOOTBALL
WOMEN

As of 29 JUN 2016

NOR - Norway

Name	Shirt Name	Status	Date of Birth	Height m / ft in	Pos.	Club	Int. "A" Caps	Matches Goals
CHRISTENSEN Marit	CHRISTENSEN	ENT	11 DEC 1980	1.76 / 5'9"	DF	Roa (NOR)	58	7
FOLSTAD Gunhild	FOLSTAD	ENT	3 NOV 1981	1.72 / 5'8"	DF	Trondheim/Orn (NOR)	69	1
GISKE Anneli	GISKE	ENT	25 JUL 1985	1.74 / 5'9"	MF	Floya (NOR)	0	0
GULBRANDSEN Solveig	GULBRANDSEN	ENT	12 JAN 1981	1.69 / 5'7"	FW	Kolbotn (NOR)	121	39
HERLOVSEN Isabell	HERLOVSEN	ENT	23 JUN 1988	1.70 / 5'7"	FW	Kolbotn (NOR)	35	5
HJELMSETH Ingrid	HJELMSETH	ENT	10 APR 1980	1.72 / 5'8"	GK	Asker (NOR)	17	0
KNUTSEN Guro	G. KNUTSEN	ENT	10 JAN 1985	1.67 / 5'6"	FW	Roa (NOR)	8	1
KNUTSEN Marie	M. KNUTSEN	ENT	31 AUG 1982	1.67 / 5'6"	MF	Roa (NOR)	48	5
KAURIN Leni	KAURIN	ENT	21 MAR 1981	1.66 / 5'5"	MF	FFC Turbine Potsdam (GER)	44	3
LIE Kristin	LIE	ENT	13 DEC 1978	1.68 / 5'6"	DF	Trondheim/Orn (NOR)	8	0
MYKJAALAND Lene	MYKJAALAND	ENT	20 FEB 1987	1.63 / 5'4"	FW	Roa (NOR)	18	5
NILSEN Christine	NILSEN	ENT	30 APR 1982	1.84 / 6'0"	GK	Kolbotn (NOR)	5	0
NORDBY Siri	NORDBY	ENT	4 AUG 1978	1.66 / 5'5"	DF	Roa (NOR)	38	1
RONNING Trine	RONNING	ENT	14 JUN 1982	1.64 / 5'5"	DF	Kolbotn (NOR)	83	15
LUND Marita	LUND	ENT	12 NOV 1974	1.73 / 5'8"	DF	Team Strommen (NOR)	7	0
SKARBO Erika	SKARBO	ENT	12 JUN 1987	1.74 / 5'9"	GK	Arna-Bjornar (NOR)	7	0
HORPESTAD Ane	HORPESTAD	ENT	2 JUN 1980	1.66 / 5'5"	DF	Klepp (NOR)	100	5
STENSLAND Ingvid	STENSLAND	ENT	3 NOV 1981	1.76 / 5'9"	MF	Kopparbergs/Gothen. (SWE)	68	2
STORLOKKEN Lene	STORLOKKEN	ENT	20 JUN 1981	1.62 / 5'4"	MF	Team Strommen (NOR)	34	5
THORSNES Elise	THORSNES	ENT	14 AUG 1988	1.76 / 5'9"	FW	Arna-Bjornar (NOR)	16	1
VIKESTAD Runa	VIKESTAD	ENT	13 AUG 1984	1.72 / 5'8"	DF	Kolbotn (NOR)	6	0
WIIK Melissa	WIIK	ENT	7 FEB 1985	1.65 / 5'5"	FW	Asker (NOR)	30	12

Coach BERNSTSEN Bjarne (NOR)

Coach LANDSEM Eli (NOR)

...
...

Note:

This list is updated after each Delegation Registration Meeting (DRM).

Athletes with status "ENT" are potential participants at the Games, but have not yet been confirmed by their National Olympic Committee.

Athletes with status "CNF" are confirmed by their National Olympic Committee as participants at the Games.

Legend:

DF Defender
MF Midfielder

ENT Entered
Pos. Position

FW Forward

GK Goalkeeper

Int. "A" International "A"

C31T - Team Entries

Description	List of all potential and confirmed player and coaches for the Games by NOC
Source	Sport Entries and Qualification
Sort by	1 - NOC code Within players: 1 - Name Within coaches: 1 - Function 2 - Name
Page break	Break at "Condition = NOC code" on a new page with repeated output headings and column headings. Within "NOC code" - not controlled on a new page with repeated output headings and column headings.
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: " - " - Information not available CNF - Confirmed DF - Defender ENT - Entered FW - Forward GK - Goalkeeper Int. "A" - International "A" MF - Midfielder Pos. - Position To be displayed at the bottom of the last page.
IRM rules	None
Comments	Samples: 1. Team Long List (team from Men's tournament) 2. Team Long List (team from Women's tournament) This output is used to collect and verify athlete data for all potential and confirmed athletes and updated after each Delegation Registration Meeting (DRM) for Football. This data will be used to prepare the team roster (output C33).

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each NOC	--	
7.1	NOC code	M	Standard IOC NOC code
7.2	NOC name	M	Standard IOC NOC name
7.3 (n)	For each athlete	--	
7.3.1	Name	M	FIFA popular name
7.3.2	Shirt name	M	Text
7.3.3	Status	M	Code - "CNF" or "ENT"
7.3.4	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.3.5	Height	M	Height format or "-" or blank
7.3.6	Position	M	Code - "DF", "FW", "GK" or "MF"
7.3.7	Club	M	Text
7.3.8	International "A" matches caps/goals	--	
7.3.8.1	Caps (matches played)	Mc	Numeric - for athletes from Women's tournament only

Level	Data Item	M/D	Comments
7.3.8.2	Goals scored	Mc	Numeric - for athletes from Women's tournament only
7.4 (n)	For each coach	--	
7.4.1	Function	M	Text
7.4.2	Name	M	FIFA popular name
7.4.3	NOC code of the citizenship	M	Standard IOC NOC code
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

TEAM ROSTER
FOOTBALL
MEN

As of 11 AUG 2016

NGR - Nigeria

No.	Name	Shirt Name	Pos. .	Height m / ft in	Date of Birth	Club
1	BABAYARO Emmanuel	E. BABAYARO	GK	1.80 / 5'10"	26 DEC 1976	West Ham United (ENG)
2	BABAYARO Celestine	C. BABAYARO	DF	1.79 / 5'10"	29 AUG 1978	Anderlecht (BEL)
3	WEST Taribo	WEST	DF	1.86 / 6'1"	26 MAR 1974	Auxerre (FRA)
4	KANU Nwankwo	KANU	FW	1.96 / 6'5"	1 AUG 1976	FC Internazionale (ITA)
5	UCHE Okechukwu	UCHE	DF	1.82 / 5'11"	27 SEP 1967	Go Ahead Eagles (NED)
6	AMUNIKE Emmanuel	AMUNIKE	MF	1.70 / 5'6"	25 DEC 1970	Sporting, Lisbon (POR)
8	ORUMA Wilson	ORUMA	MF	1.76 / 5'9"	30 DEC 1976	Lens FC (FRA)
9	FATUSI Teslim	FATUSI	MF	1.75 / 5'8"	17 SEP 1977	Servette FC (SUI)
10	OKOCHA Augustine	OKOCHA	MF	1.75 / 5'8"	14 AUG 1973	Fenerbahce (TUR)
11	IKPEBA Victor	IKPEBA	FW	1.74 / 5'8"	12 JUN 1973	Monaco (FRA)
12	OBAFEMI Abiodon	OBAFEMI	DF	1.76 / 5'9"	25 DEC 1973	Toulouse FC (FRA)
13	LAWAL Garba	LAWAL	MF	1.82 / 5'11"	22 MAY 1974	Esperance (NGR)
14	AMOKACHI Daniel	AMOKACHI	MF	1.82 / 5'11"	30 DEC 1972	Everton (ENG)
15	OLISEH Sunday	OLISEH	MF	1.83 / 6'0"	14 SEP 1974	FC Köln (GER)
16	OBIEKWU Kingsley	OBIEKWU	DF	1.96 / 6'5"	12 NOV 1974	Go Ahead Eagles (NED)
18	DOSU Joseph	DOSU	GK	1.79 / 5'10"	19 JUL 1973	Julius Berger (NGR)
21	NDAH Ndubuisi	NDAH	DF	1.80 / 5'10"	30 DEC 1972	KFC Turnout (NGR)
Replaced						
17	OBARAKU Mobi	OBARAKU	DF	1.80 / 5'10"	1 DEC 1976	KFC Turnout (NGR)
Disqualified						
7	BABANGIDA Tijanin	BABANGIDA	FW	1.72 / 5'8"	25 SEP 1973	Roda Kerkrade (NED)

Team average age: 22 years 7 months

Team colours	Shirt	Shorts	Socks
	1 st : Green	Green	Green
	2 nd : White	White	White
	3 rd : White	Green	White

Coach BONFRERE Johannes (NED)

Coach SIASIA Samson (NGR)

Legend:						
DF	Defender	FW	Forward	GK	Goalkeeper	
No.	Shirt number	Pos.	Position		MF	Midfielder

Player 17 OBARAKU Mobi has been replaced by player 21 NDAH Ndubuisi.

Player 7 BABANGIDA Tijanin disqualified due to ...

TEAM ROSTER
FOOTBALL
WOMEN

As of 22 JUL 2016

NOR - Norway

No.	Name	Shirt Name	Pos. .	Height m / ft in	Date of Birth	Club	Int. "A" Matches	
							Caps	Goals
1	SKARBO Erika	SKARBO	GK	1.74 / 5'9"	12 JUN 1987	Arna-Bjornar (NOR)	7	0
2	HORPESTAD Ane	HORPESTAD	DF	1.66 / 5'5"	2 JUN 1980	Klepp (NOR)	100	5
3	FOLSTAD Gunhild	FOLSTAD	DF	1.72 / 5'8"	3 NOV 1981	Trondheim/Orn (NOR)	69	1
4	STENSLAND Ingvild	STENSLAND	MF	1.76 / 5'9"	3 NOV 1981	Kopparbergs/Gothen. (SWE)	68	2
5	NORDBY Siri	NORDBY	DF	1.66 / 5'5"	4 AUG 1978	Roa (NOR)	38	1
6	KNUTSEN Marie	KNUTSEN	MF	1.67 / 5'6"	31 AUG 1982	Roa (NOR)	48	5
7	RONNING Trine	RONNING	DF	1.64 / 5'5"	14 JUN 1982	Kolbotn (NOR)	83	15
8	GULBRANDSEN Solveig	GULBRANDSEN	FW	1.69 / 5'7"	12 JAN 1981	Kolbotn (NOR)	121	39
9	HERLOVSEN Isabell	HERLOVSEN	FW	1.70 / 5'7"	23 JUN 1988	Kolbotn (NOR)	35	5
10	WIIK Melissa	WIIK	FW	1.65 / 5'5"	7 FEB 1985	Asker (NOR)	30	12
11	KAURIN Leni	KAURIN	MF	1.66 / 5'5"	21 MAR 1981	FFC Turbine Potsdam (GER)	44	3
12	CHRISTENSEN Marit	CHRISTENSEN	DF	1.76 / 5'9"	11 DEC 1980	Roa (NOR)	58	7
13	STORLOKKEN Lene	STORLOKKEN	MF	1.62 / 5'4"	20 JUN 1981	Team Strommen (NOR)	34	5
14	KNUTSEN Guro	KNUTSEN	FW	1.67 / 5'6"	10 JAN 1985	Roa (NOR)	8	1
15	LUND Marita	LUND	DF	1.73 / 5'8"	12 NOV 1974	Team Strommen (NOR)	7	0
16	THORSNES Elise	THORSNES	FW	1.76 / 5'9"	14 AUG 1988	Arna-Bjornar (NOR)	16	1
17	MYKJAALAND Lene	MYKJAALAND	FW	1.63 / 5'4"	20 FEB 1987	Roa (NOR)	18	5
18	NILSEN Christine	NILSEN	GK	1.84 / 6'0"	30 APR 1982	Kolbotn (NOR)	5	0

Team average age: 25 years 3 months

Team colours	Shirt	Shorts	Socks
	1 st : Red	White	Blue
	2 nd : White	Blue	White
	3 rd : Blue	Red	White

Coach BERNTSEN Bjarne (NOR)

Coach LANDSEM Eli (NOR)

Legend:						
DF	Defender	FW	Forward	GK	Goalkeeper	Int. "A" International "A"
MF	Midfielder	No.	Shirt number	Pos.	Position	

C33 - Team Roster

Description	List of players and coaches for a Football team
Source	OC Technology
Sort by	For each player: 1 - Shirt number For each replaced player: 1 - Shirt number For each disqualified player: 1 - Shirt number For each coach: 1 - Order as on NOC entry form
Page break	None, aim for a single page
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: "-" - Information not available DF - Defender FW - Forward GK - Goalkeeper Int. "A" - International "A" MF - Midfielder No. - Shirt number Pos. - Position To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Samples: 1. Team Roster (team from Men's tournament) 2. Team Roster (team from Women's tournament) Number of players on the final team roster per team is 18 for both men and women. Teams may have multiple coaches (two or more). Shirt numbers for all players will be submitted to FIFA before the Games and cannot be changed. Source for International "A" matches caps/goals is not FIFA. Column titles "Int. "A" Matches", "Caps" and "Goals" shown only if a team from Women's tournament. A replaced player is not included in the calculation of team average age. Replaced athletes are not included in any quota and should not be counted in any statistics concerning the number of accredited, registered and participating athletes.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Team	--	
7.1	NOC code	M	Standard IOC NOC code
7.2	NOC	M	Standard IOC NOC name
7.3 (n)	For each player	--	
7.3.1	Shirt number	M	Numeric
7.3.2	Name	M	FIFA popular name
7.3.3	Shirt name	M	Text

Level	Data Item	M/D	Comments
7.3.4	Playing position	M	Code - "DF", "FW", "GK" or "MF"
7.3.5	Height	M	Height format or "-"
7.3.6	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.3.7	Club where now playing	--	
7.3.7.1	Name of club	M	Text
7.3.7.2	Country of club	M	FIFA Trigramme
7.3.8	International "A" matches caps/goals	--	
7.3.8.1	Caps (matches played)	Mc	Numeric, only if team from Women's tournament
7.3.8.2	Goals scored	Mc	Numeric, only if team from Women's tournament
7.4	Replaced players	--	
7.4.1	Subtitle	Mc	Text - "Replaced", only shown if there were replacements
7.4.2 (n)	For each replaced player	--	
7.4.2.1	Shirt number	M	Numeric
7.4.2.2	Name		FIFA popular name
7.4.2.3	Shirt name	M	Text
7.4.2.4	Playing position	M	Code - "DF", "FW", "GK" or "MF"
7.4.2.5	Height	M	Height format or "-"
7.4.2.6	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.4.2.7	Club where now playing	--	
7.4.2.7.1	Name of club	M	Text
7.4.2.7.2	Country of club	M	FIFA Trigramme
7.4.2.8	International "A" matches caps/goals	--	
7.4.2.8.1	Caps (matches played)	Mc	Numeric, only if team from Women's tournament
7.4.2.8.2	Goals scored	Mc	Numeric, only if team from Women's tournament
7.5	Disqualified players	--	
7.5.1	Subtitle	Mc	Text - "Disqualified", only shown if there were replacements
7.5.2 (n)	For each disqualified player	--	
7.5.2.1	Shirt number	M	Numeric
7.5.2.2	Name	M	FIFA popular name
7.5.2.3	Shirt name	M	Text
7.5.2.4	Playing position	M	Code - "DF", "FW", "GK" or "MF"
7.5.2.5	Height	M	Height format or "-"
7.5.2.6	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.5.2.7	Club where now playing	--	
7.5.2.7.1	Name of club	M	Text
7.5.2.7.2	Country of club	M	FIFA Trigramme
7.5.2.8	International "A" matches caps/goals	--	
7.5.2.8.1	Caps (matches played)	Mc	Numeric, only if team from Women's tournament
7.5.2.8.2	Goals scored	Mc	Numeric, only if team from Women's tournament
7.6	Team averages	--	
7.6.1	Team average age	M	Text (in years and months)
7.7	Team colours	--	
7.7.1	First uniform	--	
7.7.1.1	Shirt	M	Text
7.7.1.2	Shorts	M	Text
7.7.1.3	Socks	M	Text
7.7.2	Second uniform	--	
7.7.2.1	Shirt	M	Text
7.7.2.2	Shorts	M	Text
7.7.2.3	Socks	M	Text
7.7.3	Third uniform	--	
7.7.3.1	Shirt	M	Text

Level	Data Item	M/D	Comments
7.7.3.2	Shorts	M	Text
7.7.3.3	Socks	M	Text
7.8 (n)	For each coach	--	
7.8.1	Function	M	Text
7.8.2	Name	M	FIFA popular name
7.8.3	NOC code of the citizenship	M	Standard IOC NOC code
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

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COMPETITION OFFICIALS

FOOTBALL

As of 24 JUL 2016

Function	Name	NOC
FIFA President and Secretary		
President	BLATTER Joseph S	SUI - Switzerland
Senior Vice President	GRONDONA Julio H	ARG - Argentina
Secretary General	VALCKE Jerome	FRA - France
Honorary President		
FIFA Honorary President	HAVELANGE Joao	BRA - Brazil
Executive Committee		
	TEMARII Reynald	FRA - France
	THOMPSON Geoffrey	GBR - Great Britain
	ERZIK Senes	TUR - Turkey
	BLAZER Chuck	USA - United States
	MAKUDI Worawi	THA - Thailand
	ADAMU Amos	NGR - Nigeria
	ANOUMA Jacques	CIV - Côte d'Ivoire
	SALGUERO Rafael	GUA - Guatemala
Organising Committee		
Chairman	CHUNG Mong Joon	KOR - Korea
Deputy Chairman	CHIBOUB Slim	TUN - Tunisia
FIFA Rep. to IOC & other IFs	HAYATOU Issa	CMR - Cameroon
Members	KOLOSKOV Viacheslav	RUS - Russian Fed.
	LEFKARITIS Marios	CYP - Cyprus
	OKANO Shun-Ichiro	JPN - Japan
	FOK Timothy Tsun Ting	HKG - Hong Kong
	EL MOUTAWAKEL Nawal	MAR - Morocco
	SHADDAD Kamal	SUD - Sudan
	ABETE Giancarlo	ITA - Italy
	DE GIACOMI Carlos	ARG - Argentina
	CAMACHO-KORTMAN Yolanda	CRC - Costa Rica
	NSEKERA Lydia	BDI - Burundi
	THEUNE-MEYER Tina	GER - Germany
	ADOUM Djibrine	CHA - Chad
	ALUFURAI Martin	SOL - Solomon Islands
	DANIEL Victor	GRN - Grenada
	DAS MUNSI Priya Ranjan	IND - India
	KOH John	SIN - Singapore
	MEMENE Séyi	TOG - Togo
	RAKHIMOV Bakhtier Ikramjanovich	UZB - Uzbekistan
	SANDU Mircea	ROU - Romania
	KASSABOV Michail	BUL - Bulgaria
	ROCHA LOPEZ Julio	NCA - Nicaragua
	WHITEMAN Robert	GBR - Great Britain
Rio 2016		
Technical Delegates / Heads of Delegation		
	WARNER Jack A	TRI - Trinidad&Tobago
	CHUNG Mong Joon	KOR - Korea
	LEFKARITIS Marios	CYP - Cyprus
	OGURA Junji	JPN - Japan
	KOLOSKOV Viacheslav	RUS - Russian Fed.

COMPETITION OFFICIALS

FOOTBALL

As of 24 JUL 2016

Function	Name	NOC
Referees' Committee		
Chairman	VILLAR LLONA Angel María	ESP - Spain
Deputy Chairman	TEIXEIRA Ricardo Terra	BRA - Brazil
Members	AUSTIN Lisle DIAKITE Amadou RAVEINO Massimo JASSIM Ahmed Mohammed	BAR - Barbados MLI - Mali FRA - France BRN - Bahrain
Sports Medical Committee		
Chairman	D'HOOGHE Michel	BEL - Belgium
Chief Medical Officer	DVORAK Jiri	SUI - Switzerland
Medical Officers	GRAF-BAUMANN Toni EDWARDS Antony SINGH Gurcharan MANDELBAUM Bert	GER - Germany NZL - New Zealand MAS - Malaysia USA - United States
Disciplinary Committee		
Chairman	MATHIER Marcel	SUI - Switzerland
Deputy Chairman	AL-KHALIFA Salman Bin Ibrahim	BRN - Bahrain
Member	HACK Raymond	RSA - South Africa
Appeal Committee		
Chairman	MUSSENDEN Larry	BER - Bermuda
General Coordinators		
General Coordinator Rio de Janeiro	SIEBER Walter	CAN - Canada
General Coordinator Sao Paulo	JOHN Windsor	MAS - Malaysia
General Coordinator Brasília	TINOCO Rafael	GUA - Guatemala
General Coordinator Belo Horizonte	COMNINOS Patrick	GRE - Greece
General Coordinator Salvador	PUCCI Stefano	ITA - Italy
Assistant General Coordinators		
	COLBURNE Tanya DAVIO Vairani ILLO Mainasara RAVENS Ryan KING Tom	CAN - Canada FRA - France NGR - Nigeria RSA - South Africa USA - United States
Technical Study Group		
Members	HUSSEIN Abdel Moneim HEINRICHES April KWOK Ka Ming CUBILLAS Teofilo POWELL Hope WILSON Belinda	SUD - Sudan USA - United States HKG - Hong Kong PER - Peru GBR - Great Britain AUS - Australia
Media Officers		
Media Officer	HUC Olivier PEREIRA Renata CHAOUACHI Mondher TORRES Steven	FRA - France BRA - Brazil TUN - Tunisia USA - United States
Media Officer Assistant	ZHOU Jian	CHN - China

C35 - Competition Officials

Description	List of the officials from FIFA involved in running the competition during the Games
Source	FIFA and OC Competition Management
Sort by	Sequence of members as provided by FIFA (no sort applies)
Page break	Break at "Group = Function" on a new page with repeated output headings and column headings
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	A blank line should be added after each function

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each function	--	
7.1	Function	M	Text - as provided by FIFA
7.2 (n)	For each official	--	
7.2.1	Title	Ma	Text - as provided by FIFA
7.2.2	Family name	M	Text
7.2.3	Given name	M	Text
7.2.4	NOC code	M	Standard IOC NOC code
7.2.5	NOC	M	Standard IOC NOC name
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

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REFEREES AND ASSISTANT REFEREES
FOOTBALL
MEN

As of 24 JUL 2016

Referees

Confederation Name	Name	NOC	Date of Birth
AFC	AL GHAMDI Khalil AL HILALI Abdullah MORADI Masoud	KSA - Saudi Arabia OMA - Oman IRI - IR Iran	2 SEP 1970 1 SEP 1970 22 AUG 1965
CAF	DAMON Jerome DIATTA Badara	RSA - South Africa SEN - Senegal	4 APR 1972 2 AUG 1969
CONCACAF	MARRUFO Jair MORENO Roberto	USA - United States PAN - Panama	17 JUN 1977 3 APR 1970
CONMEBOL	BALDASSI Hector POZO Pablo VAZQUEZ Martin	ARG - Argentina CHI - Chile URU - Uruguay	5 JAN 1966 27 MAR 1973 14 JAN 1969
OFC	HESTER Michael	NZL - New Zealand	2 MAY 1972
UEFA	EINWALLER Thomas KASSAI Viktor LANNOY Stephane SKOMINA Damir STARK Wolfgang	AUT - Austria HUN - Hungary FRA - France SLO - Slovenia GER - Germany	25 APR 1977 10 SEP 1975 18 SEP 1969 5 AUG 1976 20 NOV 1969

Assistant Referees

Confederation Name	Name	NOC	Date of Birth
AFC	AL ALLAN Khaled AL GHAMDI Mohammed AL KADRIE Hamdi AL MARZOUQI Saleh Mohamed SUBHI Luay	BRN - Bahrain KSA - Saudi Arabia SYR - Syria UAE - UA Emirates IRQ - Iraq	4 NOV 1973 26 OCT 1966 12 APR 1965 2 DEC 1970 20 SEP 1970
CAF	HASSANI Bechir MENKOUANDE Evarist MOLEFE Enock NTAGUNGIRA Celestin	TUN - Tunisia CMR - Cameroon RSA - South Africa RWA - Rwanda	22 SEP 1969 14 NOV 1974 4 JUN 1968 11 MAY 1966
CONCACAF	FUENTES Hairo MORGAN Ricardo QUISENBERRY Kermit WILLIAMSON Daniel	PAN - Panama JAM - Jamaica USA - United States PAN - Panama	4 AUG 1977 30 JAN 1972 27 SEP 1968 30 JUL 1977
CONMEBOL	BASUALTO Patricio CASAS Ricardo DIAZ Julio ESPINOZA Mauricio MAIDANA Hernan NIEVAS Miguel	CHI - Chile ARG - Argentina CHI - Chile URU - Uruguay ARG - Argentina URU - Uruguay	2 SEP 1972 17 APR 1967 16 OCT 1975 6 MAY 1972 14 FEB 1972 16 DEC 1974

REFEREES AND ASSISTANT REFEREES
FOOTBALL
MEN

As of 24 JUL 2016

Assistant Referees

Confederation Name	Name	NOC	Date of Birth
OFC	JOSEPH Michael MAKASINI Tevita	VAN - Vanuatu TGA - Tonga	14 APR 1970 26 NOV 1976
UEFA	AHAR Primoz CANO Frederic DANSAULT Eric EROS Gabor HEIM Roland SALVER Jan-Hendrik SCHWAB Norbert STANCIN Marko VAMOS Tibor WEZEL Volker	SLO - Slovenia FRA - France FRA - France HUN - Hungary AUT - Austria GER - Germany AUT - Austria SLO - Slovenia HUN - Hungary GER - Germany	19 MAY 1968 23 JUL 1973 14 SEP 1968 5 SEP 1971 17 AUG 1973 1 MAR 1969 30 DEC 1967 5 APR 1968 16 JAN 1967 15 SEP 1965

Legend:

AFC	Asian Football Confederation	CAF	Confederation Africaine de Football
CONCACAF	Confederation of North, Central American and Caribbean Association Football		
CONMEBOL	Confederacion Sudamericana de Futbol	OFC	Oceania Football Confederation
UEFA	Union des Associations Europeennes de Football		

C35B - Referees and Assistant Referees

Description	List of referees and assistant referees for Men's or Women's tournaments
Source	FIFA
Sort by	For each confederation: 1 - Confederation name (abbreviation) For each referee: 1 - Name For each assistant referee: 1 - Name
Page break	Break at "Group = Confederation name (abbreviation)" on a new page with repeated output headings, table heading and column headings
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: AFC - Asian Football Confederation CAF - Confederation Africaine de Football CONCACAF - Confederation of North, Central American and Caribbean Association Football CONMEBOL - Confederacion Sudamericana de Futbol OFC - Oceania Football Confederation UEFA - Union des Associations Europeennes de Football To be displayed at the bottom of the last page.
IRM rules	None
Comments	A blank line should be added after each confederation

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Referees	--	
7.1 (n)	For each confederation	--	
7.1.1	Confederation name (abbreviation)	M	Text
7.1.2 (n)	For each referee	--	
7.1.2.1	Name	M	FIFA popular name
7.1.2.2	NOC code	M	Standard IOC NOC code
7.1.2.3	NOC	M	Standard IOC NOC name
7.1.2.4	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
8	Assistant referees	--	
8.1 (n)	For each confederation	--	
8.1.1	Confederation name (abbreviation)	M	Text
8.1.2 (n)	For each assistant referee	--	
8.1.2.1	Name	M	FIFA popular name
8.1.2.2	NOC code	M	Standard IOC NOC code
8.1.2.3	NOC	M	Standard IOC NOC name
8.1.2.4	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
9	Note with static text	--	NOT APPLICABLE
10 (n)	Note for each predefined text	--	
10.1	Predefined text	--	NOT APPLICABLE
11 (n)	Legend	--	
11.1	Abbreviation	Mc	Code
11.2	Description of abbreviation	Mc	Text
12	Free text	Ma	Text

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ENTRY DATA CHECKLIST

FOOTBALL

WOMEN

As of 29 JUL 2016

NOR - Norway

Identification	Personal	Sport Specific	Preferred Names (max. characters)		Corrections
Accreditation Number 0236667	Gender Female	FIFA ID 4217	Print Name long (35) Print Name initial (18) TV Name long (35)	FIANE CHRISTENSEN Marit FIANE CHRISTENSEN Marit FIANE CHRISTENSEN	*
Function Player	Date of Birth 11 DEC 1980	Shirt Number 12	TV Name initial (18) Scoreboard Name (25)	M. FIANE CHRISTENS FIANE CHRISTENSEN MARIT	*
	Height (m / ft in) 1.76 / 5'9"	Playing Position Defender	Scoreboard Name (15) Scoreboard Name (10) Family Name (25) Given Name (25)	FIANE CHRISTENS FIANE CHRI Fiane Christensen Marit	*
		Current Club Roa (NOR)	Shirt Name (18)	CHRISTENSEN	
		International "A" Matches - Caps 58			
		International "A" Matches - Goals Scored 7			
Accreditation Number 0144509	Gender Female	FIFA ID 4371	Print Name long (35) Print Name initial (18) TV Name long (35)	FOLSTAD Gunhild FOLSTAD G Gunhild FOLSTAD	
Function Player	Date of Birth 3 NOV 1981	Shirt Number 3	TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15)	G. FOLSTAD FOLSTAD GUNHILD FOLSTAD GUNHILD	
	Height (m / ft in) 1.72 / 5'8"	Playing Position Defender	Scoreboard Name (10) Family Name (25) Given Name (25)	FOLSTAD G. Folstad Gunhild	
		Current Club Trondheim/Orn (NOR)	Shirt Name (18)	FOLSTAD	
		International "A" Matches - Caps 69			
		International "A" Matches - Goals Scored 1			
...					
...					
...					

Identification	Personal	Sport Specific	Preferred Names (max. characters)		Corrections
Accreditation Number 0326701	Gender Female	FIFA ID 4334	Print Name long (35) Print Name initial (18) TV Name long (35)	HJELMSETH Ingrid HJELMSETH I Ingrid HJELMSETH	
Function Player	Date of Birth 10 APR 1980	Shirt Number 22	TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15)	I. HJELMSETH HJELMSETH INGRID HJELMSETH I.	
Status "P" alternate athlete	Height (m / ft in) 1.72 / 5'8"	Playing Position Goalkeeper	Scoreboard Name (10) Family Name (25) Given Name (25)	HJELMSETH Hjelmseth Ingrid	
		Current Club Asker (NOR)	Shirt Name (18)	HJELMSETH	
International "A" Matches - Caps 17					
International "A" Matches - Goals Scored 0					
Accreditation Number 0333093	Gender Male		Print Name long (35) Print Name initial (18) TV Name long (35)	BERNTSEN Bjarne BERNTSEN B Bjarne BERNTSEN	
Function Coach	Date of Birth 21 DEC 1956		TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15) Scoreboard Name (10) Family Name (25) Given Name (25)	B. BERNTSEN BERNTSEN BJARNE BERNTSEN BJARNE BERNTSEN B. Berntsen Bjarne	

Date: _____ Time: _____ Signature: _____.

Scoreboard name lengths (max. characters) should be adjusted by OVR according to the technical scoreboard specifications.
 Be aware that all scoreboard name lengths in use must be included in this output and verified before the start of competition.

Note:

Truncated names are indicated with an * and must be checked carefully.
 All preferred names are based on the FIFA popular name.

ENTRY DATA CHECKLIST

FOOTBALL

MEN

As of 29 JUL 2016

NGR - Nigeria

Identification	Personal	Sport Specific	Preferred Names (max. characters)	Corrections
Accreditation Number 0116602	Gender Male	FIFA ID 2345	Print Name long (35) Print Name initial (18) TV Name long (35)	BORGETTI ECHAVARRIA Jared Francisco BORGETTI ECHAVARRI Jared Francisco BORGETTI ECHAVARRIA
Function Player	Date of Birth 30 DEC 1972	Shirt Number 14	TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15)	J.F. BORGETTI ECH BORGETTI ECHAVARRIA JF BORGETTI ECHAVA
	Height (m / ft in) 1.82 / 5'11"	Playing Position Midfielder	Scoreboard Name (10) Family Name (25) Given Name (25)	BORGETTI E Borgetti Echavarria Jared Francisco
		Current Club Everton (ENG)	Shirt Name (18)	BORGETTI
Accreditation Number 0116602	Gender Male	FIFA ID 2371	Print Name long (35) Print Name initial (18) TV Name long (35)	BABANGIDA Tijani BABANGIDA T Tijani BABANGIDA
Function Player	Date of Birth 30 DEC 1972	Shirt Number 7	TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15)	T. BABANGIDA BABANGIDA TIJANI BABANGIDA T.
	Height (m / ft in) 1.82 / 5'11"	Playing Position Forward	Scoreboard Name (10) Family Name (25) Given Name (25)	BABANGIDA Babangida Tijani
		Current Club Roda Kerkrade (NED)	Shirt Name (18)	BABANGIDA
...				
...				
...				
Accreditation Number 0154232	Gender Male	FIFA ID 2334	Print Name long (35) Print Name initial (18) TV Name long (35)	NDAH Ndubuisi NDAH N Ndubuisi NDAH
Function Player	Date of Birth 30 DEC 1972	Shirt Number 22	TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15)	N. NDAH NDAH NDUBUISI NDAH NDUBUISI
Status "P" alternate athlete	Height (m / ft in) 1.80 / 5'10"	Playing Position Defender	Scoreboard Name (10) Family Name (25) Given Name (25)	NDAH N. Ndah Ndubuisi
		Current Club KFC Turnout (NGR)	Shirt Name (18)	NDAH

Identification	Personal	Sport Specific	Preferred Names (max. characters)	Corrections
Accreditation Number 0153401	Gender Male		Print Name long (35) Print Name initial (18) TV Name long (35)	BONFRERE Johannes BONFRERE J Johannes BONFRERE
Function Coach	Date of Birth 25 SEP 1973		TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15)	J. BONFRERE BONFRERE JOHANNES BONFRERE JOHANNES
Citizenship NED			Scoreboard Name (10) Family Name (25) Given Name (25)	BONFRERE J. Bonfrere Johannes

Date: _____ Time: _____ Signature: _____.

Scoreboard name lengths (max. characters) should be adjusted by OVR according to the technical scoreboard specifications.
Be aware that all scoreboard name lengths in use must be included in this output and verified before the start of competition.

Note:

Truncated names are indicated with an * and must be checked carefully.
All preferred names are based on the FIFA popular name.

C38 - Entry Data Checklist

Description	Detailed list of all athletes and team officials. The purpose of this list is to facilitate the checking of entry data, spelling and name abbreviations for official use on outputs, scoreboards, TV, etc. This output is an internal quality control list.
Source	OC Technology
Sort by	1 - NOC code 2 - Function (player, alternate, coach) 3 - Family name 4 - Given name
Page break	Break at "Condition = NOC code" on a new page with repeated output headings and column headings. Within "NOC code" break at "Group = Accreditation number" on a new page with repeated output headings and column headings.
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: "-" - Information not available To be displayed at the bottom of the last page of each NOC.
IRM rules	None
Comments	<p>Samples:</p> <ol style="list-style-type: none"> 1. Entry Data Checklist (team from Women's tournament) 2. Entry Data Checklist (team from Men's tournament) <p>All name items must initially conform to the FIFA/OC names policy for the competition. However, names may be changed, as required, to allow for personal preferences and other considerations.</p> <p>Truncated names should be indicated with an * for manual checking.</p> <p>This output should show every name type and the maximum number of characters which may be used (maximum number of characters defined by OC Technology depending on the solution used).</p> <p>For TV names please refer to the OBS requirements document "TV Name Formats".</p> <p>For scoreboard names: The technical characteristics of the scoreboard may require that scoreboard names of several different maximum lengths be defined.</p> <p>The fields "Family name (25)" and "Given name (25)" should be used as the WNPA names (please refer to the "ODF General Messages Interface Document").</p> <p>Need ability to print the output for a single NOC.</p> <p>Only list those team officials who appear on at least one output or in an interface message.</p> <p>The layout of this output may be either in portrait or landscape, as required.</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each NOC	--	
7.1	NOC code	M	Standard IOC NOC code
7.2	NOC	M	Standard IOC NOC name
7.3 (n)	For each participant	--	
7.3.1	Identification	--	
7.3.1.1	Accreditation number	M	Numeric
7.3.1.2	Function	M	Text
7.3.1.3	Status	Mc	Text - "P" alternate athlete

Level	Data Item	M/D	Comments
7.3.1.4	Citizenship	Mc	Standard IOC NOC code - show only if different than team and only for non-athletes
7.3.2	Personal	--	
7.3.2.1	Gender	M	Text
7.3.2.2	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.3.2.3	Height	Mc	Height format or "-" - for athletes only
7.3.3	Sport specific	--	
7.3.3.1	FIFA ID	Mc	Numeric - for athletes only
7.3.3.2	Shirt number	Mc	Numeric - for athletes only
7.3.3.3	Playing position	Mc	Text - for athletes only
7.3.3.4	Current club	Mc	Text - for athletes only
7.3.3.5	International "A" matches caps/goals	--	
7.3.3.5.1	Caps (matches played)	Mc	Numeric - for athletes from Women's tournament only
7.3.3.5.2	Goals scored	Mc	Numeric - for athletes from Women's tournament only
7.3.4	Preferred names	--	
7.3.4.1 (n)	For each name type	--	Shirt name - for athletes only
7.3.4.1.1	Name type	M	Text
7.3.4.1.2	Maximum characters	M	Numeric. Maximum characters TBD by OC/technology providers.
7.3.4.1.3	Name	M	Text
7.3.4.1.4	Truncation indicator	Mc	Code - indicated with an * if name is truncated
7.3.4.1.5	Space for corrections	M	Space
7.4	Date of approval	M	Space for date of approval
7.5	Time of approval	M	Space for time of approval
7.6	Signature	M	Space for signature
7.7	Note with static text	M	Text
7.8 (n)	Note for each predefined text	--	
7.8.1	Predefined text	--	NOT APPLICABLE
7.9 (n)	Legend	--	
7.9.1	Abbreviation	Mc	Code
7.9.2	Description of abbreviation	Mc	Text
7.10	Free text	Ma	Text

ENTRY DATA CHECKLIST - TEAMS FOOTBALL

As of 29 JUL 2016

Identification	Sport Specific	Current Names in System (max. characters)	Corrections
NOC Code CHN		Print Name long (35) People's Republic of China Print Name short (18) China Scoreboard Name (30) PEOPLE'S REPUBLIC OF CHINA Scoreboard Name (15) CHINA Scoreboard Name (10) CHINA	_____
...			
NOC Code USA		Print Name long (35) United States of America Print Name short (18) United States Scoreboard Name (30) UNITED STATES OF AMERICA Scoreboard Name (15) UNITED STATES Scoreboard Name (10) USA	_____
			*

Date: _____ Time: _____ Signature: _____.

All possible scoreboard name lengths (max. characters) of NOC names can be found in the official IOC "NOC long and short names document", which is available on the IOC ORIS extranet.
 This output is produced only for the Venue Results Manager to verify that the current NOC names in the OVR system meet the requirements set by the IOC NOC naming policy.

Note:

Truncated names are indicated with an * and must be checked carefully.

C38C - Entry Data Checklist - Teams

Description	Detailed list of team names. The purpose of this list is to ensure that the current NOC names in the OVR system are according to the requirements set by the IOC NOC naming policy. This output is an internal quality control list and should be checked by the Venue Results Manager.
Source	OC Technology
Sort by	1 - NOC code
Page break	Break at "Group = NOC code" on a new page with repeated output headings and column headings
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	TV names are controlled by the Olympic Broadcasting Services and are therefore not included on this form. Truncated names should be indicated with an * for manual checking. The layout of this output may be either in portrait or landscape, as required.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each NOC	--	
7.1	Identification	--	
7.1.1	NOC code	M	Standard IOC NOC code
7.2	Sport specific	--	NOT APPLICABLE
7.3	Current names in system	--	
7.3.1 (n)	For each name type	--	
7.3.1.1	Name type	M	Text
7.3.1.2	Maximum characters	M	Numeric. Maximum characters TBD by OC/technology providers and based on official IOC "NOC long and short names document".
7.3.1.3	Name	M	Text
7.3.1.4	Truncation indicator	Mc	Code - indicated with an * if name is truncated
7.3.1.5	Space for corrections	M	Space
8	Date of approval	M	Space for date of approval
9	Time of approval	M	Space for time of approval
10	Signature	M	Space for signature
11	Note with static text	M	Text
12 (n)	Note for each predefined text	--	
12.1	Predefined text	--	NOT APPLICABLE
13 (n)	Legend	--	
13.1	Abbreviation	--	NOT APPLICABLE
13.2	Description of abbreviation	--	NOT APPLICABLE
14	Free text	Ma	Text

ENTRY DATA CHECKLIST - COMPETITION OFFICIALS

FOOTBALL

As of 29 JUL 2016

Identification	Personal	Sport Specific	Preferred Names (max. characters)	Corrections
Accreditation Number 0103412	Gender Male	FIFA ID 37316	Print Name long (35) Print Name initial (18) TV Name long (35) Scoreboard Name (25) Scoreboard Name (15) Scoreboard Name (10) Family Name (25) Given Name (25)	LOPEZ NIETO Antonio LOPEZ NIETO A Antonio LOPEZ NIETO A. LOPEZ NIETO LOPEZ NIETO ANTONIO LOPEZ NIETO A. LOPEZ NIET Lopez Nieto Antonio
NOC Code ESP	Date of Birth 21 JAN 1958	Function Referee		*
Accreditation Number 0115532	Gender Female	FIFA ID 17591	Print Name long (35) Print Name initial (18) TV Name long (35) Scoreboard Name (25) Scoreboard Name (15) Scoreboard Name (10) Family Name (25) Given Name (25)	VASCONCELOS GUEDES Claudia VASCONCELOS GUEDES Claudia VASCONCELOS GUEDES C. VASCONCELOS GUE VASCONCELOS GUEDES CLAUDI VASCONCELOS GUE VASCONCELO Vasconcelos Guedes Claudia
NOC Code BRA	Date of Birth 20 MAR 1963	Function Referee		*

Date: _____ Time: _____ Signature: _____.

Scoreboard name lengths (max. characters) can be adjusted, depending on the technical scoreboard specifications.
 Be aware that all scoreboard name lengths in use must be included on this output and verified before the start of competition.

Note:

Truncated names are indicated with an * and must be checked carefully.
 All preferred names are based on the FIFA popular name.

C39 - Entry Data Checklist - Competition Officials

Description	Detailed list of competition officials for Football. The purpose of this list is to facilitate the checking of entry data, spelling and name abbreviations for official use on outputs, scoreboards, TV, etc. This output is an internal quality control list.
Source	OC Technology
Sort by	1 - Function (referee, assistant referee, match commissioner, general coordinator, ...) 2 - Family name 3 - Given name
Page break	Break at "Group = Accreditation number" on a new page with repeated output headings and column headings
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	<p>All name items must initially conform to the FIFA/OC names policy for the competition. However, names may be changed, as required, to allow for personal preferences and other considerations.</p> <p>Truncated names should be indicated with an * for manual checking.</p> <p>This output should show every name type and the maximum number of characters which may be used (maximum number of characters defined by OC Technology depending on the solution used).</p> <p>For TV names please refer to the OBS requirements document "TV Name Formats".</p> <p>For scoreboard names: The technical characteristics of the scoreboard may require that scoreboard names of several different maximum lengths be defined.</p> <p>The fields "Family name (25)" and "Given name (25)" should be used as the WNPA names (please refer to the "ODF General Messages Interface Document").</p> <p>Only list those officials who appear on at least one output or in an interface message.</p> <p>The layout of this output may be either in portrait or landscape, as required.</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each competition official	--	
7.1	Identification	--	
7.1.1	Accreditation number	M	Numeric
7.1.2	NOC Code	M	Standard IOC NOC code
7.2	Personal	--	
7.2.1	Gender	M	Text
7.2.2	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.3	Sport specific	--	
7.3.1	FIFA ID	M	Numeric
7.3.2	Function	M	Text
7.4	Preferred names	--	
7.4.1 (n)	For each name type	--	
7.4.1.1	Name type	M	Text
7.4.1.2	Maximum characters	M	Numeric. Maximum characters TBD by OC/technology providers.

Level	Data Item	M/D	Comments
7.4.1.3	Name	M	Text
7.4.1.4	Truncation indicator	Mc	Code - indicated with an * if name is truncated
7.4.1.5	Space for corrections	M	Space
8	Date of approval	M	Space for date of approval
9	Time of approval	M	Space for time of approval
10	Signature	M	Space for signature
11	Note with static text	M	Text
12 (n)	Note for each predefined text	--	
12.1	Predefined text	--	NOT APPLICABLE
13 (n)	Legend	--	
13.1	Abbreviation	--	NOT APPLICABLE
13.2	Description of abbreviation	--	NOT APPLICABLE
14	Free text	Ma	Text

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WEATHER

FONTE NOVA STADIUM, SALVADOR As of 3 AUG 2016 at 12:00

Date	WED 3 AUG													
Time	6:00	7:00	8:00	9:00	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00	18:00	21:00
Weather Conditions	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear
Air Temperature (°C/°F)	2/36	2/36	2/36	2/36	1/34	0/32	-1/30	-2/28	-3/26	-3/26	-4/24	-4/24	-4/24	-4/24
Chance of Measurable Precipitation (cm/in)	Rain 2/1	Rain 2/1	Rain 2/1	Rain 2/1	Rain 2/1	Rain 2/1	Rain 2/1	--	--	--	--	--	--	--
Humidity (%)	67	68	67	67	66	66	65	64	61	60	59	60	60	58
Wind Direction	ENE	ENE	ENE	ENE	ENE	NE	W	NW	W	SW	S	W	W	E
Wind Speed (m/s)	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
Wind Speed (km/h)	11	11	11	11	11	11	11	11	11	11	11	11	11	11
Wind Speed (mph)	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Wind Gusts (m/s)	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6
Wind Gusts (km/h)	85	85	85	85	85	85	85	85	85	85	85	85	85	85
Wind Gusts (mph)	53	53	53	53	53	53	53	53	53	53	53	53	53	53
Wind Chill (°C/°F)	0/32	0/32	0/32	0/32	0/32	0/32	0/32	0/32	0/32	0/32	0/32	0/32	0/32	0/32

Date	THU 4 AUG								FRI 5 AUG						
Time	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00	0:00	3:00	6:00	9:00	12:00	15:00	18:00
Weather Conditions	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear
Air Temperature (°C/F)	22/76	22/76	22/76	22/76	24/80	22/76	22/76	22/76	22/76	22/76	22/76	22/76	24/80	22/76	22/76
Expected Measurable Precipitation (cm/in)	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
Humidity (%)	58	51	40	34	40	53	52	48	46	46	46	46	46	46	46
Wind Direction	ENE	ENE	ENE	ENE	ENE	ENE	N	ENE	ENE	ENE	ENE	ENE	ENE	ENE	S
Wind Speed (m/s)	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
Wind Speed (km/h)	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
Wind Speed (mph)	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Wind Gusts (m/s)	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6	23.6
Wind Gusts (km/h)	85	85	85	85	85	85	85	85	85	85	85	85	85	85	85
Wind Gusts (mph)	53	53	53	53	53	53	53	53	53	53	53	53	53	53	53
Wind Chill (°C/F)	22/76	22/76	22/76	22/76	22/76	22/76	22/76	22/76	22/76	22/76	22/76	22/76	22/76	22/76	22/76

Comment for today

Possible rainfall in the next 9 hours

Comment for tonight

Possible rainfall

Comment for tomorrow

Possible rainfall

Comment for tomorrow night

Possible clearing

Comment for the day after tomorrow

Possible clearing

Legend:

E	East	ENE	East-North-East	ESE	East-South-East	N	North
NE	North-East	NNE	North-North-East	NNW	North-North-West	NW	North-West
S	South	SE	South-East	SSE	South-South-East	SSW	South-South-West
SW	South-West	W	West	WNW	West-North-West	WSW	West-South-West

C49 - Weather

Description	Weather conditions for today and forecast for the next two (2) days for the venue, starting three (3) days before the start of competition
Source	Interface with the Meteorological Service
Sort by	1 - Date 2 - Time
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	See sample for all possible abbreviations. To be displayed at the bottom of the page.
IRM rules	None
Comments	There may be differences between this output layout and the INFO presentation

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	--	NOT APPLICABLE
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	M	Text
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date/time (H6)	M	Date/time - in the format defined in the OC Look and Feel standard
7 (3)	For the first day and the next two (2) days	--	
7.1	Date	M	Date - in the format defined in the OC Look and Feel standard
7.2 (n)	For each period	--	
7.2.1	Time	M	Time - in the format defined in the OC Look and Feel standard. Note: every hour for the day in question from 6:00 until 18:00 and every three (3) hours for the rest of the day and for the next two (2) days.
7.2.2	Weather conditions	M	Text (type of weather)
7.2.3	Air temperature	M	Temperature format
7.2.4	Expected measurable precipitation	Ma	Text and numeric (cm/in) - if applicable
7.2.5	Humidity	M	Numeric (percentage)
7.2.6	Wind direction	M	Code
7.2.7	Wind speed - m/s	M	Numeric (m/s)
7.2.8	Wind speed - km/h	M	Numeric (km/h)
7.2.9	Wind speed - mph	M	Numeric (mph)
7.2.10	Wind gusts - m/s	M	Numeric (m/s)
7.2.11	Wind gusts - km/h	M	Numeric (km/h)
7.2.12	Wind gusts - mph	M	Numeric (mph)
7.2.13	Wind chill	M	Temperature format
8 (n)	For each comment	--	
8.1	Comment text	M	Text
9	Note with static text	--	NOT APPLICABLE
10 (n)	Note for each predefined text	--	
10.1	Predefined text	--	NOT APPLICABLE
11 (n)	Legend	--	
11.1	Abbreviation	Mc	Code
11.2	Description of abbreviation	Mc	Text
12	Free text	Ma	Text

START LIST
FOOTBALL
MEN
GOLD MEDAL MATCH
MARACANA STADIUM, RIO DE JANEIRO SAT 20 AUG 2016 Start Time 15:00

Match 32

Referee: RAMOS RIZO Felpe (MEX)
4th Official: MANE Saad Kameel (KUW)
Match Commissioner: SMITH John (AUS)
General Coordinator: ENROLLO David (POR)

Assistant Referee 1: HASSOUNEH Awni (JOR)
Assistant Referee 2: DORIRI Elise (VAN)
Reserve Assistant Referee: MOLEFE Enock (RSA)

ESP vs CMR

ESP - Spain				Shirts: Red	Shorts: Blue	Socks: Blue						
No.	Name	ST	Pos.	Date of Birth	Club	Height m / ft in	Competition Statistics					
							MP	Min.	GF	Y	2Y=R	R
1	ARANZUBIA		GK	18 SEP 1979	Athletic Bilbao (ESP)	1.84 / 6'0"	5	472		1		
2	LACRUZ		DF	25 APR 1978	Athletic Bilbao (ESP)	1.83 / 6'0"	4	376	1	2		
4	MARCHENA		DF	31 JUL 1979	Benfica Lisbon (POR)	1.82 / 6'0"	4	329		2		
6	ALBELDA		MF	1 SEP 1977	Valencia (ESP)	1.82 / 6'0"	5	456		2		
7	ANGULO		FW	23 JUN 1977	Valencia (ESP)	1.75 / 5'9"	4	334	1			
8	XAVI		MF	25 JAN 1980	FC Barcelona (ESP)	1.75 / 5'9"	5	468	1			
9	JOSE MARI		FW	10 DEC 1978	AC Milan (ITA)	1.84 / 6'0"	4	322	3			
12	PUYOL		DF	13 APR 1978	FC Barcelona (ESP)	1.78 / 5'10"	4	295				
14	AMAYA		DF	3 SEP 1978	Atletico Madrid (ESP)	1.88 / 6'2"	5	472		1		
16	VELAMAZAN Toni (C)		MF	22 JAN 1977	Espanyol Barcelona (ESP)	1.82 / 6'0"	5	382	1	1		
17	TAMUDO		FW	19 OCT 1977	Espanyol Barcelona (ESP)	1.80 / 5'11"	5	449	1			
Substitutes												
3	CAPDEVILA		DF	2 MAR 1978	Deportivo La Coruna (ESP)	1.87 / 6'2"	3	273				
10	GABRI		MF	10 FEB 1979	FC Barcelona (ESP)	1.78 / 5'10"	5	260	2			
11	FERRON		DF	19 AUG 1978	Real Zaragoza (ESP)	1.81 / 5'11"	4	90		1		
18	FILIP		GK	17 APR 1977	Extremadura (ESP)	1.78 / 5'10"						1
13	LUQUE	N	FW	11 MAR 1978	Real Mallorca (ESP)	1.84 / 6'0"	2	45				
5	UNAI	I	DF	20 JAN 1977	Villarreal (ESP)	1.90 / 6'3"	3	149		1		
15	ISMAEL	A	MF	7 FEB 1977	Racing Santander (ESP)	1.87 / 6'2"	2	20				

Coach: LORENZANA del RIO Carlos (ESP) / SAEZ RUIZ Inaki (ESP)

CMR - Cameroon				Shirts: Green	Shorts: Red	Socks: Yellow						
No.	Name	ST	Pos.	Date of Birth	Club	Height m / ft in	Competition Statistics					
							MP	Min.	GF	Y	2Y=R	R
18	KAMENI Idriss Carlos (C)		GK	18 FEB 1984	Le Havre (FRA)	1.70 / 5'7"	2	211				
3	WOME Pierre		DF	26 MAR 1979	Bologna (ITA)	1.70 / 5'7"	5	494		2		
4	MIMPO Serge		MF	16 FEB 1974	Panahaiki (GRE)	1.69 / 5'7"	5	494		2		
5	ABANDA Patrice		DF	3 AUG 1978	Espoir (CMR)	1.80 / 5'11"	5	494				
7	ALNOUDJI Nicolas		MF	9 DEC 1979	Tonnerre Yaounde (CMR)	1.80 / 5'11"	5	494	1			
8	NJITAP FOTSO Geremi		MF	20 DEC 1978	Real Madrid (ESP)	1.80 / 5'11"	4	358		2		1
9	ETO'O FILS Samuel		FW	10 MAR 1981	Real Mallorca (ESP)	1.82 / 6'0"	5	455		1		
10	MBOMA Patrick		FW	15 NOV 1970	Parma (ITA)	1.85 / 6'1"	5	379	4	1		
12	ETAME MAYER Lauren		MF	19 JAN 1977	Arsenal (ENG)	1.69 / 5'7"	5	494	3	2		
13	NGUIMBAT Aaron		DF	13 MAR 1975	Canon Yaounde (CMR)	1.80 / 5'11"	4	375				1
17	BRANCO Serge		DF	11 OCT 1980	Eintracht Braunschweig (GER)	1.69 / 5'7"	4	326		1		
Substitutes												
1	BEKONO Daniel		GK	31 MAY 1978	Canon Yaounde (CMR)	1.70 / 5'7"	3	283				
2	MEYONG ZE Albert		FW	19 OCT 1980	Vitoria FC Setubal (POR)	1.75 / 5'9"	2	67				
6	BEAUD Clement		DF	7 DEC 1980	Tonnerre Yaounde (CMR)	1.80 / 5'11"	1	94				
11	NGOM KOME Daniel		MF	19 MAY 1980	Levante (ESP)	1.65 / 5'5"	2	40		1		
14	SUFFO K Patrick		FW	17 JAN 1978	Sheffield Utd. (ENG)	1.72 / 5'8"	3	72				
15	EPALLE Joel		MF	20 FEB 1978	Panahaiki (GRE)	1.80 / 5'11"	3	111		1		
16	MBAMI Modeste	I	MF	9 OCT 1982	Sedan (FRA)	1.75 / 5'9"	3	126	1			

Coach: AKONO Jean-Paul (FRA)

Weather forecast: Sunny, Temp 23°C, Humidity 56%

Legend:												
(C)	Captain	2Y=R	2 nd Yellow = Red Card	A	Absent	DF	Defender					
FW	Forward	GF	Goals For	GK	Goalkeeper	I	Injured					
MF	Midfielder	Min.	Minutes Played	MP	Matches Played	N	Not Eligible to Play					
No.	Shirt number	Pos.	Position	R	Red Cards (Expulsions)	ST	Status					
Y	Yellow Cards (Cautions)											

START LIST
FOOTBALL
MEN
GOLD MEDAL MATCH
AMAZONIA ARENA, MANAUS SAT 20 AUG 2016 Start Time 15:00 (14:00)

Match 32

Referee:	RAMOS RIZO Felpe (MEX)	Assistant Referee 1:	HASSOUNEH Awni (JOR)
4 th Official:	MANE Saad Kameel (KUW)	Assistant Referee 2:	DORIRI Elise (VAN)
Match Commissioner:	SMITH John (AUS)	Reserve Assistant Referee:	MOLEFE Enock (RSA)
General Coordinator:	ENROLLO David (POR)		

ESP - Spain			Shirts: Red			Shorts: Blue			Socks: Blue			
No.	Name	ST	Pos.	Date of Birth	Club	Height m / ft in	Competition Statistics					
							MP	Min.	GF	Y	2Y=R	R
1	ARANZUBIA		GK	18 SEP 1979	Athletic Bilbao (ESP)	1.84 / 6'0"	5	472		1		
2	LACRUZ		DF	25 APR 1978	Athletic Bilbao (ESP)	1.83 / 6'0"	4	376	1	2		
4	MARCHENA		DF	31 JUL 1979	Benfica Lisbon (POR)	1.82 / 6'0"	4	329		2		
6	ALBELDA		MF	1 SEP 1977	Valencia (ESP)	1.82 / 6'0"	5	456		2		
7	ANGULO		FW	23 JUN 1977	Valencia (ESP)	1.75 / 5'9"	4	334	1			
8	XAVI		MF	25 JAN 1980	FC Barcelona (ESP)	1.75 / 5'9"	5	468	1			
9	JOSE MARI		FW	10 DEC 1978	AC Milan (ITA)	1.84 / 6'0"	4	322	3			
12	PUYOL		DF	13 APR 1978	FC Barcelona (ESP)	1.78 / 5'10"	4	295				
14	AMAYA		DF	3 SEP 1978	Atletico Madrid (ESP)	1.88 / 6'2"	5	472		1		
16	VELAMAZAN Toni (C)		MF	22 JAN 1977	Espanyol Barcelona (ESP)	1.82 / 6'0"	5	382	1	1		
17	TAMUDO		FW	19 OCT 1977	Espanyol Barcelona (ESP)	1.80 / 5'11"	5	449	1			
Substitutes												
3	CAPDEVILA		DF	2 MAR 1978	Deportivo La Coruna (ESP)	1.87 / 6'2"	3	273				
10	GABRI		MF	10 FEB 1979	FC Barcelona (ESP)	1.78 / 5'10"	5	260	2			
11	FERRON		DF	19 AUG 1978	Real Zaragoza (ESP)	1.81 / 5'11"	4	90		1		
18	FILIP		GK	17 APR 1977	Extremadura (ESP)	1.78 / 5'10"						1
13	LUQUE	N	FW	11 MAR 1978	Real Mallorca (ESP)	1.84 / 6'0"	2	45				
5	UNAI	I	DF	20 JAN 1977	Villarreal (ESP)	1.90 / 6'3"	3	149		1		
15	ISMAEL	A	MF	7 FEB 1977	Racing Santander (ESP)	1.87 / 6'2"	2	20				

Coach: LORENZANA del RIO Carlos (ESP) / SAEZ RUIZ Inaki (ESP)

CMR - Cameroon			Shirts: Green			Shorts: Red			Socks: Yellow			
No.	Name	ST	Pos.	Date of Birth	Club	Height m / ft in	Competition Statistics					
							MP	Min.	GF	Y	2Y=R	R
18	KAMENI Idriss Carlos (C)		GK	18 FEB 1984	Le Havre (FRA)	1.70 / 5'7"	2	211				
3	WOME Pierre		DF	26 MAR 1979	Bologna (ITA)	1.70 / 5'7"	5	494		2		
4	MIMPO Serge		MF	16 FEB 1974	Panahaiki (GRE)	1.69 / 5'7"	5	494		2		
5	ABANDA Patrice		DF	3 AUG 1978	Espoir (CMR)	1.80 / 5'11"	5	494				
7	ALNOUDJI Nicolas		MF	9 DEC 1979	Tonnerre Yaounde (CMR)	1.80 / 5'11"	5	494	1			
8	NJITAP FOTSO Geremi		MF	20 DEC 1978	Real Madrid (ESP)	1.80 / 5'11"	4	358		2		1
9	ETO'O FILS Samuel		FW	10 MAR 1981	Real Mallorca (ESP)	1.82 / 6'0"	5	455		1		
10	MBOMA Patrick		FW	15 NOV 1970	Parma (ITA)	1.85 / 6'1"	5	379	4	1		
12	ETAME MAYER Lauren		MF	19 JAN 1977	Arsenal (ENG)	1.69 / 5'7"	5	494	3	2		
13	NGUIMBAT Aaron		DF	13 MAR 1975	Canon Yaounde (CMR)	1.80 / 5'11"	4	375				1
17	BRANCO Serge		DF	11 OCT 1980	Eintracht Braunschweig (GER)	1.69 / 5'7"	4	326		1		
Substitutes												
1	BEKONO Daniel		GK	31 MAY 1978	Canon Yaounde (CMR)	1.70 / 5'7"	3	283				
2	MEYONG ZE Albert		FW	19 OCT 1980	Vitoria FC Setubal (POR)	1.75 / 5'9"	2	67				
6	BEAUD Clement		DF	7 DEC 1980	Tonnerre Yaounde (CMR)	1.80 / 5'11"	1	94				
11	NGOM KOME Daniel		MF	19 MAY 1980	Levante (ESP)	1.65 / 5'5"	2	40		1		
14	SUFFO K Patrick		FW	17 JAN 1978	Sheffield Utd. (ENG)	1.72 / 5'8"	3	72				
15	EPALLE Joel		MF	20 FEB 1978	Panahaiki (GRE)	1.80 / 5'11"	3	111		1		
16	MBAMI Modeste	I	MF	9 OCT 1982	Sedan (FRA)	1.75 / 5'9"	3	126	1			

Coach: AKONO Jean-Paul (FRA)

Weather forecast: Sunny, Temp 23°C, Humidity 56%

Legend:											
(C)	Captain	2Y=R	2 nd Yellow = Red Card	A	Absent	DF	Defender				
FW	Forward	GF	Goals For	GK	Goalkeeper	I	Injured				
MF	Midfielder	Min.	Minutes Played	MP	Matches Played	N	Not Eligible to Play				
No.	Shirt number	Pos.	Position	R	Red Cards (Expulsions)	ST	Status				
Y	Yellow Cards (Cautions)										

Time in brackets represents the time at Manaus

C51 - Start List

Description	Start list contains the same data as the official score sheet before the start of a match. This output also contains results and statistics from previous matches in the tournament.
Source	OC Technology
Sort by	For each match official: 1 - Function (as per sample: Referee, Assistant Referee 1, 4 th Official, Assistant Referee 2, Match Commissioner, Reserve Assistant Referee, General Coordinator) For each team: 1 - Team A, Team B For each starting line-up player: 1 - Goalkeeper identification (goalkeeper first) 2 - Shirt number. For each substituting player: 1 - Player status (see comments) 2 - Shirt number For each coach: 1 - Name
Page break	None, aim for a single page
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: "-" - Information not available (C) - Captain 2Y=R - 2 nd Yellow = Red Card A - Absent DF - Defender FW - Forward GF - Goals For GK - Goalkeeper I - Injured MF - Midfielder Min. - Minutes Played MP - Matches Played N - Not Eligible to Play No. - Shirt number Pos. - Position R - Red Cards (Expulsions) ST - Status X - Misses next match if booked Y - Yellow Cards (Cautions)
	To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Samples: 1. Start list for match played in UTC-3 zone (Belo Horizonte, Brasilia, Rio de Janeiro, Salvador and Sao Paulo) 2. Start list for match played in UTC-4 zone (Manaus) Venue name should include city name in format "Venue name, City name". Weather forecast information should be communicated at least one (1) hour before the match. Player status data will be delivered by FIFA before match. A player can only have a single status (A, I, N or X). The player status X (misses next match if booked) should not be shown in the gold or bronze medal matches. Sort order for substitutes by player status: 3. Eligible (space or X) 4. Not eligible to play (N) 5. Injured (I) 6. Absent (A) Players with status A - Absent, I - Injured or N - Not eligible to play, should show (shirt number, name and player status) in italic text.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text

Level	Data Item	M/D	Comments
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	M	Standard FIFA phase and/or event unit name
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	M	Text (see comments)
5.2	Event date (H5.2)	M	Date - in the format defined in the OC Look and Feel standard
5.3	Event start time (H5.3)	--	
5.3.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
5.3.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "(") - in the format defined in the OC Look and Feel standard -- for match played in UTC-4 zone (Manaus) only
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	Match number	M	Numeric
8	Teams	--	
8.1	Team A NOC code	M	Standard IOC NOC code
8.2	Team B NOC code	M	Standard IOC NOC code
9 (n)	For each match official	--	
9.1	Function	M	Text - "Referee", "Assistant Referee 1", 4 th Official", "Assistant Referee 2", "Match Commissioner", "Reserve Assistant Referee" or "General Coordinator"
9.2	Name	M	FIFA popular name
9.3	NOC code	M	Standard IOC NOC code
10 (2)	For each team	--	1 st - Team A, 2 nd -Team B
10.1	NOC code	M	Standard IOC NOC code
10.2	NOC	M	Standard IOC NOC name
10.3	Team colours - uniform	--	
10.3.1	Shirts	M	Text
10.3.2	Shorts	M	Text
10.3.3	Socks	M	Text
10.4 (n)	For each starting line-up player	--	
10.4.1	Shirt number	M	Numeric
10.4.2	Name and captain identification	--	
10.4.2.1	Name	M	FIFA popular name
10.4.2.2	Captain identification	Mc	Code - "(C)"
10.4.3	Player status	M	Code - "X" or blank
10.4.4	Playing position	M	Code - "DF", "FW", "GK" or "MF"
10.4.5	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
10.4.6	Club where now playing	--	
10.4.6.1	Name of club	M	Text
10.4.6.2	Country of club	M	FIFA Trigramme
10.4.7	Height	M	Height format or "-"
10.4.8	Competition statistics in Olympic tournament	--	
10.4.8.1	Matches played	M	Numeric or blank if zero
10.4.8.2	Minutes played	M	Numeric or blank if zero
10.4.8.3	Goals for (scored)	M	Numeric or blank if zero
10.4.8.4	Yellow cards (cautions)	M	Numeric or blank if zero
10.4.8.5	2 nd yellow = red card (expulsions)	M	Numeric or blank if zero
10.4.8.6	Red cards (expulsions)	M	Numeric or blank if zero
10.5 (n)	For each substitute player	--	
10.5.1	Shirt number	M	Numeric
10.5.2	Name	M	FIFA popular name
10.5.3	Player status	M	Code - "A", "I", "N", "X" or blank
10.5.4	Playing position	M	Code - "DF", "FW", "GK" or "MF"

Level	Data Item	M/D	Comments
10.5.5	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
10.5.6	Club where now playing	--	
10.5.6.1	Name of club	M	Text
10.5.6.2	Country of club	M	FIFA Trigramme
10.5.7	Height	M	Height format or "-"
10.5.8	Competition statistics in Olympic tournament	--	
10.5.8.1	Matches played	M	Numeric or blank if zero
10.5.8.2	Minutes played	M	Numeric or blank if zero
10.5.8.3	Goals for (scored)	M	Numeric or blank if zero
10.5.8.4	Yellow cards (cautions)	M	Numeric or blank if zero
10.5.8.5	2 nd yellow = red card (expulsions)	M	Numeric or blank if zero
10.5.8.6	Red cards (expulsions)	M	Numeric or blank if zero
10.6 (n)	For each coach	--	
10.6.1	Name	M	FIFA popular name
10.6.2	NOC code of the citizenship	M	Standard IOC NOC code
11	Note with static text	--	NOT APPLICABLE
12 (n)	Note for each predefined text	--	
12.1	Predefined text	--	NOT APPLICABLE
13 (n)	Legend	--	
13.1	Abbreviation	Mc	Code
13.2	Description of abbreviation	Mc	Text
14	Free text	Ma	Text

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DAILY SCHEDULE

FOOTBALL

TUE 9 AUG 2016

Match No.	Venue	Start Time	Teams	Gender	Phase	Referees
13	Brasilia National Stadium, Brasília	17:00	FRA vs POR	Women	Group F	Referee: MITSI Thalia (GRE) Asst. Referee 1: VILLA GUTIERREZ Maria Luisa (ESP) Asst. Referee 2: PARAGA RODRIGUEZ Yolanda (ESP) 4th Official: SEITZ Kari (USA) Res. Asst. Referee: NTAGUNGIRWA Celestin (RWA)
14	Amazonia Arena, Manaus	17:00 (16:00)	NOR vs BRA	Women	Group F	Referee: HONG Eun Ah (KOR) Asst. Referee 1: HO Sarah (AUS) Asst. Referee 2: KIM Kyoung Min (KOR) 4th Official: NEGUEL Therese (CAM) Res. Asst. Referee: MORGAN Ricardo (JAM)
15	Sao Paulo Stadium, Sao Paulo	17:00	GER vs JPN	Women	Group G	Referee: PALMQVIST Jenny (SWE) Asst. Referee 1: NYSTROM Anna (SWE) Asst. Referee 2: KARO Helen (SWE) 4th Official: STEINHAUS Bibiana (GER) Res. Asst. Referee: MENKOUANDE Evarist (CMR)
16	Brasilia National Stadium, Brasília	19:45	ARG vs CAN	Women	Group G	Referee: ALVARADO Quetzalli (MEX) Asst. Referee 1: CHAVEZ Mayte (MEX) Asst. Referee 2: PERELLO Shirley (HON) 4th Official: di IORIO Jesica (ARG) Res. Asst. Referee: HEIM Roland (AUT)
17	Amazonia Arena, Manaus	19:45 (18:45)	ESP vs KOR	Women	Group E	Referee: PEDERSEN Christiana (NOR) Asst. Referee 1: STEINLUND Hege (NOR) Asst. Referee 2: ROJC Lada (CRO) 4th Official: HEIKKINEN Kirsi (FIN) Res. Asst. Referee: MAKASINI Tevita (TGA)
18	Sao Paulo Stadium, Sao Paulo	19:45	SWE vs USA	Women	Group E	Referee: CHENARD Carol Anne (CAN) Asst. Referee 1: CHARBONNEAU Marie (CAN) Asst. Referee 2: GREYSON Stacy (JAM) 4th Official: YAMAGISHI Sachiko (JPN) Res. Asst. Referee: ESPINOSA Mauricio (URU)

Legend:					
Asst.	Assistant	No.	Number	Res .	Reserve

Time in brackets represents the time at Manaus

C58 - Daily Schedule

Description	Daily competition schedule. Contains matches from Men's and Women's tournaments.
Source	FIFA and OC Competition Management
Sort by	For each match during the day: 1 - Gender 2 - Start time 3 - Match number For each referee: 1 - Function (as per sample: Referee, Assistant Referee 1, Assistant Referee 2, 4 th Official, Reserve Assistant Referee)
Page break	None, aim for a single page
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: Asst. - Assistant No. - Number Res. - Reserve To be displayed at the bottom of the page.
IRM rules	None
Comments	Venue should include city name in format "Venue name, City name"

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	NOT APPLICABLE
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (competition date) (H5.2)	M	Date - in the format defined in the OC Look and Feel standard
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (n)	For each match during the day	--	
7.1	Match number	M	Numeric
7.2	Venue	M	Text (see comments)
7.3	Start time	--	
7.3.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
7.3.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "()" - in the format defined in the OC Look and Feel standard -- for match played in UTC-4 zone (Manaus) only
7.4	Teams	--	
7.4.1	Team A NOC code	M	Standard IOC NOC code
7.4.2	Team B NOC code	M	Standard IOC NOC code
7.5	Gender	M	Text - "Men" or "Women"
7.6	Phase name	M	Standard FIFA phase name
7.7 (n)	For each referee	--	
7.7.1	Function	M	Text - "Referee", "Asst. Referee 1", "Asst. Referee 2", "4 th Official" or "Res. Asst. Referee"
7.7.2	Name	M	FIFA popular name
7.7.3	NOC code	M	Standard IOC NOC code
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

**OFFICIAL COMMUNICATION
FOOTBALL
MEN
GROUP A - MATCH 12**

Item: 2

Schedule change

The Men's Group A - Match 12 has been rescheduled

Summary:

Due to the weather forecast (high probability of thunderstorms), access to the venue may be affected. The competition has consequently been rescheduled to 17:00 (16:00) tomorrow.

Details:

Thunderstorms with wind speeds of over 120 km/h are forecast for this afternoon, with associated heavy rain and lightning. Due to the increased risk to spectators travelling to the venue and the potential impact on transportation, the Football Men's Group A - Match 12 has been rescheduled to 17:00 (16:00) tomorrow.



Issued by: FIFA
 Time: 11:00 (10:00)
 Date: 7 AUG 2016

This decision affects: Results
 Schedule
 Other

X

Note:

For more details contact the FIFA Office

Time in brackets represents the time at Manaus

C67 - Official Communication

Description	An official release of information concerning the Olympic Games, including IOC decisions, FIFA decisions, OC Competition Management decisions, etc.
Source	FIFA, IOC or OC Competition Management
Sort by	None
Page break	None
Notes	<p>Note with static text: None</p> <p>Note with predefined texts: To be displayed under the condition of a contact person able to help in clarification of the communication: - For more details contact the IOC, FIFA Office, FIFA , Football Competition Manager, etc.</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	None
IRM rules	None
Comments	<p>The summary includes a short non-formatted version of the Official Communication. This text is included in the ODF message as well as in the PDF version of the Official Communication.</p> <p>If further details are required, they are added only in the PDF version of the Official Communication, containing content such as formatted text (font size, style and colour), graphics, tables, etc.</p> <p>"Time" and "Date": time and date as provided by the person issuing the Official Communication.</p> <p>Templates regarding IOC Disqualification are included in Appendix D of this document.</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	Ma	Standard FIFA event name - if applicable
4	Phase - event unit (H4)	Ma	Standard FIFA phase name - event unit - if applicable
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	Item number	M	Numeric - sequential number, starting from 1 for each sport
8	Subtitle	M	Text
9	Heading	Mc	Text - if required
10	Summary	--	
10.1	Title	Mc	Text - "Summary" - only displayed if details are included
10.2	Non-formatted text	M	Text
11	Details	--	
11.1	Title	Mc	Text - "Details" - only displayed if details are included
11.2	Formatted content	Mc	Text, graphics, tables, etc. - only available in PDF version
12	Issued by	M	Text
13	Time	--	
13.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
13.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "(" - in the format defined in the OC Look and Feel standard - - for Official Communication issued in UTC-4 zone (Manaus) only
14	Date	M	Date as provided by the issuer - in the format defined in the OC Look and Feel standard

Level	Data Item	M/D	Comments
15	Affected function/area	--	
15.1	Indication for results	M	Code - "X" or blank - If the text above affects "Results", there MUST be an "X" in the appropriate box - If not, it MUST be left blank
15.2	Indication for schedule	M	Code - "X" or blank - If the text above affects "Schedule", there MUST be an "X" in the appropriate box - If not, it MUST be left blank
15.3	Indication for other	M	Code - "X" or blank - If the text above concerns "Other" situations, there MUST be an "X" in the appropriate box - If not, it MUST be left blank
16	Note with static text	--	NOT APPLICABLE
17 (n)	Note for each predefined text	--	
17.1	Predefined text	Mc	Text
18 (n)	Legend	--	
18.1	Abbreviation	--	NOT APPLICABLE
18.2	Description of abbreviation	--	NOT APPLICABLE
19	Free text	Ma	Text

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SPORT COMMUNICATION FOOTBALL

Item: 2

IOC Rule 50 (Reminder)

Manufacturer identification on clothing and equipment

Summary:

The National clothing must fully comply with IOC rule 50, in all aspects.
This applies to all competition at the Rio 2016 Olympic Games.

Details:

All competition at the Rio 2016 Olympic Games will be held in accordance with the Olympic Charter and the FIFA Constitution and Rules which are in force at the time of the Rio 2016 Olympic Games.

Pursuant to the Olympic Charter, FIFA assumes the responsibility for the technical control and direction of its sport at the Olympic Games.

Regarding brand identification on socks, all teams are reminded that the **Rule 50 states: One Identification per accessory item will be permitted, to a maximum.**



Issued by: Football Competition Manager
Time: 21:10 (20:10)
Date: 1 August 2016

Time in brackets represents the time at Manaus

C68 - Sport Communication

Description	Used to inform a sport specific audience about information or decisions from FIFA and/or the OC Competition Management (e.g. reminders, information, etc.)
Source	FIFA, IOC or OC Competition Management
Sort by	None
Page break	None
Notes	<p>Note with static text: None</p> <p>Note with predefined texts: To be displayed under the condition of a contact person able to help in clarification of the communication: - For more details contact the IOC, FIFA Office, FIFA, Football Competition Manager, etc.</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	None
IRM rules	None
Comments	<p>The summary includes a short non-formatted version of the Sport Communication. This text is included in the ODF message as well as in the PDF version of the Sport Communication.</p> <p>If further details are required, they are added only in the PDF version of the Sport Communication, containing content such as formatted text (font size, style and colour), graphics, tables, etc.</p> <p>"Time" and "Date": time and date as provided by the person issuing the Sport Communication.</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	Ma	Standard FIFA event name - if applicable
4	Phase - event unit (H4)	Ma	Standard FIFA phase name - event unit - if applicable
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	Item number	M	Numeric - sequential number, starting from 1 for each sport
8	Subtitle	M	Text
9	Heading	Mc	Text - if required
10	Summary	--	
10.1	Title	Mc	Text - "Summary" - only displayed if details are included
10.2	Non-formatted text	M	Text
11	Details	--	
11.1	Title	Mc	Text - "Details" - only displayed if details are included
11.2	Formatted content	Mc	Text, graphics, tables, etc. - only available in PDF version
12	Issued by	M	Text
13	Time	--	
13.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
13.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "()" - in the format defined in the OC Look and Feel standard - for Sport Communication issued in UTC-4 zone (Manaus) only
14	Date	M	Date as provided by the issuer - in the format defined in the OC Look and Feel standard
15	Note with static text	--	NOT APPLICABLE
16 (n)	Note for each predefined text	--	
16.1	Predefined text	Mc	Text

Level	Data Item	M/D	Comments
17 (n)	Legend	--	
17.1	Abbreviation	--	NOT APPLICABLE
17.2	Description of abbreviation	--	NOT APPLICABLE
18	Free text	Ma	Text

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MATCH REPORT
FOOTBALL
MEN
GOLD MEDAL MATCH
MARACANA STADIUM, RIO DE JANEIRO SAT 20 AUG 2016 Start Time 15:00

Match 32**ESP vs CMR**
2:3 AET (2:2, 2:0)**Attendance: 104,098****Match Officials:**

Referee:	RAMOS RIZO Felpe (MEX)	Assistant Referee 1:	HASSOUNEH Awni (JOR)
4th Official:	MANE Saad Kameel (KUW)	Assistant Referee 2:	DORIRI Elise (VAN)
Match Commissioner:	SMITH John (AUS)	Reserve Assistant Referee:	MOLEFE Enock (RSA)
General Coordinator:	ENROLLO David (POR)		

Goals Scored:

XAVI (ESP) 2', GABRI (ESP) 45'+2, AMAYA (ESP) 53' own goal, ETO'O FILS Samuel (CMR) 58', ETAME MAYER Lauren (CMR) 119'.

ESP - Spain

[1] ARANZUBIA (GK)
[2] LACRUZ
[4] MARCHENA
[6] ALBELDA
[7] ANGULO (-74')
[8] XAVI
[9] JOSE MARI
[12] PUYOL
[14] AMAYA
[16] VELAMAZAN Toni (C) (-27')
[17] TAMUDO (-46' HT)

CMR - Cameroon

[18] KAMENI Idriss Carlos (GK) (C)
[3] WOMÉ Pierre
[4] MIMPO Serge
[5] ABANDA Patrice
[7] ALNOUDJI Nicolas (-120'+1)
[8] NJITAP FOTSO Geremi
[9] ETO'O FILS Samuel
[10] MBOMA Patrick
[12] ETAME MAYER Lauren
[13] NGUIMBAT Aaron
[17] BRANCO Serge (-90'+1)

Substitutes:

[3] CAPDEVILA (+74')
[10] GABRI (+27')
[11] FERRON (+46' HT)
[18] FILIP (GK)
[13] LUQUE (N)
[5] UNAI (I)
[15] ISMAEL (A)

Substitutes:

[1] BEKONO Daniel (GK)
[2] MEYONG ZE Albert (+120'+1, -120'+2)
[6] BEAUD Clement
[11] NGOM KOME Danie
[14] SUFFO K Patrick (+120'+2)
[15] EPALLE Joel (+90'+1)
[16] MBAMI Modeste (I)

Coach: SAEZ RUIZ Inaki (ESP)**Coach:** AKONO Jean-Paul (FRA)

LORENZANA del RIO Carlos (ESP)

Cautions:

ALBELDA (ESP) 19', ABANDA Patrice (CMR) 25', JOSE MARI (ESP) 55', ARANZUBIA (ESP) 117'.

Expulsions:GABRI (ESP) 70', JOSE MARI (ESP) 90'+1 2nd yellow.**Additional Time:**

First half: 2 min., second half: 3 min., first extra time: 0 min., second extra time: 3 min.

MATCH REPORT
FOOTBALL
MEN
GOLD MEDAL MATCH
MARACANA STADIUM, RIO DE JANEIRO SAT 20 AUG 2016 Start Time 15:00

Match 32

ESP vs CMR
2:3 AET (2:2, 2:0)

Attendance: 104,098

ESP - Spain	STATISTICS		CMR - Cameroon
9	Shots	22	
5	Shots on Goal	11	
26	Fouls	28	
1	Corner Kicks	17	
25	Free Kicks	23	
1	Penalty Kicks	0	
4	Offsides	2	
1	Own Goals	0	
3	Yellow Cards (Cautions)	1	
1	Expulsions (2 nd Yellow)	0	
1	Red Cards (Expulsions)	0	
52%	Ball Possession	48%	
36	Actual Playing Time	34	

ESP - Spain

No.	Name	Pos.	Min.	GF	GA	SG/S	PK	Fouls		Y	Red Cards
								FC	FS	2Y=R	R
1	ARANZUBIA	GK	120		3					1	
2	LACRUZ	DF	120						3		
4	MARCHENA	DF	120			0/1			1		
6	ALBELDA	MF	120						3	4	1
7	ANGULO	FW	74			2/2	0/1		1	1	
8	XAVI	MF	120	1		1/2			1		
9	JOSE MARI	FW	90			0/1			3	7	1
12	PUYOL	DF	120						3	2	
14	AMAYA	DF	120						1		2
16	VELAMAZAN Toni (C)	MF	27								
17	TAMUDO	FW	45						2	2	
Substitutes											
3	CAPDEVILA	DF	46			1/1			2	2	
10	GABRI	MF	43	1		1/2			4	2	
11	FERRON	DF	75						2	3	
								Totals	2	3	5/9
									26	25	3
											2

CMR - Cameroon

No.	Name	Pos.	Min.	GF	GA	SG/S	PK	Fouls		Y	Red Cards
								FC	FS	2Y=R	R
18	KAMENI Idriss Carlos (C)	GK	120		2						
3	WOME Pierre	DF	120							2	
4	MIMPO Serge	MF	120			1/1			3	5	
5	ABANDA Patrice	DF	120						8		1
7	ALNOUDJI Nicolas	MF	118						4	3	
8	NJITAP FOTSO Geremi	MF	120			1/2			2	1	
9	ETO'O FILS Samuel	FW	120	1		2/4			2	1	
10	MBOMA Patrick	FW	120			3/11			2	3	
12	ETAME MAYER Lauren	MF	120	1					3	2	
13	NGUIMBAT Aaron	DF	120						1		
17	BRANCO Serge	DF	90			2/2			1	2	
Substitutes											
2	MEYONG ZE Albert	FW	1							1	
14	SUFFO K Patrick	FW	1								
15	EPALLE Joel	MF	30			2/2				1	
						Own Goals	1				
							Totals	3	2	11/22	1
								28	23		1

Legend:

(C)	Captain	+nn	Time when player substituted in	2Y=R	2 nd Yellow = Red Card
A	Absent	AET	After Extra Time	FC	Fouls Committed
FS	Fouls Suffered	FW	Forward	GA	Goals Against
GK	Goalkeeper	HT	Half-time	I	Injured
Min.	Minutes Played	N	Not Eligible to Play	-nn	Time when player substituted out
No.	Shirt number	PK	Penalty Kicks (Goals/Shots)	MF	Midfielder
R	Red Cards (Expulsions)	SG/S	Shots on Goal/Shots	Pos.	Position
				Y	Yellow Cards (Cautions)

MATCH REPORT
FOOTBALL
MEN
GOLD MEDAL MATCH
MARACANA STADIUM, RIO DE JANEIRO SAT 20 AUG 2016 Start Time 15:00

Match 32

ESP vs CMR
2:2 AET (2:2, 2:0) 3:5 PSO

Attendance: 104,098**Match Officials:**

Referee:	RAMOS RIZO Felpe (MEX)	Assistant Referee 1:	HASSOUNEH Awni (JOR)
4th Official:	MANE Saad Kameel (KUW)	Assistant Referee 2:	DORIRI Elise (VAN)
Match Commissioner:	SMITH John (AUS)	Reserve Assistant Referee:	MOLEFE Enock (RSA)
General Coordinator:	ENROLLO David (POR)		

Goals Scored:

XAVI (ESP) 2', GABRI (ESP) 45'+2, AMAYA (ESP) 53' own goal, ETO'O FILS Samuel (CMR) 58'.

ESP - Spain

[1]	ARANZUBIA (GK)
[2]	LACRUZ
[4]	MARCHENA
[6]	ALBELDA
[7]	ANGULO (-74')
[8]	XAVI
[9]	JOSE MARI
[12]	PUYOL
[14]	AMAYA
[16]	VELAMAZAN Toni (C) (-27')
[17]	TAMUDO (-46' HT)

CMR - Cameroon

[18]	KAMENI Idriss Carlos (GK) (C)
[3]	WOME Pierre
[4]	MIMPO Serge
[5]	ABANDA Patrice
[7]	ALNOUDJI Nicolas (-120'+1)
[8]	NJITAP FOTSO Geremi
[9]	ETO'O FILS Samuel
[10]	MBOMA Patrick
[12]	ETAME MAYER Lauren
[13]	NGUIMBAT Aaron
[17]	BRANCO Serge (-90'+1)

Substitutes:

[3]	CAPDEVILA (+74')
[10]	GABRI (+27')
[11]	FERRON (+46' HT)
[18]	FILIP (GK)
[13]	LUQUE (N)
[5]	UNAI (I)
[15]	ISMAEL (A)

Substitutes:

[1]	BEKONO Daniel (GK)
[2]	MEYONG ZE Albert (+120'+1, -120'+2)
[6]	BEAUD Clement
[11]	NGOM KOME Danie
[14]	SUFFO K Patrick (+120'+2)
[15]	EPALLE Joel (+90'+1)
[16]	MBAMI Modeste (I)

Coach: SAEZ RUIZ Inaki (ESP)

LORENZANA del RIO Carlos (ESP)

Coach: AKONO Jean-Paul (FRA)**Cautions:**

ALBELDA (ESP) 19', ABANDA Patrice (CMR) 25', JOSE MARI (ESP) 55', ARANZUBIA (ESP) 117'.

Expulsions:GABRI (ESP) 70', JOSE MARI (ESP) 90'+1 2nd yellow.**Additional Time:**

First half: 2 min., second half: 3 min., first extra time: 0 min., second extra time: 3 min.

Penalty Shoot-out

XAVI	Goal	1-1	MBOMA Patrick	Goal	0-1
CAPDEVILA	Goal	2-2	ETO'O FILS Samuel	Goal	1-2
AMAYA	Saved	2-3	NJITAP FOTSO Geremi	Goal	2-3
ALBELDA	Goal	3-4	ETAME MAYER Lauren	Goal	2-4
			WOME Pierre	Goal	3-5

MATCH REPORT
FOOTBALL
MEN
GOLD MEDAL MATCH
MARACANA STADIUM, RIO DE JANEIRO SAT 20 AUG 2016 Start Time 15:00

Match 32

ESP vs CMR
2:2 AET (2:2, 2:0) 3:5 PSO

Attendance: 104,098

ESP - Spain

	Shots	22
9	Shots on Goal	11
5	Fouls	28
26	Corner Kicks	17
1	Free Kicks	23
25	Penalty Kicks	0
1	Own Goals	0
4	Offsides	2
1	Yellow Cards (Cautions)	1
3	Expulsions (2 nd Yellow)	0
1	Red Cards (Expulsions)	0
51%	Ball Possession	49%
48	Actual Playing Time	42

STATISTICS**CMR - Cameroon**

	Shots	22
22	Shots on Goal	11
5	Fouls	28
28	Corner Kicks	17
17	Free Kicks	23
0	Penalty Kicks	0
2	Own Goals	0
1	Offsides	2
1	Yellow Cards (Cautions)	1
0	Expulsions (2 nd Yellow)	0
0	Red Cards (Expulsions)	0
49%	Ball Possession	49%
42	Actual Playing Time	42

ESP - Spain

No.	Name	Pos.	Min.	GF	GA	SG/S	PK	Fouls		Y	Red Cards
								FC	FS	2Y=R	R
1	ARANZUBIA	GK	120		2					1	
2	LACRUZ	DF	120						3		
4	MARCHENA	DF	120			0/1			1		
6	ALBELDA	MF	120					3	4	1	
7	ANGULO	FW	74			2/2	0/1	1	1		
8	XAVI	MF	120	1		1/2			1		
9	JOSE MARI	FW	90			0/1		3	7	1	1
12	PUYOL	DF	120					3	2		
14	AMAYA	DF	120						1	2	
16	VELAMAZAN Toni (C)	MF	27								
17	TAMUDO	FW	45					2	2		
Substitutes											
3	CAPDEVILA	DF	46			1/1		2	2		
10	GABRI	MF	43	1		1/2		4	2		1
11	FERRON	DF	75					2	3		
Totals				2	2	5/9	0/1	26	25	3	2

CMR - Cameroon

No.	Name	Pos.	Min.	GF	GA	SG/S	PK	Fouls		Y	Red Cards
								FC	FS	2Y=R	R
18	KAMENI Idriss Carlos (C)	GK	120		2						
3	WOME Pierre	DF	120						2		
4	MIMPO Serge	MF	120			1/1		3	5		
5	ABANDA Patrice	DF	120					8		1	
7	ALNOUDJI Nicolas	MF	118					4	3		
8	NJITAP FOTSO Geremi	MF	120			1/2		2	1		
9	ETO'O FILS Samuel	FW	120	1		2/4		2	1		
10	MBOMA Patrick	FW	120			3/11		2	3		
12	ETAME MAYER Lauren	MF	120					3	2		
13	NGUIMBAT Aaron	DF	120						1		
17	BRANCO Serge	DF	90			2/2		1	2		
Substitutes											
2	MEYONG ZE Albert	FW	1						1		
14	SUFFO K Patrick	FW	1								
15	EPALLE Joel	MF	30			2/2			1		
Own Goals				1							
Totals				2	2	11/22		28	23	1	

Legend:

(C)	Captain	+nn	Time when player substituted in	2Y=R	2 nd Yellow = Red Card
A	Absent	AET	After Extra Time	FC	Fouls Committed
FS	Fouls Suffered	FW	Forward	GF	Goals For
GK	Goalkeeper	HT	Half-time	MF	Midfielder
Min.	Minutes Played	N	Not Eligible to Play	-nn	Time when player substituted out
No.	Shirt number	PK	Penalty Kicks (Goals/Shots)	Pos.	Position
PSO	Penalty Shoot-out	R	Red Cards (Expulsions)	SG/S	Shots on Goal/Shots
				Y	Yellow Cards (Cautions)

MATCH REPORT
FOOTBALL
MEN
GOLD MEDAL MATCH
AMAZONIA ARENA, MANAUS SAT 20 AUG 2016 Start Time 15:00 (14:00)

Match 32

ESP vs CMR
2:2 AET (2:2, 2:0) 3:5 PSO

Attendance: 104,098**Match Officials:**

Referee: RAMOS RIZO Felpe (MEX)
4th Official: MANE Saad Kameel (KUW)
Match Commissioner: SMITH John (AUS)
General Coordinator: ENROLLO David (POR)

Assistant Referee 1: HASSOUNEH Awni (JOR)
Assistant Referee 2: DORIRI Elise (VAN)
Reserve Assistant Referee: MOLEFE Enock (RSA)

Goals Scored:

XAVI (ESP) 2', GABRI (ESP) 45'+2, AMAYA (ESP) 53' own goal, ETO'O FILS Samuel (CMR) 58'.

ESP - Spain

[1] ARANZUBIA (GK)
[2] LACRUZ
[4] MARCHENA
[6] ALBELDA
[7] ANGULO (-74')
[8] XAVI
[9] JOSE MARI
[12] PUYOL
[14] AMAYA
[16] VELAMAZAN Toni (C) (-27')
[17] TAMUDO (-46' HT)

CMR - Cameroon

[18] KAMENI Idriss Carlos (GK) (C)
[3] WOME Pierre
[4] MIMPO Serge
[5] ABANDA Patrice
[7] ALNOUDJI Nicolas (-120'+1)
[8] NJITAP FOTSO Geremi
[9] ETO'O FILS Samuel
[10] MBOMA Patrick
[12] ETAME MAYER Lauren
[13] NGUIMBAT Aaron
[17] BRANCO Serge (-90'+1)

Substitutes:

[3] CAPDEVILA (+74')
[10] GABRI (+27')
[11] FERRON (+46' HT)
[18] FILIP (GK)
[13] LUQUE (N)
[5] UNAI (I)
[15] ISMAEL (A)

Substitutes:

[1] BEKONO Daniel (GK)
[2] MEYONG ZE Albert (+120'+1, -120'+2)
[6] BEAUD Clement
[11] NGOM KOME Danie
[14] SUFFO K Patrick (+120'+2)
[15] EPALLE Joel (+90'+1)
[16] MBAMI Modeste (I)

Coach: SAEZ RUIZ Inaki (ESP)**Coach:** AKONO Jean-Paul (FRA)

LORENZANA del RIO Carlos (ESP)

Cautions:

ALBELDA (ESP) 19', ABANDA Patrice (CMR) 25', JOSE MARI (ESP) 55', ARANZUBIA (ESP) 117'.

Expulsions:GABRI (ESP) 70', JOSE MARI (ESP) 90'+1 2nd yellow.**Additional Time:**

First half: 2 min., second half: 3 min., first extra time: 0 min., second extra time: 3 min.

Penalty Shoot-out

XAVI	Goal	1-1	MBOMA Patrick	Goal	0-1
CAPDEVILA	Goal	2-2	ETO'O FILS Samuel	Goal	1-2
AMAYA	Saved	2-3	NJITAP FOTSO Geremi	Goal	2-3
ALBELDA	Goal	3-4	ETAME MAYER Lauren	Goal	2-4
			WOME Pierre	Goal	3-5

MATCH REPORT
FOOTBALL
MEN
GOLD MEDAL MATCH
AMAZONIA ARENA, MANAUS SAT 20 AUG 2016 Start Time 15:00 (14:00)

Match 32

ESP vs CMR
2:2 AET (2:2, 2:0) 3:5 PSO

Attendance: 104,098

ESP - Spain

	Shots	22
9	Shots on Goal	11
5	Fouls	28
26	Corner Kicks	17
1	Free Kicks	23
25	Penalty Kicks	0
1	Own Goals	0
4	Offsides	2
1	Yellow Cards (Cautions)	1
3	Expulsions (2 nd Yellow)	0
1	Red Cards (Expulsions)	0
51%	Ball Possession	49%
48	Actual Playing Time	42

STATISTICS**CMR - Cameroon**

	Shots	22
5	Shots on Goal	11
26	Fouls	28
1	Corner Kicks	17
25	Free Kicks	23
1	Penalty Kicks	0
4	Own Goals	0
1	Offsides	2
3	Yellow Cards (Cautions)	1
1	Expulsions (2 nd Yellow)	0
1	Red Cards (Expulsions)	0
51%	Ball Possession	49%
48	Actual Playing Time	42

ESP - Spain

No.	Name	Pos.	Min.	GF	GA	SG/S	PK	Fouls		Y	Red Cards
								FC	FS	2Y=R	R
1	ARANZUBIA	GK	120		2					1	
2	LACRUZ	DF	120						3		
4	MARCHENA	DF	120			0/1			1		
6	ALBELDA	MF	120					3	4	1	
7	ANGULO	FW	74			2/2	0/1	1	1		
8	XAVI	MF	120	1		1/2			1		
9	JOSE MARI	FW	90			0/1		3	7	1	1
12	PUYOL	DF	120					3	2		
14	AMAYA	DF	120						1	2	
16	VELAMAZAN Toni (C)	MF	27								
17	TAMUDO	FW	45					2	2		
Substitutes											
3	CAPDEVILA	DF	46			1/1		2	2		
10	GABRI	MF	43	1		1/2		4	2		1
11	FERRON	DF	75					2	3		
Totals				2	2	5/9	0/1	26	25	3	2

CMR - Cameroon

No.	Name	Pos.	Min.	GF	GA	SG/S	PK	Fouls		Y	Red Cards
								FC	FS	2Y=R	R
18	KAMENI Idriss Carlos (C)	GK	120		2						
3	WOME Pierre	DF	120						2		
4	MIMPO Serge	MF	120			1/1		3	5		
5	ABANDA Patrice	DF	120					8		1	
7	ALNOUDJI Nicolas	MF	118					4	3		
8	NJITAP FOTSO Geremi	MF	120			1/2		2	1		
9	ETO'O FILS Samuel	FW	120	1		2/4		2	1		
10	MBOMA Patrick	FW	120			3/11		2	3		
12	ETAME MAYER Lauren	MF	120					3	2		
13	NGUIMBAT Aaron	DF	120						1		
17	BRANCO Serge	DF	90			2/2		1	2		
Substitutes											
2	MEYONG ZE Albert	FW	1						1		
14	SUFFO K Patrick	FW	1								
15	EPALLE Joel	MF	30			2/2			1		
Own Goals				1							
Totals				2	2	11/22		28	23	1	

Legend:

(C)	Captain	+nn	Time when player substituted in	2Y=R	2 nd Yellow = Red Card
A	Absent	AET	After Extra Time	FC	Fouls Committed
FS	Fouls Suffered	FW	Forward	GF	Goals For
GK	Goalkeeper	HT	Half-time	MF	Midfielder
Min.	Minutes Played	N	Not Eligible to Play	-nn	Time when player substituted out
No.	Shirt number	PK	Penalty Kicks (Goals/Shots)	Pos.	Position
PSO	Penalty Shoot-out	R	Red Cards (Expulsions)	SG/S	Shots on Goal/Shots
				Y	Yellow Cards (Cautions)

Time in brackets represents the time at Manaus

C73 - Match Report

Description	This output contains on the first page the same data that is shown in the official score sheet and on the second page match statistics data
Source	OC Technology
Sort by	For each match official: 1 - Function (as per sample: Referee, Assistant Referee 1, 4 th Official, Assistant Referee 2, Match Commissioner, Reserve Assistant Referee, General Coordinator) For each scorer: 1 - Chronologically For each team: 1 - Team A (left), Team B (right) For each starting line-up player: 1 - Goalkeeper identification (goalkeeper first) 2 - Shirt number For each substituting player: 1 - Order as follows: substitute players, players not eligible to play, injured players, absent players 2 - Shirt number For each coach: 1 - Order as on NOC entry form For each cautioned player: 1 - Chronologically For each expelled player: 1 - Chronologically For each player who participated in penalty shoot-out competition: 1 - Chronologically
Page break	As per sample (always two pages). Break at "Condition = Comparative team statistics (level 16)" on a new page with repeated output headings, match result (level 8 - 8.4) and attendance (level 9).
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: (C) - Captain -/+ PSO - GK injured during PSO +nn - Time when player substituted in 2Y=R - 2 nd Yellow = Red Card A - Absent AET - After Extra Time DF - Defender ET - Extra Time FC - Fouls Committed FS - Fouls Suffered FT - Full Time FW - Forward GA - Goals Against GF - Goals For GK - Goalkeeper HT - Half-time I - Injured MF - Midfielder Min. - Minutes Played N - Not eligible to play -nn - Time when player substituted out No. - Shirt number PK - Penalty Kicks (Goals/Shots) Pos. - Position PSO - Penalty Shoot-out R - Red Cards (Expulsions) SG/S - Shots on Goal/Shots Y - Yellow Cards (Cautions) To be displayed at the bottom of the page. Abbreviations "-/+ PSO", "AET" and "PSO" must be omitted for matches from the first round (group stage).
IRM rules	None
Comments	Samples: 1. Match report after the end of the match without penalty shoot-out competition 2. Match report after the end of the match with penalty shoot-out competition 3. Match report for match played in UTC-4 zone (Manaus) Venue name should include city name in format "Venue name, City name". For cautions (yellow cards) or expulsions (red cards), show time as actual time of the card or HT (half-time), FT (full time, time between the end of match and beginning of the extra time), ET

	<p>(extra time, time between the first and second extra time), PSO (penalty shoot-out, after the end of extra time) if the card is given outside of normal playing time. Use "None" to indicate no cautions or expulsions.</p> <p>"Goal Scorer" section will not appear if there are no goals scored by that team.</p> <p>"Penalty shoot-out" section could appear only in the second round (knock-out stage).</p> <p>Players with status A - Absent, I - Injured or N - Not eligible to play, should show (shirt number, name and player status) in italic text.</p> <p>If a substitute player is later substituted the time will be shown as (in, out): (+24', -61')</p> <p>Identification for player substitute (out, in) during half-time (-46' HT, +46' HT), full time (-91' FT, +91' FT) and half-time of extra time (-106' ET, + 106' ET).</p> <p>Identification for replacement of injured goalkeeper during the penalty shoot-out competition (-PSO, +PSO).</p> <p>For all percentages round to nearest whole number.</p> <p>If a player was substituted in the last minute of the match, or in additional time, he will be credited with one (1) minute played. The player who was substituted will be credited with one (1) minute less than the match playing time (89 minutes played if the match ended in full time, or 119 minutes played if the match ended in extra time). If a substitute player (substituted in additional time) is subsequently substituted, the first player who was substituted will have one (1) minute taken from his playing time for each of these subsequent substitutions (e.g. 88 or 118 minutes played for two substitutions, 87 or 117 minutes played for three substitutions, etc.).</p> <p>If a substitute player who did not enter the match receives a card (yellow, red), his/her name should be shown in the statistics, with a blank in minutes played, in the group of substitutes.</p> <p>Row with subtitle "Own Goals" shown only if required.</p>
--	---

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	M	Standard FIFA phase and/or event unit name
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	M	Text (see comments)
5.2	Event date (H5.2)	M	Date - in the format defined in the OC Look and Feel standard
5.3	Event start time (H5.3)	--	
5.3.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
5.3.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "(") - in the format defined in the OC Look and Feel standard - - for match played in UTC-4 zone (Manaus) only
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	Match number	M	Numeric
8	Match result	--	
8.1	Team A NOC code	M	Standard IOC NOC code
8.2	Team B NOC code	M	Standard IOC NOC code
8.3	Match result	M	Results format
9	Attendance	M	Numeric
10 (n)	For each match official	--	
10.1	Function	M	Text - "Referee", "Assistant Referee 1", 4 th Official", "Assistant Referee 2", "Match Commissioner", "Reserve Assistant Referee" or "General Coordinator"
10.2	Name	M	FIFA popular name

Level	Data Item	M/D	Comments
10.3	NOC code	M	Standard IOC NOC code
11 (n)	For each scorer	--	
11.1	Name	M	FIFA popular name
11.2	NOC code	M	Standard IOC NOC code
11.3	Match time (minute) when player scored the goal	M	FIFA Standardised Timing
11.4	Description of goal	Mc	Text, only for own goal and penalty goal
12 (2)	For each team	--	Team A - left, Team B - right
12.1	Team NOC code	M	Standard IOC NOC code
12.2	Team NOC	M	Standard IOC NOC name
12.3 (n)	For each starting line-up player	--	
12.3.1	Shirt number	M	Numeric
12.3.2	Name	M	FIFA popular name
12.3.3	Goalkeeper identification	Mc	Code - "GK"
12.3.4	Captain identification	Mc	Code - "(C)"
12.3.5	Match time (minute) when player is substituted out	Mc	FIFA Standardised Timing prefixed with "-", see comments
12.4 (n)	For each substitute player	--	
12.4.1	Shirt number	M	Numeric
12.4.2	Name	M	FIFA popular name
12.4.3	Goalkeeper identification	Mc	Code - "GK"
12.4.4	Match time (minute) when player is substituted in	Mc	FIFA Standardised Timing prefixed with "+", see comments
12.4.5	Player status	M	Code - "A", "I" or "N"
12.5 (n)	For each coach	--	
12.5.1	Name	M	FIFA popular name
12.5.2	NOC code of the citizenship	M	Standard IOC NOC code
13 (n)	For each cautioned player	--	
13.1	Name	M	FIFA popular name
13.2	NOC code	M	Standard IOC NOC code
13.3	Match time (minute) when player is cautioned	M	FIFA Standardised Timing, see comments
14 (n)	For each expelled player	--	
14.1	Name	M	FIFA popular name
14.2	NOC code	M	Standard IOC NOC code
14.3	Match time (minute) when player is expelled	M	FIFA Standardised Timing, see comments
14.4	Description of expulsion	Mc	Text (e.g. "2 nd yellow")
15	Additional time	M	Text (e.g. first time: 2 min., second time: 3 min., first extra time: 1 min., second extra time: 0 min.)
16	Penalty shoot-out for each team	--	See comments
16.1 (2)	For each team	--	Left - Team A, right -Team B
16.1.1 (n)	For each player who participated in penalty shoot-out competition	--	
16.1.1.1	Name	Mc	FIFA popular name
16.1.1.2	Result of shooting	Mc	Text - "Goal", "Saved", "Crossbar" or "Missed"
16.1.1.3	Penalty shoot-out score	Mc	Numeric
17	Comparative team statistics	--	
17.1 (2)	For each team	--	Team A - left, Team B - right
17.1.1	Team NOC code	M	Standard IOC NOC code
17.1.2	Team NOC	M	Standard IOC NOC name
17.1.3	Shots	M	Numeric
17.1.4	Shots on goal	M	Numeric
17.1.5	Fouls	M	Numeric
17.1.6	Corner kicks	M	Numeric
17.1.7	Free kicks	M	Numeric
17.1.8	Penalty kicks	M	Numeric
17.1.9	Offsides	M	Numeric
17.1.10	Own goals	M	Numeric
17.1.11	Yellow cards (cautions)	M	Numeric
17.1.12	2 nd yellow = red card (expulsions)	M	Numeric
17.1.13	Red cards (expulsions)	M	Numeric
17.1.14	Ball possession (percentage)	M	Numeric

Level	Data Item	M/D	Comments
17.1.15	Actual playing time	M	Numeric
18 (2)	Match statistics for each team	--	Team A - first, Team B - second
18.1	Team NOC code	M	Standard IOC NOC code
18.2	Team NOC	M	Standard IOC NOC name
18.3 (n)	For each starting line-up player	--	
18.3.1	Shirt number	M	Numeric
18.3.2	Name and captain identification	--	
18.3.2.1	Name	M	FIFA popular name
18.3.2.2	Captain identification	Mc	Code - "(C)"
18.3.3	Playing position	M	Code - "DF", "FW", "GK" or "MF"
18.3.4	Minutes played	M	Numeric
18.3.5	Goals for (scored)	M	Numeric or blank if zero
18.3.6	Goals against	M	Numeric or blank if zero
18.3.7	Shots	--	
18.3.7.1	Shots on goals	M	Numeric or blank if no shots
18.3.7.2	Shots	M	Numeric or blank if zero
18.3.8	Penalty kicks	--	
18.3.8.1	Goals	M	Numeric or blank if no shots
18.3.8.2	Shots	M	Numeric or blank if zero
18.3.9	Fouls	--	
18.3.9.1	Fouls committed	M	Numeric or blank if zero
18.3.9.2	Fouls suffered	M	Numeric or blank if zero
18.3.10	Yellow cards (cautions)	M	Numeric or blank if zero
18.3.11	Red cards	--	
18.3.11.1	2 nd yellow = red card (expulsions)	M	Numeric or blank if zero
18.3.11.2	Red cards (expulsions)	M	Numeric or blank if zero
18.4 (n)	For each substitute player who entered in game	--	
18.4.1	Shirt number	M	Numeric
18.4.2	Name	M	FIFA popular name
18.4.3	Playing position	M	Code - "DF", "FW", "GK" or "MF"
18.4.4	Minutes played	M	Numeric
18.4.5	Goals for (scored)	M	Numeric or blank if zero
18.4.6	Goals against	M	Numeric or blank if zero
18.4.7	Shots	--	
18.4.7.1	Shots on goals	M	Numeric or blank if no shots
18.4.7.2	Shots	M	Numeric or blank if zero
18.4.8	Penalty kicks	--	
18.4.8.1	Goals	M	Numeric or blank if no shots
18.4.8.2	Shots	M	Numeric or blank if zero
18.4.9	Fouls	--	
18.4.9.1	Fouls committed	M	Numeric or blank if zero
18.4.9.2	Fouls suffered	M	Numeric or blank if zero
18.4.10	Yellow cards (cautions)	M	Numeric or blank if zero
18.4.11	Red cards	--	
18.4.11.1	2 nd yellow = red card (expulsions)	M	Numeric or blank if zero
18.4.11.2	Red cards (expulsions)	M	Numeric or blank if zero
18.5	Own goals (scored by opposite team)	--	If any, see comment above
18.5.1	Goals for (scored)	M	Numeric or blank if zero
18.6	Team totals	--	
18.6.1	Goals for (scored)	M	Numeric or blank if zero
18.6.2	Goals against	M	Numeric or blank if zero
18.6.3	Shots	--	
18.6.3.1	Shots on goals	M	Numeric
18.6.3.2	Shots	M	Numeric
18.6.4	Penalty kicks	--	
18.6.4.1	Goals	M	Numeric
18.6.4.2	Shots	M	Numeric
18.6.5	Fouls	--	
18.6.5.1	Fouls committed	M	Numeric or blank if zero
18.6.5.2	Fouls suffered	M	Numeric or blank if zero
18.6.6	Yellow cards (cautions)	M	Numeric or blank if zero

Level	Data Item	M/D	Comments
18.6.7	Red cards (2 nd yellow = red card (expulsions) and red cards (expulsions))	M	Numeric or blank if zero
19	Note with static text	--	NOT APPLICABLE
20 (n)	Note for each predefined text	--	
20.1	Predefined text	--	NOT APPLICABLE
21 (n)	Legend	--	
21.1	Abbreviation	Mc	Code
21.2	Description of abbreviation	Mc	Text
22	Free text	Ma	Text

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COMPETITION SUMMARY

FOOTBALL

MEN

As of 7 AUG 2016

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	ARG	5	3	1	2	0	5	3	+2
2	POR	5	3	1	2	0	4	2	+2
3	USA	4	3	1	1	1	4	4	0
4	TUN	1	3	0	1	2	1	5	-4

Team	ARG	POR	USA	TUN
ARG		1:1	3:1	1:1
POR	1:1		1:1	2:0
USA	1:3	1:1		2:0
TUN	1:1	0:2	0:2	

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	FRA	7	3	2	1	0	5	2	+3
2	ESP	7	3	2	1	0	5	3	+2
3	AUS	3	3	1	0	2	4	6	-2
4	KSA	0	3	0	0	3	2	5	-3

Team	FRA	ESP	AUS	KSA
FRA		1:1	2:0	2:1
ESP	1:1		3:2	1:0
AUS	0:2	2:3		2:1
KSA	1:2	0:1	1:2	

Group C

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	KOR	4	2	1	1	0	1	0	+1
2	MEX	4	2	1	1	0	1	0	+1
3	GHA	3	2	1	0	1	3	3	0
4	ITA	0	2	0	0	2	2	4	-2

Team	KOR	MEX	GHA	ITA
KOR		0:0	1:0	10 AUG
MEX	0:0		10 AUG	1:0
GHA	0:1	10 AUG		3:2
ITA	10 AUG	0:1	2:3	

Group D

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	NGR	6	2	2	0	0	3	0	+3
2	BRA	3	2	1	0	1	3	2	+1
3	JPN	3	2	1	0	1	1	2	-1
4	HUN	0	2	0	0	2	1	4	-3

Team	NGR	BRA	JPN	HUN
NGR		10 AUG	2:0	1:0
BRA	10 AUG		0:1	3:1
JPN	0:2	1:0		10 AUG
HUN	0:1	1:3	10 AUG	

Classification



Note:

If teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details

Legend:

D	Drawn	GA	Goals Against	GD	Goal Difference	GF	Goals For
L	Lost	MP	Matches Played	Pts	Points	W	Won

COMPETITION SUMMARY

FOOTBALL

MEN

As of 7 AUG 2016

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	ARG	5	3	1	2	0	5	3	+2
2	POR	5	3	1	2	0	4	2	+2
3	USA	4	3	1	1	1	4	4	0
4	TUN	1	3	0	1	2	1	5	-4

Team	ARG	POR	USA	TUN
ARG		1:1	3:1	1:1
POR	1:1		1:1	2:0
USA	1:3	1:1		2:0
TUN	1:1	0:2	0:2	

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	FRA	4	2	1	1	0	3	1	+2
2	ESP	4	2	1	1	0	4	3	+1
3	AUS	0	2	0	0	2	2	5	-3

Team	FRA	ESP	AUS
FRA		1:1	2:0
ESP	1:1		3:2
AUS	0:2	2:3	

Group C

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	KOR	4	2	1	1	0	1	0	+1
2	MEX	4	2	1	1	0	1	0	+1
3	GHA	3	2	1	0	1	3	3	0
4	ITA	0	2	0	0	2	2	4	-2

Team	KOR	MEX	GHA	ITA
KOR		0:0	1:0	10 AUG
MEX	0:0		10 AUG	1:0
GHA	0:1	10 AUG		3:2
ITA	10 AUG	0:1	2:3	

Group D

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	NGR	6	2	2	0	0	3	0	+3
2	BRA	3	2	1	0	1	3	2	+1
3	JPN	3	2	1	0	1	1	2	-1
4	HUN	0	2	0	0	2	1	4	-3

Team	NGR	BRA	JPN	HUN
NGR		10 AUG	2:0	1:0
BRA	10 AUG		0:1	3:1
JPN	0:2	1:0		10 AUG
HUN	0:1	1:3	10 AUG	

Classification



Note:

If teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details

Legend:

D	Drawn	GA	Goals Against	GD	Goal Difference	GF	Goals For
L	Lost	MP	Matches Played	Pts	Points	W	Won

Group B consists of three teams because one team withdrew before the start of the final competition and could not be replaced

COMPETITION SUMMARY

FOOTBALL

MEN

As of 10 AUG 2016

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	ARG	5	3	1	2	0	5	3	+2
2	POR	5	3	1	2	0	4	2	+2
3	USA	4	3	1	1	1	4	4	0
4	TUN	1	3	0	1	2	1	5	-4

Team	ARG	POR	USA	TUN
ARG		1:1	3:1	1:1
POR	1:1		1:1	2:0
USA	1:3	1:1		2:0
TUN	1:1	0:2	0:2	

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	FRA	7	3	2	1	0	5	2	+3
2	ESP	7	3	2	1	0	5	3	+2
3	AUS	3	3	1	0	2	4	6	-2
4	KSA	0	3	0	0	3	2	5	-3

Team	FRA	ESP	AUS	KSA
FRA		1:1	2:0	2:1
ESP	1:1		3:2	1:0
AUS	0:2	2:3		2:1
KSA	1:2	0:1	1:2	

Group C

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	MEX	5	3	1	2	0	2	1	+1
2	GHA	4	3	1	1	1	4	4	0
3	KOR	4	3	1	1	1	2	2	0
4	ITA	3	3	1	0	2	4	5	-1

Team	MEX	GHA	KOR	ITA
MEX		1:1	0:0	1:0
GHA	1:1		0:1	3:2
KOR	0:0	1:0		1:2
ITA	0:1	2:3	2:1	

Group D

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	6	3	2	0	1	4	2	+2
2	NGR	6	3	2	0	1	3	1	+2
3	JPN	6	3	2	0	1	4	4	0
4	HUN	0	3	0	0	3	3	7	-4

Team	BRA	NGR	JPN	HUN
BRA		1:0	0:1	3:1
NGR	0:1		2:0	1:0
JPN	1:0	0:2		3:2
HUN	1:3	0:1	2:3	

Classification



Final Standings

Medal	Rank	Team
9	JPN	
10	USA	
11	KOR	
12	ITA	
13	AUS	
14	TUN	
15	KSA	
16	HUN	

Note:

If teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details

Legend:

D	Drawn	GA	Goals Against	GD	Goal Difference	GF	Goals For
L	Lost	MP	Matches Played	Pts	Points	W	Won

COMPETITION SUMMARY

FOOTBALL

MEN

As of 10 AUG 2016

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	ARG	5	3	1	2	0	5	3	+2
2	POR	5	3	1	2	0	4	2	+2
3	USA	4	3	1	1	1	4	4	0
4	TUN	1	3	0	1	2	1	5	-4

Team	ARG	POR	USA	TUN
ARG		1:1	3:1	1:1
POR	1:1		1:1	2:0
USA	1:3	1:1		2:0
TUN	1:1	0:2	0:2	

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	FRA	7	3	2	1	0	5	2	+3
2	ESP	7	3	2	1	0	5	3	+2
3	AUS	3	3	1	0	2	4	6	-2
4	KSA	0	3	0	0	3	2	5	-3

Team	FRA	ESP	AUS	KSA
FRA		1:1	2:0	2:1
ESP	1:1		3:2	1:0
AUS	0:2	2:3		2:1
KSA	1:2	0:1	1:2	

Group C

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	MEX	5	3	1	2	0	2	1	+1
2	GHA	4	3	1	1	1	4	4	0
3	KOR	4	3	1	1	1	2	2	0
4	ITA	3	3	1	0	2	4	5	-1

Team	MEX	GHA	KOR	ITA
MEX		1:1	0:0	1:0
GHA	1:1		0:1	3:2
KOR	0:0	1:0		1:2
ITA	0:1	2:3	2:1	

Group D

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	NGR	6	3	2	0	1	5	1	+4
2	BRA	6	3	2	0	1	4	1	+3
3	JPN	6	3	2	0	1	4	2	+2
DSQ	HUN	0	3	0	0	3	0	9	-9

Team	NGR	BRA	JPN	HUN
NGR		0:1	2:0	3:0
BRA	1:0		0:1	3:0
JPN	0:2	1:0		3:0
HUN	0:3	0:3	0:3	

Classification



Final Standings

Medal	Rank	Team
9	JPN	
10	USA	
11	KOR	
12	ITA	
13	AUS	
14	TUN	
15	KSA	
		HUN (DSQ)

Note:

If teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details

Legend:

D	Drawn	DSQ	Disqualified	GA	Goals Against	GD	Goal Difference
GF	Goals For	L	Lost	MP	Matches Played	Pts	Points
W	Won						

Team Hungary (HUN) disqualified after the end of first round (group stage) due to ...

COMPETITION SUMMARY

FOOTBALL

MEN

As of 16 AUG 2016

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	ARG	5	3	1	2	0	5	3	+2
2	POR	5	3	1	2	0	4	2	+2
3	USA	4	3	1	1	1	4	4	0
4	TUN	1	3	0	1	2	1	5	-4

Team	ARG	POR	USA	TUN
ARG		1:1	3:1	1:1
POR	1:1		1:1	2:0
USA	1:3	1:1		2:0
TUN	1:1	0:2	0:2	

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	FRA	7	3	2	1	0	5	2	+3
2	ESP	7	3	2	1	0	5	3	+2
3	AUS	3	3	1	0	2	4	6	-2
4	KSA	0	3	0	0	3	2	5	-3

Team	FRA	ESP	AUS	KSA
FRA		1:1	2:0	2:1
ESP	1:1		3:2	1:0
AUS	0:2	2:3		2:1
KSA	1:2	0:1	1:2	

Group C

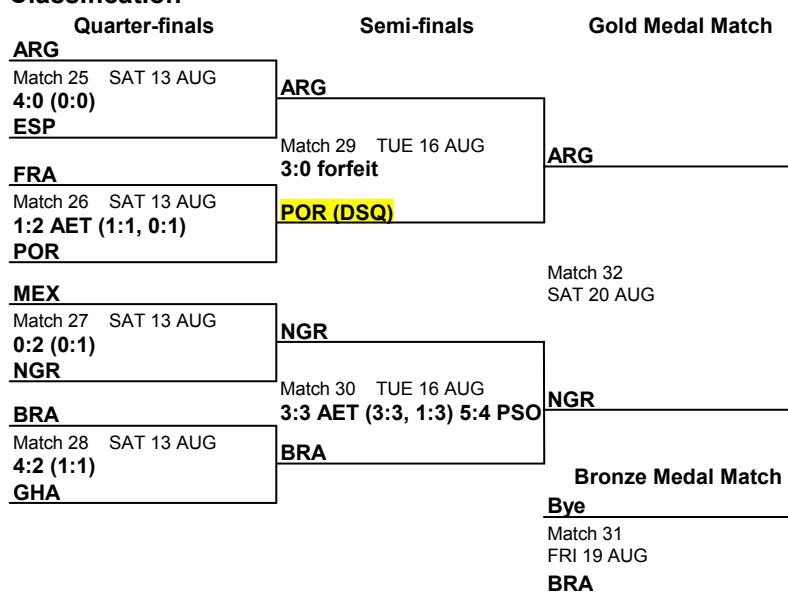
Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	MEX	5	3	1	2	0	2	1	+1
2	GHA	4	3	1	1	1	4	4	0
3	KOR	4	3	1	1	1	2	2	0
4	ITA	3	3	1	0	2	4	5	-1

Team	MEX	GHA	KOR	ITA
MEX		1:1	0:0	1:0
GHA	1:1		0:1	3:2
KOR	0:0	1:0		1:2
ITA	0:1	2:3	2:1	

Group D

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	6	3	2	0	1	4	2	+2
2	NGR	6	3	2	0	1	3	1	+2
3	JPN	6	3	2	0	1	4	4	0
4	HUN	0	3	0	0	3	3	7	-4

Team	NGR	BRA	JPN	HUN
BRA		1:0	0:1	3:1
NGR	0:1		2:0	1:0
JPN	1:0	0:2		3:2
HUN	1:3	0:1	2:3	

Classification**Final Standings**

Medal	Rank	Team
Bronze	3	BRA
	4	POR
	5	FRA
	6	ESP
	7	MEX
	8	GHA
	9	JPN
	10	USA
	11	KOR
	12	ITA
	13	AUS
	14	TUN
	15	KSA
		POR (DSQ)

Note:

If teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details

Legend:

AET	After Extra Time	D	Drawn	DSQ	Disqualified	GA	Goals Against
GD	Goal Difference	GF	Goals For	L	Lost	MP	Matches Played
PSO	Penalty Shoot-out	Pts	Points	W	Won		

Team Portugal (POR) disqualified after the semi-final match due to ...

COMPETITION SUMMARY

FOOTBALL

MEN

As of 20 AUG 2016

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	ARG	5	3	1	2	0	5	3	+2
2	POR	5	3	1	2	0	4	2	+2
3	USA	4	3	1	1	1	4	4	0
4	TUN	1	3	0	1	2	1	5	-4

Team	ARG	POR	USA	TUN
ARG		1:1	3:1	1:1
POR	1:1		1:1	2:0
USA	1:3	1:1		2:0
TUN	1:1	0:2	0:2	

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	FRA	7	3	2	1	0	5	2	+3
2	ESP	7	3	2	1	0	5	3	+2
3	AUS	3	3	1	0	2	4	6	-2
4	KSA	0	3	0	0	3	2	5	-3

Team	FRA	ESP	AUS	KSA
FRA		1:1	2:0	2:1
ESP	1:1		3:2	1:0
AUS	0:2	2:3		2:1
KSA	1:2	0:1	1:2	

Group C

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	MEX	5	3	1	2	0	2	1	+1
2	GHA	4	3	1	1	1	4	4	0
3	KOR	4	3	1	1	1	2	2	0
4	ITA	3	3	1	0	2	4	5	-1

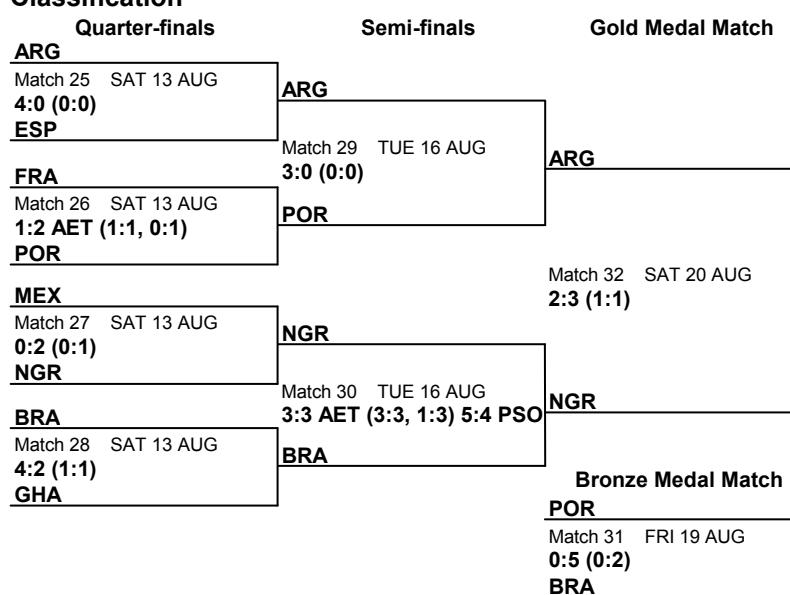
Team	MEX	GHA	KOR	ITA
MEX		1:1	0:0	1:0
GHA	1:1		0:1	3:2
KOR	0:0	1:0		1:2
ITA	0:1	2:3	2:1	

Group D

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	6	3	2	0	1	4	2	+2
2	NGR	6	3	2	0	1	3	1	+2
3	JPN	6	3	2	0	1	4	4	0
4	HUN	0	3	0	0	3	3	7	-4

Team	BRA	NGR	JPN	HUN
BRA		1:0	0:1	3:1
NGR	0:1		2:0	1:0
JPN	1:0	0:2		3:2
HUN	1:3	0:1	2:3	

Classification



Final Standings

Medal	Rank	Team
Gold	1	NGR
Silver	2	ARG
Bronze	3	BRA
	4	POR
	5	FRA
	6	ESP
	7	MEX
	8	GHA
	9	JPN
	10	USA
	11	KOR
	12	ITA
	13	AUS
	14	TUN
	15	KSA
	16	HUN

Note:

If teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details

Legend:

AET	After Extra Time	D	Drawn	GA	Goals Against	GD	Goal Difference
GF	Goals For	L	Lost	MP	Matches Played	PSO	Penalty Shoot-out
Pts	Points	W	Won				

COMPETITION SUMMARY

FOOTBALL

WOMEN

As of 6 AUG 2016

Group E

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	USA	6	2	2	0	0	9	1	+8
2	SWE	6	2	2	0	0	6	1	+5
3	KOR	0	2	0	0	2	1	6	-5
4	ESP	0	2	0	0	2	1	9	-8

Team	USA	SWE	KOR	ESP
USA		9 AUG	3:0	6:1
SWE	9 AUG		3:1	3:0
KOR	0:3	1:3		9 AUG
ESP	1:6	0:3	9 AUG	

Group F

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	6	2	2	0	0	9	1	+8
2	NOR	6	2	2	0	0	6	1	+5
3	FRA	0	2	0	0	2	1	6	-5
4	POR	0	2	0	0	2	1	9	-8

Team	BRA	NOR	FRA	POR
BRA		9 AUG	3:0	6:1
NOR	9 AUG		3:1	3:0
FRA	0:3	1:3		9 AUG
POR	1:6	0:3	9 AUG	

Group G

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	GER	6	2	2	0	0	9	1	+8
2	JPN	6	2	2	0	0	6	1	+5
3	CAN	0	2	0	0	2	1	6	-5
4	ARG	0	2	0	0	2	1	9	-8

Team	GER	JPN	CAN	ARG
GER		9 AUG	3:0	6:1
JPN	9 AUG		3:1	3:0
CAN	0:3	1:3		9 AUG
ARG	1:6	0:3	9 AUG	

Classification


Note:

Best two teams from each group and best two third-placed teams will qualify for the quarter-finals. If third-placed teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details.

Legend:

D	Drawn	GA	Goals Against	GD	Goal Difference	GF	Goals For
L	Lost	MP	Matches Played	Pts	Points	W	Won

COMPETITION SUMMARY

FOOTBALL

WOMEN

As of 9 AUG 2016

Group E

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	USA	9	3	3	0	0	13	2	+11
2	SWE	6	3	2	0	1	7	5	+2
3q	KOR	3	3	1	0	2	8	6	+2
4	ESP	0	3	0	0	3	1	16	-15

Team	USA	SWE	KOR	ESP
USA		4:1	3:0	6:1
SWE	1:4		3:1	3:0
KOR	0:3	1:3		7:0
ESP	1:6	0:3	0:7	

Group F

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	9	3	3	0	0	13	2	+11
2	NOR	6	3	2	0	1	7	5	+2
3q	FRA	3	3	1	0	2	9	6	+3
4	POR	0	3	0	0	3	1	17	-16

Team	BRA	NOR	FRA	POR
BRA		4:1	3:0	6:1
NOR	1:4		3:1	3:0
FRA	0:3	1:3		8:0
POR	1:6	0:3	0:8	

Group G

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	GER	9	3	3	0	0	13	2	+11
2	CAN	6	3	2	0	1	7	5	+2
3	JPN	3	3	1	0	2	7	6	+1
4	ARG	0	3	0	0	3	1	15	-14

Team	GER	CAN	JPN	ARG
GER		4:1	3:0	6:1
CAN	1:4		3:1	3:0
JPN	0:3	1:3		6:0
ARG	1:6	0:3	0:6	

Classification



Final Standings

Medal	Rank	Team
9	JPN	
10	ARG	
11	ESP	
12	POR	

Note:

Best two teams from each group and best two third-placed teams will qualify for the quarter-finals. If third-placed teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details.

Legend:

D	Drawn	GA	Goals Against	GD	Goal Difference	GF	Goals For
L	Lost	MP	Matches Played	Pts	Points		
W	Won			q			Best 3 rd team qualified

COMPETITION SUMMARY

FOOTBALL

WOMEN

As of 15 AUG 2016

Group E

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	USA	9	3	3	0	0	13	2	+11
2	SWE	6	3	2	0	1	7	5	+2
3q	KOR	3	3	1	0	2	8	6	+2
4	ESP	0	3	0	0	3	1	16	-15

Team	USA	SWE	KOR	ESP
USA		4:1	3:0	6:1
SWE	1:4		3:1	3:0
KOR	0:3	1:3		7:0
ESP	1:6	0:3	0:7	

Group F

Group I									
Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	9	3	3	0	0	13	2	+11
2	NOR	6	3	2	0	1	7	5	+2
3q	FRA	3	3	1	0	2	9	6	+3
4	POR	0	3	0	0	3	1	17	-16

Team	BRA	NOR	FRA	POR
BRA		4:1	3:0	6:1
NOR	1:4		3:1	3:0
FRA	0:3	1:3		8:0
POR	1:6	0:3	0:8	

Group G

Group C									
Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	GER	9	3	3	0	0	13	2	+11
2	CAN	6	3	2	0	1	7	5	+2
3	JPN	3	3	1	0	2	7	6	+1
4	ARG	0	3	0	0	3	1	15	-14

Team	GER	CAN	JPN	ARG
GER		4:1	3:0	6:1
CAN	1:4		3:1	3:0
JPN	0:3	1:3		6:0
ARG	1:6	0:3	0:6	

Classification



Final Standings

Final Standings		
Medal	Rank	Team
Bronze	3	USA
	4	CAN
	5	SWE
	6	KOR
	7	FRA
	8	JPN
	9	ARG
	10	ESP
	11	POR

Note:

Note: Best two teams from each group and best two third-placed teams will qualify for the quarter-finals. If third-placed teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details.

Legend:

AET	After Extra Time	D	Drawn	DSQ	Disqualified	GA	Goals Against
GD	Goal Difference	GF	Goals For	L	Lost	MP	Matches Played
PSO	Penalty Shoot-out	Pts	Points	q	Best 3 rd team qualified	W	Won

Team Brazil (BRA) disqualified after the semi-final match due to ...

COMPETITION SUMMARY

FOOTBALL

WOMEN

As of 18 AUG 2016

Group E

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	USA	9	3	3	0	0	13	2	+11
2	SWE	6	3	2	0	1	7	5	+2
3q	KOR	3	3	1	0	2	8	6	+2
4	ESP	0	3	0	0	3	1	16	-15

Team	USA	SWE	KOR	ESP
USA		4:1	3:0	6:1
SWE	1:4		3:1	3:0
KOR	0:3	1:3		7:0
ESP	1:6	0:3	0:7	

Group F

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	9	3	3	0	0	13	2	+11
2	NOR	6	3	2	0	1	7	5	+2
3q	FRA	3	3	1	0	2	9	6	+3
4	POR	0	3	0	0	3	1	17	-16

Team	BRA	NOR	FRA	POR
BRA		4:1	3:0	6:1
NOR	1:4		3:1	3:0
FRA	0:3	1:3		8:0
POR	1:6	0:3	0:8	

Group G

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	GER	9	3	3	0	0	13	2	+11
2	CAN	6	3	2	0	1	7	5	+2
3	JPN	3	3	1	0	2	7	6	+1
4	ARG	0	3	0	0	3	1	15	-14

Team	GER	CAN	JPN	ARG
GER		4:1	3:0	6:1
CAN	1:4		3:1	3:0
JPN	0:3	1:3		6:0
ARG	1:6	0:3	0:6	

Classification



Final Standings

Medal	Rank	Team
Gold	1	GER
Silver	2	NOR
Bronze	3	USA
	4	BRA
	5	CAN
	6	SWE
	7	KOR
	8	FRA
	9	JPN
	10	ARG
	11	ESP
	12	POR

Note:

Best two teams from each group and best two third-placed teams will qualify for the quarter-finals. If third-placed teams are level on points after the first round (group stage), ranking will be decided according to the Competition Regulations, see "Competition Format and Rules" for details.

Legend:

AET	After Extra Time	D	Drawn	GA	Goals Against	GD	Goal Difference
GF	Goals For	L	Lost	MP	Matches Played	PSO	Penalty Shoot-out
Pts	Points	q	Best 3 rd team qualified	W	Won		

C76 - Competition Summary

Description	Competition schedule, results of each match and standings
Source	FIFA, OC Competition Management and OC Technology
Sort by	For each group: 1 - Group name For each team in group: Initial by 1 - Draw number, later when competition starts by 1 - Rank, show disqualified teams at the bottom ordered by Team NOC code For each team (final standings): 1 - Rank 2 - Team NOC code, show disqualified teams at the bottom ordered by Team NOC code
Page break	None, aim for a single page
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: AET - After Extra Time D - Drawn DSQ - Disqualified GA - Goals Against GD - Goal Difference GF - Goals For L - Lost MP - Matches Played PSO - Penalty Shoot-out Pts - Points q - Best 3 rd team qualified W - Won To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Samples: <ol style="list-style-type: none"> 1. Competition Summary - Men's tournament during the first round (group stage) (regular case) 2. Competition Summary - Men's tournament during the first round (group stage) with one group of 3 teams (one team withdraws before the start of the final competition and can not be replaced) 3. Competition Summary - Men's tournament after the first round (group stage) (regular case) 4. Competition Summary - Men's tournament with a disqualified team during or after the first round (group stage) but before the first match of the quarter-finals has been played 5. Competition Summary - Men's tournament with a disqualified team during the semi-finals 6. Competition Summary - Men's tournament at the end of competition (regular case) 7. Competition Summary - Women's tournament during the first round (group stage) (regular case) 8. Competition Summary - Women's tournament after the first round (group stage) (regular case) 9. Competition Summary - Women's tournament with a disqualified team during or after the first round (group stage) but before the first match of the quarter-finals has been played 10. Competition Summary - Women's tournament with a disqualified team during the semi-finals 11. Competition Summary - Women's tournament at the end of competition (regular case) <p>Until the first round (group stage) match is played, the date of the match should be displayed.</p> <p>Ranking rule for team in the first round (group stage): - During the first round (group stage): 1. Points, descending 2. Goal difference, descending - At the end of the first round (group stage): Based on FIFA group stage classification rules</p> <p>Final standings will appear when the first rankings are known.</p> <p>Team group rank code for Men's tournament: A1 - 1st in Group A, A2 - 2nd in Group A, B1 - 1st in Group B, B2 - 2nd in Group B, C1 - 1st in Group C, C2 - 2nd in Group C, D1 - 1st in Group D, D2 - 2nd in Group D.</p> <p>Team group rank code for Women's tournament: E1 - 1st in Group E, E2 - 2nd in Group E, E3 - 3rd in Group E, F1 - 1st in Group F, F2 - 2nd in Group F, F3 - 3rd in Group F, G1 - 1st in Group G, G2 -</p>

	2 nd in Group G, G3 - 3 rd in Group G.
--	--

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (competition date) (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	First round	--	
7.1 (n)	For each group	--	
7.1.1	Group name	--	Text
7.1.2	Group standings	--	
7.1.2.1 (n)	For each team in group	--	
7.1.2.1.1	Draw number	M	Numeric (hidden, for sort only)
7.1.2.1.2	Rank	M	Numeric (calculate rank after end of each match) or code - "DSQ"
7.1.2.1.3	Team NOC code	M	Standard IOC NOC code
7.1.2.1.4	Points	M	Numeric
7.1.2.1.5	Number of matches played	M	Numeric
7.1.2.1.6	Number of matches won	M	Numeric
7.1.2.1.7	Number of matches drawn	M	Numeric
7.1.2.1.8	Number of matches lost	M	Numeric
7.1.2.1.9	Goals for	M	Numeric
7.1.2.1.10	Goals against	M	Numeric
7.1.2.1.11	Goal difference	--	
7.1.2.1.11.1	Goal difference - prefix	M	Code - "+" (plus sign) if positive goal difference or "-" (minus sign) if negative goal difference
7.1.2.1.11.2	Goal difference - value	M	Numeric
7.1.2.1.12	Team NOC code	M	Standard IOC NOC code
7.1.2.1.13 (n)	For each team in group	--	
7.1.2.1.13.1	Team NOC code - column header	M	Standard IOC NOC code, as column header only. Teams are shown in the same order (from left to right) as they are ordered in rows (from top to bottom)
7.1.2.1.13.2	Match date or match result	M	Match date - in the format defined in the OC Look and Feel standard if match not yet played. Match result (text, format: Team score - opponent team score) for completed match
8	Classification	M	Graphic presentation using brackets (show team A and team B group rank codes (see comments), text (e.g. Winner 25, Winner 26, ..., Loser 29, Loser 30), standard IOC NOC codes and code - "DSQ" if team disqualified or "Bye", match number, match date and match result in the results format for completed match and text - "forfeit" if match forfeited)
9	Final standings	--	
9.1 (n)	For each team	--	
9.1.1	Medal type	Mc	Text, only if team ranked 1 st , 2 nd or 3 rd
9.1.2	Rank	M	Numeric or blank if team disqualified
9.1.3	Team NOC code	M	Standard IOC NOC code
9.1.4	Disqualification identification	Mc	Code - "DSQ"
10	Note with static text	M	Text
11 (n)	Note for each predefined text	--	

Level	Data Item	M/D	Comments
11.1	Predefined text	--	NOT APPLICABLE
12 (n)	Legend	--	
12.1	Abbreviation	Mc	Code
12.2	Description of abbreviation	Mc	Text
13	Free text	Ma	Text

**CUMULATIVE STATISTICS
FOOTBALL
MEN**

SAT 20 AUG 2016

CMR - Cameroon
After 6 matches

No.	Name	Pos.	KUW 3:2 (1:0)						Min.	GF	GA	AS	SG/S	PK	Fouls		Red Cards			
			USA	1:1 (1:0)	CZE	1:1 (0:1)	BRA	2:1 AET (1:1;1:0)							FC	FS	Y	2Y=R	R	
1	BEKONO Daniel	GK	90	90	90	S	S	S	270		4				1	1				
2	MEYONG ZE Albert	FW	S	S	26	32	S	9	67						5	1				
3	WOME Pierre	DF	90	90	90	113	90	120	593				2/9		13	6	2			
4	MIMPO Serge	MF	90	90	90	113	90	120	593			2	1/1		10	9	1	1		
5	ABANDA Patrice	DF	90	90	90	113	90	120	593				0/2		24	4	1			
7	ALNOUDJI Nicolas	MF	90	90	90	113	90	111	584	1		1	2/3		12	4				
8	NJITAP FOTSO Geremi	MF	90	90	90	75	N	120	455			1	1/6		7	6	2		1	
9	ETO'O FILS Samuel	FW	90	90	90	81	89	120	560	1		2	5/15		16	7	1			
10	MBOMA Patrick	FW	79	77	64	63	90	120	503	4			13/25	1/1	5	14	1			
11	NGOM KOME Daniel	MF	S	25	S	S	8	75	108						2	6	1			
12	ETAME MAYER Lauren	MF	90	90	90	113	90	120	593	3		3	5/11	1/1	17	9	1	1		
13	NGUIMBAT Aaron	DF	90	90	90	92	N	45	438						11	3			1	
14	SUFFO K Patrick	FW	11	S	S	50	1	S	62				0/3		3	1				
15	EPALLE Joel	MF	12	65	S	S	25	30	132				3/5		1	2	1			
16	MBAMI Modeste	MF	S	13	S	43	65	I	121	1			1/4		2					
17	BRANCO Serge	DF	78	A	90	70	82	90	410				2/3		14	7	1			
18	KAMENI Idriss Carlos	GK	S	S	S	113	90	120	323		4				2					
6	BEAUD Clement (DSQ)	DF	S	S	90				90						2					
Own Goals										1										
Totals										11	8	9	35/87	2/2	147	80	12	4		

Corner Kicks: 40
 Free Kicks: 79
 Offsides: 11
 Penalty Kicks Against (Goals/Shots): 2/3

Legend:																		
2Y=R	2 nd Yellow = Red Card	A	Absent	AET	After Extra Time	AS	Assists											
DF	Defender	DSQ	Disqualified	FC	Fouls Committed	FS	Fouls Suffered											
FW	Forward	GA	Goals Against	GF	Goals For	GK	Goalkeeper											
I	Injured	MF	Midfielder	Min.	Minutes Played	N	Not Eligible to Play											
No.	Shirt number	PK	Penalty Kicks (Goals/Shots)	Pos.	Position	PSO	Penalty Shoot-out											
R	Red Cards (Expulsions)	S	Substitute	SG/S	Shots on Goal/Shots	Y	Yellow Cards (Cautions)											

Player 6 BEAUD Clement disqualified due to ...

C84A - Cumulative Statistics

Description	Cumulative team statistics contains tournament statistic data for one team
Source	OC Technology
Sort by	For each match played: 1 - Chronologically For each player: 1 - Shirt number
Page break	None, aim for a single page
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	<p>Use the following description for abbreviations which appear in the output: 2Y=R - 2nd Yellow = Red Card</p> <p>A - Absent AET - After Extra Time AS - Assists DF - Defender DSQ - Disqualified FC - Fouls Committed FS - Fouls Suffered FW - Forward GA - Goals Against GF - Goals For GK - Goalkeeper I - Injured MF - Midfielder Min. - Minutes Played N - Not Eligible to Play No. - Shirt number PK - Penalty Kicks (Goals/Shots) Pos. - Position PSO - Penalty Shoot-out R - Red Cards (Expulsions) S - Substitute SG/S - Shots on Goal/Shots Y - Yellow Cards (Cautions)</p> <p>To be displayed at the bottom of the page.</p>
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Team total of "goals for" includes "goals for" and "own goals"

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	Team	--	
7.1	NOC code	M	Standard IOC NOC code
7.2	NOC	M	Standard IOC NOC name
8	Team matches played	M	Numeric
9 (n)	For each match played	--	
9.1	Opponent team NOC code	M	Standard IOC NOC code
9.2	Match result	M	Results format
10	Team statistics	--	
10.1 (n)	For each player	--	
10.1.1	Shirt number	M	Numeric
10.1.2	Name	M	FIFA popular name

Level	Data Item	M/D	Comments
10.1.3	Disqualification identification	Mc	Code - "DSQ"
10.1.4	Playing position	M	Code - "DF", "FW", "GK" or "MF"
10.1.5 (n)	For each match played	--	
10.1.5.1	Minutes played or player status	M	Numeric, code - "S", "N", "I", "A" or blank if player disqualified
10.1.6	Total minutes played	M	Numeric or blank if zero
10.1.7	Goals for (scored)	M	Numeric or blank if zero
10.1.8	Goals against	M	Numeric or blank if zero
10.1.9	Assists	M	Numeric or blank if zero
10.1.10	Shots	--	
10.1.10.1	Shots on goals	M	Numeric or blank if no shots
10.1.10.2	Shots	M	Numeric or blank if zero
10.1.11	Penalty kicks	--	
10.1.11.1	Goals	M	Numeric or blank if no shots
10.1.11.2	Shots	M	Numeric or blank if zero
10.1.12	Fouls	--	
10.1.12.1	Fouls committed	M	Numeric or blank if zero
10.1.12.1	Fouls suffered	M	Numeric or blank if zero
10.1.13	Yellow cards (cautions)	M	Numeric or blank if zero
10.1.14	Red cards	--	
10.1.14.1	2 nd yellow = red card (expulsions)	M	Numeric or blank if zero
10.1.14.2	Red cards (expulsions)	M	Numeric or blank if zero
10.2	Own goals (scored by opposing team)	--	
10.2.1	Goals for (scored)	M	Numeric or blank if zero
10.3	Team totals	--	
10.3.1	Goals for	M	Numeric or blank if zero
10.3.2	Goals against	M	Numeric or blank if zero
10.3.3	Shots	--	
10.3.3.1	Shots on goals	M	Numeric or blank if no shots
10.3.3.2	Shots	M	Numeric or blank if zero
10.3.4	Penalty kicks	--	
10.3.4.1	Goals	M	Numeric or blank if no shots
10.3.4.2	Shots	M	Numeric or blank if zero
10.3.5	Fouls	--	
10.3.5.1	Fouls committed	M	Numeric or blank if zero
10.3.5.2	Fouls suffered	M	Numeric or blank if zero
10.3.6	Yellow cards (cautions)	M	Numeric or blank if zero
10.3.7	Red cards (2 nd yellow = red card (expulsions) and red cards (expulsions))	M	Numeric or blank if zero
11	Team total - corner kicks	M	Numeric
12	Team total - free kicks	M	Numeric
13	Team total - offsides	M	Numeric
14	Team total - penalty kicks against	--	
14.1	Goals	M	Numeric
14.2	Shots	M	Numeric
15	Note with static text	--	NOT APPLICABLE
16 (n)	Note for each predefined text	--	
16.1	Predefined text	--	NOT APPLICABLE
17 (n)	Legend	--	
17.1	Abbreviation	Mc	Code
17.2	Description of abbreviation	Mc	Text
18	Free text	Ma	Text

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OVERALL TEAM STATISTICS
FOOTBALL
MEN

As of 20 AUG 2016 at 17:29

Team	MP	GF	GA	SG/S	PK	PKA	CK	OF	Fouls		Y	Red Cards		
									FC/Avg.	FS/Avg.		2Y=R	R	
ARG - Argentina	6	13	6	41/120				23	106/17.7	107/17.8	12			
AUS - Australia	3	4	6	14/32				5	12	54/18.0	44/14.7	8	1	
BRA - Brazil	6	16	7	50/121	1/1	1/1	25	31	68/11.3	110/18.3	9			
ESP - Spain	4	4	7	18/42	0/1	0/1	8	14	83/20.8	68/17.0	12	1		
FRA - France	4	6	4	20/55	2/2	2/2	6	20	71/17.8	60/15.0	13		1	
GHA - Ghana	4	6	8	34/64	1/1	1/1	7	24	69/17.3	59/14.8	11	1	1	
HUN - Hungary	3	3	7	10/18				4	8	51/17.0	40/13.3	9		
ITA - Italy	3	4	5	13/28	1/1	1/1	9	3	55/18.3	49/16.3	11		1	
JPN - Japan	3	4	4	11/27	1/1	1/1	6	8	37/12.3	48/16.0	7			
KOR - Korea	3	2	2	15/31	1/1	1/1	7	3	44/14.7	35/11.7	4			
KSA - Saudi Arabia	3	2	5	14/29	0/1	0/1	5	22	37/12.3	50/16.7	3			
MEX - Mexico	4	2	3	21/73				9	16	58/14.5	61/15.3	7	1	
NGR - Nigeria	6	12	6	41/101	1/2	1/2	20	35	105/17.5	58/9.7	15	1		
POR - Portugal	6	6	10	26/67	1/2	1/2	17	24	94/15.7	103/17.2	13	2		
TUN - Tunisia	3	1	5	11/33	0/1	0/1	5	7	51/17.0	42/14.0	13			
USA - United States	3	4	4	20/51				6	7	51/17.0	46/15.3	6		
Tournament	Totals		89	89	359/892	9/14	9/14	139	257	1034	980	153	10	
	Averages (per Match)		2.8	2.8	11.2/27.9	0.3/0.4	0.3/0.4	4.3	8.0	32.3	30.6	4.8	0.3	

Legend:

2Y=R	2 nd Yellow = Red Card	Avg.	Average per Match	CK	Corner Kicks	FC	Fouls Committed
FS	Fouls Suffered	GA	Goals Against	GF	Goals For	MP	Matches Played
OF	Offsides	PK	Penalty Kicks (Goals/Shots)	PKA	Penalty Kicks Against (Goals/Shots)		
R	Red Cards (Expulsions)	SG/S	Shots on Goal/Shots	Y	Yellow Cards (Cautions)		

OVERALL TEAM STATISTICS

FOOTBALL

MEN

As of 20 AUG 2016 at 17:29

Team	MP	GF	GA	SG/S	PK	PKA	CK	OF	Fouls		Y	Red Cards	
									FC/Avg.	FS/Avg.		2Y=R	R
ARG - Argentina	6	13	6	41/120				23	106/17.7	107/17.8	12		
AUS - Australia	3	4	6	14/32			5	12	54/18.0	44/14.7	8		1
BRA - Brazil	6	16	7	50/121	1/1	1/1	25	31	68/11.3	110/18.3	9		
ESP - Spain	4	4	7	18/42	0/1	0/1	8	14	83/20.8	68/17.0	12	1	
FRA - France	4	6	4	20/55	2/2	2/2	6	20	71/17.8	60/15.0	13		1
GHA - Ghana	4	6	8	34/64	1/1	1/1	7	24	69/17.3	59/14.8	11	1	1
ITA - Italy	3	4	5	13/28	1/1	1/1	9	3	55/18.3	49/16.3	11		1
JPN - Japan	3	4	4	11/27	1/1	1/1	6	8	37/12.3	48/16.0	7		
KOR - Korea	3	2	2	15/31	1/1	1/1	7	3	44/14.7	35/11.7	4		
KSA - Saudi Arabia	3	2	5	14/29	0/1	0/1	5	22	37/12.3	50/16.7	3		
MEX - Mexico	4	2	3	21/73			9	16	58/14.5	61/15.3	7		1
NGR - Nigeria	6	12	6	41/101	1/2	1/2	20	35	105/17.5	58/9.7	15	1	
POR - Portugal	6	6	10	26/67	1/2	1/2	17	24	94/15.7	103/17.2	13	2	
TUN - Tunisia	3	1	5	11/33	0/1	0/1	5	7	51/17.0	42/14.0	13		
USA - United States	3	4	4	20/51			6	7	51/17.0	46/15.3	6		
Disqualified teams													
HUN - Hungary		3	3	7	10/18			4	8	51/17.0	40/13.3	9	
Tournament	Totals		89	89	359/892	9/14	9/14	139	257	1034	980	153	10
	Averages (per Match)		2.8	2.8	11.2/27.9	0.3/0.4	0.3/0.4	4.3	8.0	32.3	30.6	4.8	0.3

Legend:												
2Y=R	2 nd Yellow = Red Card	Avg.	Average per Match	CK	Corner Kicks	FC	Fouls Committed					
FS	Fouls Suffered	GA	Goals Against	GF	Goals For	MP	Matches Played					
OF	Offsides	PK	Penalty Kicks (Goals/Shots)	PKA	Penalty Kicks Against (Goals/Shots)							
R	Red Cards (Expulsions)	SG/S	Shots on Goal/Shots	Y	Yellow Cards (Cautions)							

Team Hungary (HUN) disqualified due to ...

C84B - Overall Team Statistics

Description	Overall team statistics contain tournament statistic data for all teams
Source	OC Technology
Sort by	For each team: 1 - Team NOC code For each disqualified team: 1 - Team NOC code
Page break	None, aim for a single page
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	<p>Use the following description for abbreviations which appear in the output:</p> <p>2Y=R - 2nd Yellow = Red Card Avg. - Average per Match CK - Corner Kicks FC - Fouls Committed FS - Fouls Suffered GA - Goals Against GF - Goals For MP - Matches Played OF - Offsides PK - Penalty Kicks (Goals/Shots) PKA - Penalty Kicks Against (Goals/Shots) R - Red Cards (Expulsions) SG/S - Shots on Goal/Shots Y - Yellow Cards (Cautions)</p> <p>To be displayed at the bottom of the page.</p>
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	<p>Samples:</p> <ol style="list-style-type: none"> 1. Overall Team Statistics (regular case) 2. Overall Team Statistics with a disqualified team <p>Subtitle "Disqualified teams" shown only if required.</p> <p>For all averages round to one decimal place.</p> <p>Team total of "goals for" includes "goals for" and "own goals".</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date/time (H6)	M	Date/time - in the format defined in the OC Look and Feel standard
7 (n)	For each team	--	
7.1	NOC code	M	Standard IOC NOC code
7.2	NOC	M	Standard IOC NOC name
7.3	Matches played	M	Numeric
7.4	Goals for	M	Numeric or blank if zero
7.5	Goals against	M	Numeric or blank if zero
7.6	Shots	--	
7.6.1	Shots on goals	M	Numeric or blank if no shots
7.6.2	Shots	M	Numeric or blank if zero
7.7	Penalty kicks	--	
7.7.1	Goals	M	Numeric or blank if no shots
7.7.2	Shots	M	Numeric or blank if zero

Level	Data Item	M/D	Comments
7.8	Penalty kicks against	--	
7.8.1	Goals	M	Numeric or blank if no shots
7.8.2	Shots	M	Numeric or blank if zero
7.9	Corner kicks	M	Numeric or blank if zero
7.10	Offsides	M	Numeric or blank if zero
7.11	Fouls	--	
7.11.1	Fouls committed	--	
7.11.1.1	Total	M	Numeric or blank if zero
7.11.1.2	Average per match	M	Numeric (1 decimal place), blank if zero
7.11.2	Fouls suffered	--	
7.11.2.1	Total	M	Numeric or blank if zero
7.11.2.2	Average per match	M	Numeric (1 decimal place), blank if zero
7.12	Yellow cards (cautions)	M	Numeric or blank if zero
7.13	Red cards	--	
7.13.1	2 nd yellow = red card (expulsions)	M	Numeric or blank if zero
7.13.2	Red cards (expulsions)	M	Numeric or blank if zero
8 (n)	For each disqualified team	--	If any, see comment above
8.1	Team NOC code	M	Standard IOC NOC code
8.2	Team NOC	M	Standard IOC NOC name
8.3	Matches played	M	Numeric
8.4	Goals for	M	Numeric or blank if zero
8.5	Goals against	M	Numeric or blank if zero
8.6	Shots	--	
8.6.1	Shots on goals	M	Numeric or blank if no shots
8.6.2	Shots	M	Numeric or blank if zero
8.7	Penalty kicks	--	
8.7.1	Goals	M	Numeric or blank if no shots
8.7.2	Shots	M	Numeric or blank if zero
8.8	Penalty kicks against	--	
8.8.1	Goals	M	Numeric or blank if no shots
8.8.2	Shots	M	Numeric or blank if zero
8.9	Corner kicks	M	Numeric or blank if zero
8.10	Offsides	M	Numeric or blank if zero
8.11	Fouls	--	
8.11.1	Fouls committed	--	
8.11.1.1	Total	M	Numeric or blank if zero
8.11.1.2	Average per match	M	Numeric (1 decimal place), blank if zero
8.11.2	Fouls suffered	--	
8.11.2.1	Total	M	Numeric or blank if zero
8.11.2.2	Average per match	M	Numeric (1 decimal place), blank if zero
8.12	Yellow cards (cautions)	M	Numeric or blank if zero
8.13	Red cards	--	
8.13.1	2 nd yellow = red card (expulsions)	M	Numeric or blank if zero
8.13.2	Red cards (expulsions)	M	Numeric or blank if zero
9	Tournament totals	--	
9.1	Goals for	M	Numeric or blank if zero
9.2	Goals against	M	Numeric or blank if zero
9.3	Shots	--	
9.3.1	Shots on goals	M	Numeric or blank if no shots
9.3.2	Shots	M	Numeric or blank if zero
9.4	Penalty kicks	--	
9.4.1	Goals	M	Numeric or blank if no shots
9.4.2	Shots	M	Numeric or blank if zero
9.5	Penalty kicks against	--	
9.5.1	Goals	M	Numeric or blank if no shots
9.5.2	Shots	M	Numeric or blank if zero
9.6	Corner kicks	M	Numeric or blank if zero
9.7	Offsides	M	Numeric or blank if zero
9.8	Fouls committed	M	Numeric or blank if zero
9.9	Fouls suffered	M	Numeric or blank if zero
9.10	Yellow cards (cautions)	M	Numeric or blank if zero
9.11	Red cards (2 nd yellow = red card (expulsions) and red	M	Numeric or blank if zero

Level	Data Item	M/D	Comments
	cards (expulsions))		
10	Tournament averages (per match)	--	
10.1	Goals for	M	Numeric (1 decimal place), blank if zero
10.2	Goals against	M	Numeric (1 decimal place), blank if zero
10.3	Shots	--	
10.3.1	Shots on goals	M	Numeric (1 decimal place), blank if no shots
10.3.2	Shots	M	Numeric (1 decimal place), blank if zero
10.4	Penalty kicks	--	
10.4.1	Goals	M	Numeric (1 decimal place), blank if no shots
10.4.2	Shots	M	Numeric (1 decimal place), blank if zero
10.5	Penalty kicks against	--	
10.5.1	Goals	M	Numeric (1 decimal place)
10.5.2	Shots	M	Numeric (1 decimal place), blank if zero
10.6	Corner kicks	M	Numeric (1 decimal place), blank if zero
10.7	Offsides	M	Numeric (1 decimal place), blank if zero
10.8	Fouls committed	M	Numeric (1 decimal place), blank if zero
10.9	Fouls suffered	M	Numeric (1 decimal place), blank if zero
10.10	Yellow cards (cautions)	M	Numeric (1 decimal place), blank if zero
10.11	Red cards (2 nd yellow = red card (expulsions) and red cards (expulsions))	M	Numeric (1 decimal place), blank if zero
11	Note with static text	--	NOT APPLICABLE
12 (n)	Note for each predefined text	--	
12.1	Predefined text	--	NOT APPLICABLE
13 (n)	Legend	--	
13.1	Abbreviation	Mc	Code
13.2	Description of abbreviation	Mc	Text
14	Free text	Ma	Text

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INDIVIDUAL STATISTICS
FOOTBALL
MEN

As of 20 AUG 2016 at 17:29

GOALSCORERS

Rank	Shirt No.	Name	Team	Goals	Assists	Min.	MP
1	9	CRESPO Hernan	ARG	5		446	5
2	18	RONALDINHO	BRA	5		513	6
3	9	BRANCA Marco	ITA	4	1	270	3
4	9	MAURICE Florian	FRA	3	2	270	3
5	5	FLAVIO CONCEICAO	BRA	3	1	429	6
6	4	KANU Nwankwo	NGR	3		511	6
7	13	MADAR Csaba	HUN	2	2	180	2
8	7	MAEZONO Masakiyo	JPN	2	2	270	3
8	14	MAISONNEUVE Brian	USA	2	1	270	3
8	10	VIDMAR Aurelio	AUS	2	1	270	3
11	6	GARCIA Oscar	ESP	2	1	351	4
12	7	GONZALES Raul	ESP	2	1	360	4
12	15	SABAH Christian	GHA	2		360	4
14	10	AFONSO MARTINS	POR	2		450	5
14	2	BABAYARO Celestine	NGR	2		450	5
16	10	ORTEGA Ariel	ARG	2		502	6
17	10	OKOCHA Augustine	NGR	2		538	6
18	7	LOPEZ Claudio	ARG	2		540	6
19	8	ITO Teruyoshi	JPN	1	2	219	3
20	8	KIROVSKI Jovan	USA	1	1	233	3
21	14	HAGAN Ebenezer	GHA	1	1	233	4
22	6	LEE Ki-Hyung	KOR	1	1	261	3
23	10	AKUNNOR Charles	GHA	1	1	270	3
23	6	AMIN Fuad Anwar	KSA	1	1	270	3
23	10	REYNA Claudio	USA	1	1	270	3
23	10	SIBIERSJI Antoine	FRA	1	1	270	3
27	18	ABUNDIS Jose	MEX	1	1	326	4
28	12	ABOAGYE Felix	GHA	1		360	4
28	9	ARHINFUL Augustine	GHA	1		360	4
28	15	NUNO GOMEZ	POR	1		360	4
28	17	PALENCIA Francisco	MEX	1		360	4
28	11	PIRES Robert	FRA	1		360	4
33	14	CALADO	POR	1		392	5
34	6	AMUNIKE Emmanuel	NGR	1		406	5
35	8	CAPUCHO	POR	1		450	5
35	16	LOPEZ Gustavo	ARG	1		450	5
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INDIVIDUAL STATISTICS
FOOTBALL
MEN

As of 20 AUG 2016 at 17:29

SHOTS ON GOAL

Rank	Shirt No.	Name	Team	SG	MP	Avg.
1	9	BRANCA Marco	ITA	9	3	3.0
1	9	MAURICE Florian	FRA	9	3	3.0
3	9	CRESPO Hernan	ARG	15	6	2.5
4	18	RONALDINHO	BRA	12	6	2.0
5	5	FLAVIO CONCEICAO	BRA	10	6	1.7
5	4	KANU Nwankwo	NGR	10	6	1.7

Note: Next 9 players were tied with Avg. of 1.2

SHOTS

Rank	Shirt No.	Name	Team	S	MP	Avg.
1	9	BRANCA Marco	ITA	12	3	4.0
2	9	MAURICE Florian	FRA	11	3	3.7
3	18	RONALDINHO	BRA	21	6	3.5
4	9	CRESPO Hernan	ARG	18	6	3.0
5	4	KANU Nwankwo	NGR	15	6	2.5
6	10	ORTEGA Ariel	ARG	13	6	2.2
7	14	AMOKACHI Daniel	NGR	12	6	2.0
7	5	FLAVIO CONCEICAO	BRA	12	6	2.0
9	9	JUNINHO	BRA	11	6	1.8
9	7	LOPEZ Claudio	ARG	11	6	1.8

Legend:

Avg. S	Average per Match Shots	Min. SG	Minutes Played Shots on Goal	MP	Matches Played	No.	Number
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C85A - Individual Statistics

Description	Individual statistics contains tournament statistic data for best players by some criteria (goals, shots on goal (top 10) and shots (top 10))
Source	OC Technology
Sort by	For each player: 1 - Rank 2 - Name
Page break	Break at "Condition = Shots on goal (level 8)" on a new page with repeated output headings. Within "table" on a new page with repeated output headings and column headings.
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: Avg. - Average per Match Min. - Minutes Played MP - Matches Played No. - Number S - Shots SG - Shots on Goal To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	<p>The statistics "Shots on goal" and "Shots" will become available after the first round.</p> <p>All players eligible for "Shots on goal" and "Shots" statistics must have played at least 3 matches For all averages round to one decimal place.</p> <p>Ranking rule for goal scorers:</p> <ol style="list-style-type: none"> 1. Rank on goals, descending 2. Rank on assists, descending 3. Rank on minutes played 4. Rank on matches played <p>Ranking rule for shots on goal:</p> <ol style="list-style-type: none"> 1. Rank on average shots on goal per match, descending <p>Ranking rule for shots:</p> <ol style="list-style-type: none"> 1. Rank on average shots per match, descending <p>In "Shots on goal" and "Shots" table show top 10 only. If at any time adding leaders tied for the next rank would cause the list to exceed ten names, then report that there are n players tied with the performance (text "Note: Next X players were tied with Avg. of Y.Y").</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date/time (H6)	M	Date/time - in the format defined in the OC Look and Feel standard
7	Goalscorers	--	
7.1 (n)	For each player	--	
7.1.1	Rank	M	Numeric
7.1.2	Shirt number	M	Numeric
7.1.3	Name	M	FIFA popular name
7.1.4	Team NOC code	M	Standard IOC NOC code
7.1.5	Goals	M	Numeric
7.1.6	Assists	M	Numeric or blank if zero

Level	Data Item	M/D	Comments
7.1.7	Minutes played	M	Numeric
7.1.8	Matches played	M	Numeric
8	Shots on goal	--	
8.1 (n)	For each player	--	
8.1.1	Rank	M	Numeric
8.1.2	Shirt number	M	Numeric
8.1.3	Name	M	FIFA popular name
8.1.4	Team NOC code	M	Standard IOC NOC code
8.1.5	Shots on goal	M	Numeric
8.1.6	Matches played	M	Numeric
8.1.7	Average shots on goal per match	M	Numeric (1 decimal place)
8.3	Note - not fit on list	M	Text, only if tied players can not fit on list
9	Shots	--	
9.1 (n)	For each player	--	
9.1.1	Rank	M	Numeric
9.1.2	Shirt number	M	Numeric
9.1.3	Name	M	FIFA popular name
9.1.4	Team NOC code	M	Standard IOC NOC code
9.1.5	Shots	M	Numeric
9.1.6	Matches played	M	Numeric
9.1.7	Average shots per match	M	Numeric (1 decimal place)
9.3	Note - not fit on list	M	Text, only if tied players can not fit on list
10	Note with static text	--	NOT APPLICABLE
11 (n)	Note for each predefined text	--	
11.1	Predefined text	--	NOT APPLICABLE
12 (n)	Legend	--	
12.1	Abbreviation	Mc	Code
12.2	Description of abbreviation	Mc	Text
13	Free text	Ma	Text

ATTENDANCE SUMMARY

FOOTBALL

As of 6 AUG 2016

Date	Teams	Match No.	Gender	Venue	Attendance
THU 4 AUG	ESP vs KSA	2	Men	Brasilia National Stadium, Brasília	24,800
	BRA vs JPN	1	Men	Fonte Nova Stadium, Salvador	13,386
	POR vs TUN	3	Men	Mineirao Stadium, Belo Horizonte	26,730
	ITA vs MEX	4	Men	Sao Paulo Stadium, Sao Paulo	23,252
Daily Total					88,168
FRI 5 AUG	FRA vs AUS	6	Men	Brasilia National Stadium, Brasília	24,616
	HUN vs NGR	5	Men	Fonte Nova Stadium, Salvador	14,060
	USA vs ARG	8	Men	Mineirao Stadium, Belo Horizonte	22,654
	GHA vs KOR	7	Men	Sao Paulo Stadium, Sao Paulo	17,500
Daily Total					78,830
SAT 6 AUG	BRA vs HUN	11	Men	Brasilia National Stadium, Brasília	22,379
	ESP vs FRA	2	Women	Fonte Nova Stadium, Salvador	22,379
	USA vs TUN	12	Men	Fonte Nova Stadium, Salvador	38,080
	USA vs TUN	1	Women	Mineirao Stadium, Belo Horizonte	22,182
	KOR vs MEX	9	Men	Mineirao Stadium, Belo Horizonte	18,301
	ESP vs FRA	10	Men	Sao Paulo Stadium, Sao Paulo	22,182
Daily Total					100,942
Tournament Total					267,940

C85C - Attendance Summary

Description	Attendance summary
Source	OC Competition Management
Sort by	For each competition day: 1 - Date For each match during the day: 1 - Match venue .2 - Match start time
Page break	Break at "Group = Date" on a new page with repeated output headings and column headings
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: No. - Number To be displayed at the bottom of the last page.
IRM rules	None
Comments	Venue should include city name in format "Venue name, City name"

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (competition date) (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each competition day	--	
7.1 (n)	For each match during the day	--	
7.1.1	Date	M	Date - in the format defined in the OC Look and Feel standard
7.2.2	Match start time	M	Time - in the format defined in the OC Look and Feel standard (hidden - used for sort only)
7.2.3	Teams	--	
7.2.3.1	Team A NOC code	M	Standard IOC NOC code
7.2.3.2	Team B NOC code	M	Standard IOC NOC code
7.1.4	Match number	M	Numeric
7.2.5	Gender	M	Text
7.2.6	Venue	M	Text (see comments)
7.2.7	Match (session) attendance	M	Numeric
7.3	Daily total attendance	M	Numeric
8	Total tournament attendance	M	Numeric
9	Note with static text	--	NOT APPLICABLE
10 (n)	Note for each predefined text	--	
10.1	Predefined text	--	NOT APPLICABLE
11 (n)	Legend	--	
11.1	Abbreviation	Mc	Code
11.2	Description of abbreviation	Mc	Text
12	Free text	Ma	Text

DISCIPLINARY MATTERS
FOOTBALL
MEN

As of 5 AUG 2016

Team	No.	Name	Next Match		Disciplinary Measures
			Against	Date	
CMR			JPN	SUN 7 AUG	
	2	BANING Albert			1 yellow card
	3	GHOMSI Antonio			1 yellow card
	4	BIKEY Andre			1 yellow card
	5	SONG Alexandre			1 yellow card
	8	MANDJECK Georges			1 yellow card
	9	SONGOO Frank			1 yellow card
	10	BEKAMENGA Christian			1 yellow card
	12	BEBEY Paul			1 yellow card
	13	NKOULOU Nicolas			Suspended
	15	NGAL Serge			Suspended
GHA			HON	SUN 7 AUG	
	17	ENAM Alexis			1 yellow card
HON			GHA	SUN 7 AUG	
	1	HERNANDEZ Kevin			1 yellow card
	5	NORALES Erick			1 yellow card
	7	MARTINEZ Emil			1 yellow card
	12	CLAROS Jorge			1 yellow card
	13	THOMAS Hendry			Suspended
ITA			USA	SUN 7 AUG	
	1	VIVIANO Emiliano			1 yellow card
	4	NOCERINO Antonio			1 yellow card
	5	CIGARINI Luca			1 yellow card
	7	MONTOLIVO Riccardo			1 yellow card
	11	ROSSI Giuseppe			1 yellow card
	15	BOCCHETTI Salvatore			1 yellow card
	16	DE SILVESTRI Lorenzo			1 yellow card
JPN			CMR	SAT 7 AUG	
	2	HOSOGAI Hajime			1 yellow card
	8	HONDA Keisuke			1 yellow card
	9	TOYODA Yohei			Suspended

Legend:
No. Number

DISCIPLINARY MATTERS
FOOTBALL
MEN

As of 11 AUG 2016

Team	No.	Name	Next Match		Disciplinary Measures
			Against	Date	
CMR			MEX	SAT 13 AUG	
	13	NKOULOU Nicolas			Suspended
	15	NGAL Serge			Suspended
HON			NGR	SAT 13 AUG	
	13	THOMAS Hendry			Suspended
JPN			KSA	SAT 13 AUG	
	9	TOYODA Yohei			Suspended

Legend:

No. Number

C89 - Disciplinary Matters

Description	Disciplinary matters for teams, and next scheduled match
Source	FIFA
Sort by	For each team with disciplinary matters: 1 - Team NOC code For each punished player: 1 - Shirt number
Page break	Break at "Group = Team NOC code (level 7.1)" on a new page with repeated output headings and column headings
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: No. - Number To be displayed at the bottom of the last page.
IRM rules	None
Comments	Samples: 1. Disciplinary Matters during the first round (group stage) 2. Disciplinary Matters after the first round (group stage)

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (competition date) (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each team with disciplinary matters	--	
7.1	Team NOC code	M	Standard IOC NOC code
7.2	Next match	--	
7.2.1	Against	M	Standard IOC NOC code
7.2.2	Date	M	Date - in the format defined in the OC Look and Feel standard
7.3 (n)	For each punished player	--	
7.3.1	Shirt number	M	Numeric
7.3.2	Name	M	FIFA popular name
7.3.3	Disciplinary measures	M	Text
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

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MEDALLISTS
FOOTBALL
MEN

SAT 20 AUG 2016

GOLD	SILVER	BRONZE
NGR - Nigeria	ARG - Argentina	BRA - Brazil
1 BABAYARO Emmanuel 2 BABAYARO Celestine 3 WEST Taribo 4 KANU Nwankwo 5 UCHE Okechukwu 6 AMUNIKE Emmanuel 7 BABANGIDA Tijani 8 ORUMA Wilson 9 FATUSI Teslim 10 OKOCHA Augustine 11 IKPEBA Victor 12 OBAFEMI Abiodon 13 LAWAL Garba 14 AMOKACHI Daniel 15 OLISEH Sunday 16 OBIEKWU Kingsley 18 DOSU Joseph 21 NDAH Ndubuisi	1 BOSSIO Carlos 2 AYALA Roberto 3 CHAMOT Jose Antonio 4 ZANETTI Javier 5 ALMEYDA Matias 6 SENSINI Roberto 7 LOPEZ Claudio 8 SIMEONE Diego 9 CRESPO Hernan 10 ORTEGA Ariel 11 MORALES Hugo 12 CAVALLERO Pablo 13 PINEDA Hector 14 PAZ Pablo 15 BASSEDAS Christian 16 LOPEZ Gustavo 17 DELGADO Marcelo 18 GALLARDO Marcelo	1 DIDA 2 ZE MARIA 3 ALDAIR 4 RONALDO 5 FLAVIO CONCEICAO 6 ROBERTO CARLOS 7 BEBETO 8 AMARAL 9 JUNINHO 10 RIVALDO 11 RONALDINHHO 12 SAVIO 13 DANRLEI 14 NARCISO 15 ANDRE LUIZ 16 ZE ELIAS 17 MARCELINHO PAULISTA 18 LUIZAO

Player 17 OBARAKU Mobi (NGR) has been replaced by player 21 NDAH Ndubuisi (NGR)

C92C - Medallists (Team)

Description	List of team medallists at this event
Source	OC Technology
Sort by	1 - Medal type 2 - Shirt number
Page break	None, aim for a single page
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	M	Date - in the format defined in the OC Look and Feel standard
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (n)	For each medal	--	
7.1	Medal type	M	Text
7.2	Team NOC code	M	Standard IOC NOC code
7.3	Team NOC	M	Standard IOC NOC name
7.4 (n)	For each player	--	
7.4.1	Shirt number	M	Numeric
7.4.2	Name	M	FIFA popular name
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

MEDALLISTS BY EVENT

FOOTBALL

As of 20 AUG 2016 at 17:58

Event	Date	Medal	Name	NOC Code
Men	SAT 20 AUG	GOLD	1 BABAYARO Emmanuel 2 BABAYARO Celestine 3 WEST Taribo 4 KANU Nwankwo 5 UCHE Okechukwu 6 AMUNIKE Emmanuel 7 BABANGIDA Tijani 8 ORUMA Wilson 9 FATUSI Teslim 10 OKOCHA Augustine 11 IKPEBA Victor 12 OBAFEMI Abiodon 13 LAWAL Garba 14 AMOKACHI Daniel 15 OLISEH Sunday 16 OBIEKWU Kingsley 18 DOSU Joseph 21 NDAH Ndubuisi	NGR
		SILVER	1 BOSSIO Carlos 2 AYALA Roberto 3 CHAMOT Jose Antonio 4 ZANETTI Javier 5 ALMEYDA Matias 6 SENSI Roberto 7 LOPEZ Claudio 8 SIMEONE Diego 9 CRESPO Hernan 10 ORTEGA Ariel 11 MORALES Hugo 12 CAVALLERO Pablo 13 PINEDA Hector 14 PAZ Pablo 15 BASSEDAS Christian 16 LOPEZ Gustavo 17 DELGADO Marcelo 18 GALLARDO Marcelo	ARG
		BRONZE	1 DIDA 2 ZE MARIA 3 ALDAIR 4 RONALDO 5 FLAVIO CONCEICAO 6 ROBERTO CARLOS 7 BEBETO 8 AMARAL 9 JUNINHO 10 RIVALDO 11 RONALDINHHO 12 SAVIO 13 DANRLEI 14 NARCISO 15 ANDRE LUIZ 16 ZE ELIAS 17 MARCELINHO PAULISTA 18 LUIZAO	BRA

MEDALLISTS BY EVENT

FOOTBALL

As of 20 AUG 2016 at 17:58

Event	Date	Medal	Name	NOC Code
Women	THU 18 AUG	GOLD	1 SCURRY Briana 2 MITTS Heather 3 RAMPONE Christie 4 REDDICK Cat 5 TARPLEY Lindsay 6 CHASTAIN Brandi 7 BOXX Shannon 8 HUCLES Angela 9 HAMM Mia 10 WAGNER Aly 11 FOUDY Julie 12 PARLOW Cindy 13 LILLY Kristine 14 FAWCETT Joy 15 MARKGRAF Kate 16 WAMBACH Abby 17 O REILLY Heather 18 LUCKENBILL Kristin	USA
		SILVER	1 MARAVILHA 2 GRAZIELLE 3 MONICA 4 TANIA 5 JULIANA 6 RENATA COSTA 7 FORMIGA 8 DANIELA 9 PRETINHA 10 MARTA 11 ROSANA 12 CRISTIANE 13 ALINE 14 ELAINE 15 MAYCON 16 KELLY 17 ROSELI 18 ANDREIA	BRA
		BRONZE	1 ROTTENBERG Silke 2 STEGEMANN Kerstin 3 GAREFREKES Kerstin 4 JONES Steffi 5 GUENTHER Sarah 6 ODEBRECHT Viola 7 WUNDERLICH Pia 8 WIMBERSKY Petra 9 PRINZ Birgit 10 LINGOR Renate 11 MUELLER Martina 12 OMILADE Navina 13 MINNERT Sandra 14 BACHOR Isabell 15 FUSS Sonja 16 POHLERS Conny 17 HINGST Ariane 18 ANGERER Nadine	GER

Men - Player 17 OBARAKU Mobi (NGR) has been replaced by player 21 NDAH Ndubuisi (NGR)

C93 - Medallists by Event

Description	List of medallists by event
Source	OC Technology
Sort by	1 - Date (chronologically, descending) 2 - Medal type 3 - Official results order 4 - Shirt number
Page break	Break at "Group = Event" on a new page with repeated output headings and column headings
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date/time (H6)	M	Date/time - in the format defined in the OC Look and Feel standard
7 (n)	For each event	--	
7.1	Event	M	Standard FIFA event name
7.2	Date	M	Date - in the format defined in the OC Look and Feel standard. Date of the last event unit.
7.3 (n)	For each individual medallist or medal winning team	--	
7.3.1	Medal type	M	Text
7.3.2	Official results order	M	Numeric (hidden, for sort only)
7.3.3 (n)	For each medallist	--	For individual event n=1
7.3.3.1	Shirt number	M	Numeric
7.3.3.2	Name	M	FIFA popular name
7.3.4	NOC code	M	Standard IOC NOC code
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

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MEDAL STANDINGS

FOOTBALL

As of 18 AUG 2016 at 21:46

Rank	NOC	Men				Women				Total				Rank by Total
		G	S	B	Tot	G	S	B	Tot	G	S	B	Tot	
1	USA - United States					1			1	1			1	=1
2	BRA - Brazil						1		1		1		1	=1
3	GER - Germany							1	1			1	1	=1
	Total:					1	1	1	3	1	1	1	3	

Legend:

= Equal sign indicates that two or more NOCs share the same rank by total
Tot Total

B Bronze

G Gold

S Silver

C95 - Medal Standings

Description	Number of medals by NOC for men, women and rank by total
Source	OC Technology
Sort by	1 - Rank 2 - NOC code
Page break	Not controlled on a new page with repeated output headings and column headings
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	See sample for all possible abbreviations. To be displayed at the bottom of the last page.
IRM rules	None
Comments	For ties in primary ranking the same rank will be repeated for all tied NOCs

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date/time (H6)	M	Date/time - in the format defined in the OC Look and Feel standard
7 (n)	For each NOC with at least one medal	--	
7.1	Rank	M	Numeric
7.2	NOC code	M	Standard IOC NOC code
7.3	NOC	M	Standard IOC NOC name
7.4 (n)	For men, women and total	--	
7.4.1	Number of gold medals	M	Numeric or blank if zero
7.4.2	Number of silver medals	M	Numeric or blank if zero
7.4.3	Number of bronze medals	M	Numeric or blank if zero
7.4.4	Total number of medals	M	Numeric or blank if zero
7.5	Rank by total	M	Numeric
9 (n)	For each medal and total column	--	
9.1	Total of all medals	M	Numeric or blank if zero
10	Note with static text	--	NOT APPLICABLE
11 (n)	Note for each predefined text	--	
11.1	Predefined text	--	NOT APPLICABLE
12 (n)	Legend	--	
12.1	Abbreviation	Mc	Code
12.2	Description of abbreviation	Mc	Text
13	Free text	Ma	Text

COMPETITION FORMAT AND RULES

FOOTBALL

As of 23 JUN 2016

Olympic Competition Format

Football at the Rio 2016 Olympic Games consists of men's and women's events.

Men's tournament: The number of participating teams is 16. The teams are divided into four groups of four teams in the first round. FIFA will divide the teams into groups by a combination of seeding and a public draw, whilst taking sports and geographic factors into consideration. Each team plays every other team in its group once (league system). Three points are awarded for a win, one for a draw and zero for a defeat. The last two matches in each group take place simultaneously. The two teams ranked first and second in each group progress to the quarter-finals, while the remaining eight teams are eliminated from the competition. The second round consists of the quarter-finals, semi-finals, and finals (gold/silver medal and bronze medal matches), and is played according to a knockout system. The quarter-final winners proceed to the semi-finals and the losers are eliminated. The semi-final winners play in the gold medal match, and the losers play in the bronze medal match.

Women's tournament: The number of participating teams is 12. The teams are divided into three groups of four teams in the first round. FIFA will divide the teams into groups by a combination of seeding and a public draw, whilst taking sports and geographic factors into consideration. Each team plays every other team in its group once (league system). Three points are awarded for a win, one for a draw and zero for a defeat. The last two matches in each group take place simultaneously. The two teams ranked first and second in each group and the two best third-ranked teams in the first round progress to the quarter-finals, while the remaining four teams are eliminated from the competition. The second round consists of the quarter-finals, semi-finals, and finals (gold/silver medal and bronze medal matches), and is played according to a knockout system. The quarter-final winners proceed to the semi-finals and the losers are eliminated. The semi-final winners play in the gold medal match, and the losers play in the bronze medal match.

The 16 slots per confederation for the Men's tournament are as follows:

AFC	4
CAF	3
CONCACAF	2
CONMEBOL	2 (1, plus hosts Brazil)
OFC	1
UEFA	4

The 12 slots per confederation for the Women's tournament are as follows:

AFC	3
CAF	1.5 (1 automatic qualifier, plus one to be decided by play-off v. CONMEBOL team)
CONCACAF	2
CONMEBOL	1.5 (one to be decided by play-off v. CAF team, plus hosts Brazil)
OFC	1
UEFA	3

Differences between the FIFA World Cup™ and the Men's Tournament at the Olympic Games

The number of participating teams at the FIFA World Cup™ is 32. Teams are divided into eight groups of four teams in the first round. Prior to the Final Draw, FIFA announce the eight teams who are seeded, i.e. placed in first position in the relevant group and cannot be drawn in the same first-round group. Seeding is based on sports, geographic and economic factors. Each team plays every team in its group once (round-robin format). The two best placed teams in each group progress to the second round (round of 16, quarter-finals, semi-finals, match for 3rd place, final). The round-of-16 winners proceed to the quarter-finals, while the losers are eliminated from the competition. The quarter-final winners proceed to the semi-finals, while the losers are eliminated. The semi-final winners progress to the final and the semi-final losers contest the match for 3rd place.

Differences between the FIFA Women's World Cup and the Women's Tournament at the Olympic Games

The number of participating teams at the FIFA Women's World Cup is 16. Teams are divided into four groups of four teams in the first round. FIFA divides the teams into groups by seeding and drawing lots in public, whilst taking sports, geographic and economic factors in consideration. Each team plays every other team in its group once (round robin format). The two best placed teams in each group progress to the second round (quarter-finals, semi-finals, match for 3rd place, final). The quarter-final winners proceed to the semi-finals, while the losers are eliminated. The semi-final winners progress to the final, and the semi-final losers contest the match for 3rd place.

Changes since the London 2012 Olympic Games

None

Sport Rules and Procedures

All matches will be played in accordance with the Laws of the Game as laid down by IFAB and published by FIFA. The FIFA Disciplinary Code, the Doping Control Regulations for FIFA Competitions and other FIFA Directives, as well as the IOC anti-doping rules, apply to the Football Tournaments.

Classification and Tie Break Rules:

Qualification for the second round is determined by the team's ranking within their group as follows:

- (a) Greatest number of points obtained in group matches
- (b) Goal difference based on goals scored and conceded in group matches
- (c) Greatest number of goals scored in group matches

If two or more teams are equal on the basis of the above three criteria, their ranking in the group will be determined as follows:

- (d) Greatest number of points obtained in group matches between the teams concerned
- (e) Goal difference based on goals scored and conceded in group matches between the teams concerned
- (f) Greatest number of goals scored in group matches between the teams concerned
- (g) Drawing of lots by the FIFA Organising Committee for the Olympic Football Tournaments

The teams who are eliminated in the first round (eight men's teams 9th to 16th and four women's teams 9th to 12th) are ranked according to the following criteria:

- (a) Greatest number of points obtained in all group matches
- (b) Goal difference in all group matches
- (c) Greatest number of goals scored in all group matches

If two or more teams are equal on the basis of the above three criteria, their ranking shall be determined as follows:

- (d) Greatest number of points obtained in all group matches between the teams concerned
- (e) Goal difference resulting from all group matches between the teams concerned
- (f) Greatest number of goals scored in all group matches between the teams concerned
- (g) Drawing of lots by the FIFA Organising Committee for the Olympic Football Tournaments

The four losing quarter-finalists are ranked 5th to 8th according to the following criteria:

- (a) Number of points obtained in group matches and quarter-final (one point for match finished in penalty shoot-out)
- (b) Goal difference based on goals scored and conceded in group matches and quarter-final (excluding a goal in shoot-out)
- (c) Number of goals scored in group matches and quarter-final (excluding a goal in shoot-out)
- (d) Drawing of lots by the FIFA Organising Committee for the Olympic Football Tournaments

Game Description

The main object of football is to score more goals than the opponent in order to win the match. Football is played by two teams of eleven players each: One goalkeeper and ten outfield players. Each team tries to score into the opponent's goal and to prevent the other team from scoring. The ball may be passed, tapped, rolled or dribbled in any direction using the feet, as well as thrown from the sideline in the case of a throw-in. All actions are subject to the Competition Regulations and the Laws of the Game. The playing field shall be a flat, rectangular pitch of natural or artificial grass. The pitch shall measure minimum 100m/ maximum 110 metres in length by minimum 64 maximum/ 75 metres in width, measured from the inside edge of the boundary line (ref. Laws of the Game).

Each squad consists of 18 players, as well as an additional four alternate players (in case of injury to one of 18 players or force majeure). In the Men's competition, all players must be born on or after 1 January 1989; however, teams may

enter a maximum of three players (Men's competition only) who do not meet this age limit on their official list of players. There are no age restrictions in the Women's competition. The team must use a goalkeeper at all times. No more than 11 players (ten outfield players and one goalkeeper) may be present on the pitch at any given time. The remaining players are substitutes and remain on the substitutes' bench. Up to three substitutions per team are allowed in each match; the relevant official must be informed of substitutions and the player to be replaced must leave the pitch before the substitute can commence playing.

The team which scores the highest number of goals is the winner. The game is drawn if both teams have scored the same number of goals, or if no goals are scored. Playing time is made up of two periods of 45 minutes with a half-time break of 15 minutes. A first round (group stage) match may end in a draw at the end of the regular playing time (90 minutes). In the second round (quarter-final, semi-final, bronze medal or gold medal match), if the game is drawn after 90 minutes, then extra time is played (two periods of 15 minutes). If the game is drawn after extra time (120 minutes), then the winner is determined by kicks from the penalty spot. If the bronze medal match is played immediately before the gold medal match and is a draw after 90 minutes, then no extra time will be played and the game will be decided by penalty kicks.

Penalties / Disqualification Rules

Every player (including substitutes) is liable to undergo a doping test. Any player or team that refuses to undergo a doping test, falsifies the results, or is found guilty of taking a banned substance will be excluded from the final competition and referred to the FIFA Disciplinary Committee. Any official who encourages or incites a player to commit any of the aforementioned infringements will also be excluded from the final competition and referred to the FIFA Disciplinary Committee.

Any player who is not able to prove his identity before the start of the final competition will be disqualified.

If a team refuses to play a match in the final competition, it will be disqualified from further participation.

Any team that fields an ineligible player will forfeit the match; the win and relevant three points will automatically be awarded to the opponent, as well as a score of at least 3-0.

Protests / Appeals

Protests should be submitted in writing to the FIFA Match Commissioner or General Coordinator within two hours of the end of the match. The protest should be followed up immediately and a full written report (including copy of the protest) should be sent to the FIFA headquarters in the host country.

Protests regarding incidents during a match should be taken up by the captain and directed at the referee. No protests may be made against the referee's decision regarding facts connected with play; his decision is final.

Protests regarding eligibility of players should be addressed in writing to the FIFA General Secretariat at least five days before the first match of the final competition.

Associations may not take disputes to a civil court. Any dispute will be settled by negotiation or by the jurisdiction of FIFA, if necessary. Once all stages of appeal have been exhausted, the associations' only recourse will be the Court of Arbitration for Sport in Lausanne, Switzerland.

The structure and content of this output is recommended as a baseline for creation of the actual output for Games time.

Note:

For further information please consult: www.fifa.com

N02 - Competition Format and Rules

Description	Textual description of the Olympic competition format and sport rules
Source	OC Competition Management
Sort by	None
Page break	None
Notes	<p>Note with static text: See sample</p> <p>Note with predefined text: None</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	None
IRM rules	None
Comments	<p>The OC Competition Management will prepare the text which should fit on one or two pages and where at least the following topics will be covered:</p> <p>Olympic Competition Format Recommended content: - Competition format and progression - Number of athletes</p> <p>Differences between the FIFA World Cup™ and the Men's Tournament at the Olympic Games Recommended content: - Differences in format, number of athletes, rules, etc.</p> <p>Differences between the FIFA Women's World Cup and the Women's Tournament at the Olympic Games Recommended content: - Differences in format, number of athletes, rules, etc.</p> <p>Changes since previous Olympic Games Recommended content: - Changes in format, rules, progression of competition, etc.</p> <p>Sport Rules and Procedures Recommended content: - Tie Break Rules - Penalties / Disqualification Rules - Protests / Appeals</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each subsection	--	
7.1	Subsection title	M	Text
7.2	Text	M	Text
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

MEDALLISTS FROM PREVIOUS OLYMPIC GAMES

FOOTBALL

MEN

Year Location	Gold	Silver	Bronze
2012 London (GBR)	MEX - Mexico AQUINO Javier ARAUJO Nestor CHAVEZ Darvin CORONA Jose CORTES Javier dos SANTOS Giovani ENRIQUEZ Jorge FABIAN Marco HERRERA Hector JIMENEZ Israel JIMENEZ Raul MIER Hiram PERALTA Oribe PONCE Miguel REYES Diego RODRIGUEZ Jose SALCIDO Carlos VIDRIO Nestor	BRA - Brazil ALEX SANDRO ALEXANDRE PATO BRUNO UVINI DANILO GABRIEL GANZO HULK JUAN JESUS LEANDRO DAMIAO LUCAS MARCELO NETO NEYMAR OSCAR RAFAEL ROMULO SANDRO THIAGO SILVA	KOR - Korea BAEK Sungdong HWANG Seokho JI Dongwon JUNG Sungryong JUNG Wooyoung KI Sungyueng KIM Bokyung KIM Changsoo KIM Hyunsung KIM Keehee KIM Younggwon KOO Jacheol LEE Bumyoung NAM Taehee OH Jaesuk PARK Chuyoung PARK Jongwoo YUN Sukyoung
2008 Beijing (CHN)	ARG - Argentina ACOSTA Lautaro AGUERO Sergio BANEGA Ever BUONANOTTE Diego DI MARIA Angel FAZIO Federico GAGO Fernando GARAY Ezequiel LAVEZZI Ezequiel MASCHERANO Javier MESSI Lionel MONZON Luciano NAVARRO Nicolas PAREJA Nicolas RIQUELME Juan ROMERO Sergio SOSA Jose USTARI Oscar ZABAleta Pablo	NGR - Nigeria ADEFEMI Olubayo ADELEYE Dele AJILORE Oluwafemi AMBROSE Efe ANICHEBE Victor APAM Onyekachi EKPO Emmanuel EZENWA Ikechukwu ISAAC Promise JAMES Monday KAITA Sani OBASI Chinedu OBINNA ODEMWINGIE Peter OKONKWO Chibuzo OKORONKWO Solomon OLADAPO Olufermi VANZEKIN Ambrose	BRA - Brazil ALEX SILVA ALEXANDRE PATO ANDERSON BRENO DIEGO DIEGO ALVES HERNANES ILSINHO JO LUCAS LEIVA MARCELO RAFAEL SOBIS RAFINHA RAMIREZ RENAN RONALDINHO THIAGO NEVES THIAGO SILVA
2004 Athens (GRE)	ARG - Argentina AYALA Roberto BURDISSO Nicolas COLOCINNI Fabricio D'ALESSANDRO Andres DELGADO Cesar FERNANDEZ Leandro FIGUEROA Luciano GONZALEZ Kily GONZALEZ Mariano HEINZE Gabriel LUCHO GONZALEZ LUX German MASCHERANO Javier MEDINA Nicolas RODRIGUEZ Clemente ROSALES Mauro SAVIOLA Javier TEVEZ Carlos WILLY	PAR - Paraguay BAREIRO Freddy BARRETO Diego BARRETO Edgar BENITEZ Pedro CARDOZO Jose CRISTALDO Ernesto DEVACA Jose DIAZ Osvaldo ENCISO Julio Cesar ESQUIVEL Celso FIGUEREDO Diego GAMARRA Carlos GIMENEZ Pablo GONZALEZ Julio MANZUR Julio MARTINEZ Emilio ROMERO Rodrigo TORRES Aureliano	ITA - Italy AMELIA Marco BARZAGLI Andrea BONERA Daniele BOVO Cesare CHIELLINI Giorgio DE ROSSI Daniele DEL NERO Simone DONADEL Marco FERRARI Matteo GASBARRONI Andrea GILARDINO Alberto MESTO Giandomenico MORETTI Emiliano PALOMBO Angelo PELIZZOLI Ivan PINZI Giampiero PIRLO Andrea SCULLI Giuseppe
2000 Sydney, NSW (AUS)	CMR - Cameroon ABANDA Patrice	ESP - Spain ALBELDA David	CHI - Chile ALVAREZ Cristian

ALNOUDJI Nicolas	AMAYA Ivan	ARRUE Francisco
BEAUD Clement	ANGULO Miguel	CONTRERAS Pablo
BEKONO Daniel	ARANZUBIA Daniel	DI GREGORIO Javier
BRANCO Serge	CAPDEVILA Joan	GONZALEZ Sebastian
EPALLE Joel	FELIP	HENRIQUEZ David
ETO'O Samuel	FERRON Jordi	IBARRA Manuel
KAMENI Idriss	GABRI	MALDONADO Claudio
LAUREN	ISMAEL	NAVIA Reynaldo
MBAMI Modeste	JOSE MARI	NUNEZ Rodrigo
MBOMA Patrick	LACRUZ Jose Maria	OLARRA Rafael
MEYONG	LUQUE Albert	ORMAZABAL Patricio
MIMPO Serge	MARCHENA Carlos	PIZARRO David
NGOM KOME Daniel	PUYOL Carles	REYES Pedro
NGUIMBAT Aaron	TAMUDO Raul	ROJAS Mauricio
NJITAP Geremi	UNAI	TAPIA Hector
SUFFO Patrick	VELAMAZAN Toni	TAPIA Nelson
WOME Pierre	XAVI	TELLO Rodrigo
...	...	ZAMORANO Ivan

Note:

Please note that some of the NOCs presented may no longer exist.

N10 - Medallists from previous Olympic Games

Description	Summary of Football medallists from previous Olympic Games
Source	FIFA and IOC
Sort by	1 - Event name/Gender 2 - Year (descending) 3 - Medal type 4 - Name
Page break	None
Notes	<p>Note with static text: None</p> <p>Note with predefined text: To be displayed only if one or more of the NOCs presented no longer exist</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	None
IRM rules	None
Comments	ONS will decide if this output will be generated by event, gender or by sport depending on the amount of data

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (n)	For each team event	--	
7.1	Event name/gender	--	See: Header 3
7.2 (n)	For each year	--	
7.2.1 (n)	Year	M	Year - in the format defined in the OC Look and Feel standard
7.2.2	Location	M	Text - for USA, Canada and Australia - state code is mandatory
7.2.3	NOC code	M	Standard IOC NOC code
7.2.4 (3)	For each medal type	--	
7.2.4.1	Medal type	M	Text
7.2.4.2	Team NOC code	M	Standard IOC NOC code
7.2.4.3	Team NOC name	M	Standard IOC NOC name
7.2.4.4 (n)	For each athlete in the team	--	
7.2.4.4.1	Name	M	FIFA popular name
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	Mc	Text
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

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MEDALS BY NOC FOOTBALL

Olympic Games: Men 1900-2012

Rank	NOC	G	S	B	Tot	Rank by Total
1	HUN - Hungary	3	1	1	5	=1
2	GBR - Great Britain	3			3	=7
3	ARG - Argentina	2	2		4	=5
4	URS - Soviet Union	2		3	5	=1
5	URU - Uruguay	2			2	=14
6	YUG - Yugoslavia	1	3	1	5	=1
7	ESP - Spain	1	2		3	=7
7	POL - Poland	1	2		3	=7
9	GDR - German Democratic Republic	1	1	1	3	=7
10	FRA - France	1	1		2	=14
10	NGR - Nigeria	1	1		2	=14
10	TCH - Czechoslovakia	1	1		2	=14
13	ITA - Italy	1		2	3	=7
13	SWE - Sweden	1		2	3	=7
15	BEL - Belgium	1		1	2	=14
16	CAN - Canada	1			1	=21
16	CMR - Cameroon	1			1	=21
16	MEX - Mexico	1			1	=21
19	BRA - Brazil		3	2	5	=1
20	DEN - Denmark		3	1	4	=5
21	BUL - Bulgaria		1	1	2	=14
21	USA - United States		1	1	2	=14
23	AUT - Austria		1		1	=21
23	PAR - Paraguay		1		1	=21
23	SUI - Switzerland		1		1	=21
26	NED - Netherlands			3	3	=7
27	CHI - Chile			1	1	=21
27	FRG - West Germany			1	1	=21
27	GER - Germany			1	1	=21
27	GHA - Ghana			1	1	=21
27	JPN - Japan			1	1	=21
27	KOR - Korea			1	1	=21
27	NOR - Norway			1	1	=21
Total:		25	25	26	76	

Olympic Games: Women 1996-2012

Rank	NOC	G	S	B	Tot	Rank by Total
1	USA - United States	4	1		5	1
2	NOR - Norway	1		1	2	=3
3	BRA - Brazil		2		2	=3
4	CHN - China		1		1	=5
4	JPN - Japan		1		1	=5
6	GER - Germany			3	3	2
7	CAN - Canada			1	1	=5
Total:		5	5	5	15	

Note:

Please note that some of the NOCs presented may no longer exist.

Legend:

=	Equal sign indicates that two or more NOCs share the same rank by total	B	Bronze	G	Gold	S	Silver
Tot	Total						

N11 - Medals by NOC

Description	Medal standings of NOCs at previous Olympic Games
Source	IOC and FIFA
Sort by	1 - Gender (men first) 2 - Rank 3 - NOC code
Page break	None
Notes	<p>Note with static text: None</p> <p>Note with predefined text: To be displayed only if one or more of the NOCs presented no longer exist</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	<p>See sample for all possible abbreviations.</p> <p>To be displayed at the bottom of the last page.</p>
IRM rules	None
Comments	For ties in primary ranking the same rank will be repeated for all tied NOCs

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.1)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (2)	For each gender	--	
7.1	Gender	M	Text
7.2	Range of years	M	Year - in the format defined in the OC Look and Feel standard
7.3 (n)	For each NOC	--	
7.3.1	Rank	M	Numeric
7.3.2	NOC code	M	Standard IOC NOC code
7.3.3	NOC	M	Standard IOC NOC name
7.3.4	Number of gold medals	M	Numeric or blank if zero
7.3.5	Number of silver medals	M	Numeric or blank if zero
7.3.6	Number of bronze medals	M	Numeric or blank if zero
7.3.7	Total number of medals	M	Numeric or blank if zero
7.3.8	Rank by total medals	M	Numeric
7.4	Total by medals	--	
7.4.1	Total number of gold medals	M	Numeric or blank if zero
7.4.2	Total number of silver medals	M	Numeric or blank if zero
7.4.3	Total number of bronze medals	M	Numeric or blank if zero
7.4.4	Total of total number of medals	M	Numeric
8	Note with static text	-	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	Mc	Text
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

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PLACING BY NOC

FOOTBALL

Olympic Games: Men 1900-2012

Team	NP	Year / Number of Teams Participating																												
		1900	1904	1908	1912	1920	1924	1928	1936	1948	1952	1956	1960	1964	1968	1972	1976	1980	1984	1988	1992	1996	2000	2004	2008	2012				
		3	3	5	11	14	22	17	16	18	25	11	16	14	16	16	13	16	16	16	16	16	16	16	16	16				
AFG-Afghanistan	1								17																					
AHO-Netherlands Antilles	1									9																				
ALG-Algeria	1																			5										
ARG-Argentina	7							2				5	9							5	2	1	1							
AUS-Australia	7										5									5	4	9	9	5	11					
AUT-Austria	4			6				2	9	5																				
BEL-Belgium	5	3				1	9	7																	4					
BLR-Belarus	1																									10				
BRA-Brazil	12										5		5	9	9	9	4		2	2		3	5		3	2				
BUL-Bulgaria	5					9					17	3	5	2																
CAN-Canada	3	1																9	5											
CHI-Chile	4						6			17									5			3								
CHN-China	4							9	9											9					13					
CIV-Côte d'Ivoire	1																									6				
CMR-Cameroon	3																		9			1				8				
COL-Colombia	4														9	9	9													
CRC-Costa Rica	3															9	9									5				
CUB-Cuba	2																9	5												
CZE-Czech Republic	1																									9				
DEN-Denmark	8		2	2	9					3	5		2			5									9					
EGY-Egypt	9				7	5	4	9	9	9									5	9					8					
ESA-El Salvador	1															9														
ESP-Spain	10				2	17	9								5		9	9		1	5	2			14					
EST-Estonia	1					17																								
FIN-Finland	4			4				9		9								9												
FRA-France	13	2	5			5	13		5	17		5		5		5		1			5									
FRG-Federal Republic of Germany	3																5		5	3										
GAB-Gabon	1																									12				
GBR-Great Britain	10	1	1	1	9				5	4	17	5	5													5				
GDR-German Democratic Republic	3																3	1	2											
GER-Germany	6			7			9	5		4	9		3																	
GHA-Ghana	6														7	9	9				3	5				9				
GRE-Greece	3				9					17																	9			
GUA-Guatemala	3														5		9													
GUI-Guinea	1														9															
HON-Honduras	3																									9	16	7		
HUN-Hungary	9			5		9	9		1		3	1	1	2							9									
INA-Indonesia	1										5																			
IND-India	4								9	17	4	5																		
IRI-IR Iran	3												9		9	5														
IRL-Ireland	2				5		17																							
IRQ-Iraq	4																	5	9	9						4				
ISR-Israel	2														5		5													
ITA-Italy	15			7	4	5	3	1	5	9		4						4	4	5	9	5	3	5						
JPN-Japan	9							5			9		7	3							9	5	9	15	4					
KOR-Korea	9								5			9								9	9	9	9	5	10	3				
KSA-Saudi Arabia	2																	9												
KUW-Kuwait	3																	5		9		9								
LAT-Latvia	1				9																									
LTU-Lithuania	1					17																								
LUX-Luxembourg	6				9	9	13	9	9	9																				
MAR-Morocco	7														9		5			9		9		9		9		11		

Olympic Games: Women 1996-2012

Team	NP	Year / Number of Teams Participating					
		1996	2000	2004	2008	2012	
		8	8	10	12	12	
ARG-Argentina	1				11		
AUS-Australia	2		7	5			
BRA-Brazil	5	4	4	2	2	6	
CAN-Canada	2				8	3	
CHN-China	4	2	5	9	5		
CMR-Cameroon	1					12	
COL-Colombia	1					11	
DEN-Denmark	1	8					
FRA-France	1					4	
GBR-Great Britain	1					5	
GER-Germany	4	5	3	3	3		
GRE-Greece	1			10			
JPN-Japan	4	7		7	4	2	
MEX-Mexico	1			8			
NGR-Nigeria	3		8	6	11		
NOR-Norway	3	3	1		7		
NZL-New Zealand	2				10	8	
PRK-DPR Korea	2				9	9	
RSA-South Africa	1					10	
SWE-Sweden	5	6	6	4	6	7	
USA-United States	5	1	2	1	1	1	

Note:

Please note that some of the NOCs presented may no longer exist.

Legend:

DSQ Disqualified

NP Number of Participations

N13A - Placing by NOC

Description	Placing of all teams by NOC at previous Olympic Games
Source	IOC and FIFA
Sort by	For each gender: 1 - Gender (men first) For each team who participated: 1 - NOC code For each year of competition: 1 - Year of competition For each participation: 1 - Year of competition
Page break	None
Notes	Note with static text: None Note with predefined text: To be displayed only if one or more of the NOCs presented no longer exist Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: DSQ - Disqualified NP - Number of Participations To be displayed at the bottom of the last page.
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.1)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (2)	For each gender	--	
7.1	Gender	M	Text
7.2	Range of years	M	Year - in the format defined in the OC Look and Feel standard
7.3 (n)	For each team who participated	--	
7.3.1	Team	--	
7.3.1.1	NOC code	M	Standard IOC NOC code
7.3.1.2	NOC	M	Standard IOC NOC name
7.3.2	Number of participations	M	Numeric
7.3.3 (n)	For each year of competition	--	For Olympic Games show years where Football for specified gender was on program only
7.3.3.1	Year of competition	M	Year - in the format defined in the OC Look and Feel standard (show as a column title only)
7.3.3.2	Number of teams participating	M	Numeric (show as a column title only)
7.3.3.3	Final standings	M	Numeric, code - "DSQ" or blank if team is not participated
8	Note with static text	-	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	Mc	Text
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

**ALL-TIME RANKING
FOOTBALL
MEN**

Olympic Games

Rank	Team	Matches				Goals		Points
		Played	Won	Drawn	Lost	For	Against	
1	ITA - Italy	51	27	4	20	110	76	85
2	HUN - Hungary	37	27	2	8	109	43	83
3	URS - Soviet Union	34	24	4	6	78	48	76
4	YUG - Yugoslavia	42	23	4	15	115	81	73
5	BRA - Brazil	42	21	7	14	81	54	70
6	ESP - Spain	34	19	7	8	56	37	64
7	POL - Poland	28	17	3	8	69	39	54
8	DEN - Denmark	28	16	3	9	84	47	51
9	FRA - France	31	14	5	12	59	77	47
10	TCH - Czechoslovakia	22	14	4	4	60	16	46
11	SWE - Sweden	29	14	4	11	82	53	46
12	GDR - German Democratic Republic	18	12	3	3	45	13	39
13	GBR - Great Britain	19	11	1	7	70	41	34
14	ARG - Argentina	20	9	5	6	51	27	32
15	NED - Netherlands	21	10	2	9	51	44	32
16	JPN - Japan	20	9	3	8	28	44	30
17	MEX - Mexico	28	6	9	13	30	57	27
18	FRG - Federal Republic of Germany	16	9	2	5	43	18	29
19	URU - Uruguay	10	9	1	0	32	7	28
20	GER - Germany	18	9	1	8	53	28	28
21	USA - United States	28	5	9	14	30	78	24
22	BUL - Bulgaria	14	7	3	4	35	19	24
23	NGR - Nigeria	19	6	4	9	27	38	22
24	GHA - Ghana	20	5	6	9	29	45	21
25	CHI - Chile	14	6	3	5	27	20	21
26	EGY - Egypt	19	7	1	11	37	52	22
27	KOR - Korea	17	4	6	7	13	44	18
28	AUS - Australia	18	6	1	11	21	34	19
29	AUT - Austria	12	6	0	6	26	25	18
30	CMR - Cameroon	9	4	3	2	14	13	15
31	NOR - Norway	13	5	1	7	18	25	16
32	POR - Portugal	9	4	2	3	13	15	14
33	SUI - Switzerland	7	4	1	2	15	10	13
34	ROU - Romania	8	4	1	3	13	14	13
35	BEL - Belgium	7	4	0	3	18	21	12
36	ISR - Israel	8	2	4	2	13	14	10
37	IRQ - Iraq	10	2	4	4	12	15	10
38	COL - Columbia	12	3	2	7	15	30	11
39	FIN - Finland	9	3	1	5	14	29	10
40	PER - Peru	5	3	0	2	17	14	9
41	UAR - United Arab Republic	9	2	2	5	22	27	8
42	KUW - Kuwait	10	2	2	6	12	18	8
43	GUA - Guatemala	10	2	2	6	10	21	8
44	MAR - Morocco	17	2	2	13	12	42	8
45	CUB - Cuba	6	2	1	3	3	13	7
46	ZAM - Zambia	7	2	1	4	12	12	7
47	IRI - Iran	9	2	1	6	6	20	7
48	TUR - Turkey	10	2	1	7	14	37	7
49	PAR - Paraguay	4	1	2	1	5	5	5
50	CAN - Canada	6	1	2	3	7	9	5
51	QAT - Qatar	7	1	2	4	4	10	5
52	LUX - Luxembourg	8	2	0	6	16	30	6

53	HON - Honduras	3	1	1	1	6	7	4
54	ALG - Algeria	4	1	1	2	4	5	4
55	IND - India	8	1	1	6	10	27	4
56	TUN - Tunisia	9	0	3	6	7	22	3
57	RSA - South Africa	3	1	0	2	5	5	3
57	BUR - Burma	3	1	0	2	2	2	3
59	CZE - Czech Republic	3	0	2	1	5	6	2
60	SVK - Slovakia	3	1	0	2	4	6	3
60	IRL - Ireland	3	1	0	2	3	5	3
62	VEN - Venezuela	3	1	0	2	3	7	3
63	GUI - Guinea	3	1	0	2	4	9	3
64	PRK - DPR Korea	3	1	0	2	3	9	3
64	MAS - Malaysia	3	1	0	2	3	9	3
66	CRC - Costa Rica	6	1	0	5	4	16	3
67	INA - Indonesia	2	0	1	1	0	4	1
68	ESA - El Salvador	3	0	1	2	2	8	1
69	SYR - Syria	3	0	1	2	0	8	1
70	CHN - China	5	0	1	4	0	11	1
71	EST - Estonia	1	0	0	1	0	1	0
71	AHO - Netherlands Antilles	1	0	0	1	1	2	0
73	AFG - Afghanistan	1	0	0	1	0	6	0
74	LAT - Latvia	1	0	0	1	0	7	0
75	LTU - Lithuania	1	0	0	1	0	9	0
76	GRE - Greece	2	0	0	2	1	11	0
77	SUD - Sudan	3	0	0	3	1	5	0
78	TPE - Chinese Taipei	3	0	0	3	3	12	0
79	THA - Thailand	4	0	0	4	1	28	0
80	KSA - Saudi Arabia	6	0	0	6	3	15	0

ALL-TIME RANKING
FOOTBALL
WOMEN

Olympic Games

Rank	Team	Matches				Goals		Points
		Played	Won	Drawn	Lost	For	Against	
1	USA - United States	10	7	2	1	18	8	23
2	NOR - Norway	10	7	1	2	21	12	22
3	GER - Germany	8	5	1	2	14	8	16
4	CHN - China	8	4	2	2	16	9	14
5	BRA - Brazil	10	3	2	5	12	14	11
6	SWE - Sweden	6	1	1	4	5	9	4
7	AUS - Australia	3	0	1	2	2	6	1
8	NGR - Nigeria	3	0	0	3	3	9	0
9	JPN - Japan	3	0	0	3	2	9	0
10	DEN - Denmark	3	0	0	3	2	11	0

Note:

Three points for a win and one point for a draw.

Please note that some of the NOCs presented may no longer exist.

N13B - All-Time Ranking

Description	Tables show all time ranking calculated for previous Men's Olympic Games tournaments and for previous Women's Olympic Games tournaments
Source	FIFA
Sort by	For each gender: 1 - Gender (men first) For each team who participated: 1 - Rank .2 - Team NOC code
Page break	Break at "Condition = Gender" on a new page with repeated output headings and column headings
Notes	Note with static text: See sample Note with predefined text: To be displayed only if one or more of the NOCs presented no longer exist Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.1)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (2)	For each gender	--	
7.1 (n)	For each team who participated	--	
7.1.1	Rank	M	Numeric
7.1.2	Team	--	
7.1.2.1	Team NOC code	M	Standard IOC NOC code
7.1.2.2	Team NOC	M	Standard IOC NOC name
7.1.3	Number of matches played	M	Numeric
7.1.4	Number of matches won	M	Numeric
7.1.5	Number of matches drawn	M	Numeric
7.1.6	Number of matches lost	M	Numeric
7.1.7	Goals for	M	Numeric
7.1.8	Goals against	M	Numeric
7.1.9	Points	M	Numeric
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	Mc	Text
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

MULTI-MEDALLISTS
FOOTBALL
MEN

Olympic Games

Two or more gold medals

Rank	Name	NOC Code	Gold	Silver	Bronze	Total
1	NOVAK Deszo	HUN	2		1	3
2	ANDRADE Jose	URU	2			2
2	ARISPE Pedro	URU	2			2
2	BERRY Arthur	GBR	2			2
2	CEA Pedro	URU	2			2
2	MASCHERANO Javier	ARG	2			2
2	MAZALI Andres	URU	2			2
2	NASAZZI Jose	URU	2			2
2	PETRONE Pedro	URU	2			2
2	SCARONE Hector	URU	2			2
2	URDINARAN Antonio	URU	2			2
2	URDINARAN Santos	URU	2			2
2	WOODWARD Vivian	GBR	2			2

Two or more medals

Rank	Name	NOC Code	Total	Gold	Silver	Bronze
1	NOVAK Deszo	HUN	3	2		1
2	ANDRADE Jose	URU	2	2		
2	ARISPE Pedro	URU	2	2		
2	BERRY Arthur	GBR	2	2		
2	CEA Pedro	URU	2	2		
2	MASCHERANO Javier	ARG	2	2		
2	MAZALI Andres	URU	2	2		
2	NASAZZI Jose	URU	2	2		
2	PETRONE Pedro	URU	2	2		
2	SCARONE Hector	URU	2	2		
2	URDINARAN Antonio	URU	2	2		
2	URDINARAN Santos	URU	2	2		
2	WOODWARD Vivian	GBR	2	2		
14	AYALA Roberto	ARG	2	1	1	
14	CMIKIEWICZ Leslaw	POL	2	1	1	
14	DEYNA Kazimierz	POL	2	1	1	
14	DUNAI Antal	HUN	2	1	1	
14	GORGON Jerzy Pawel	POL	2	1	1	
14	KMIECIK Kazimierz	POL	2	1	1	
14	KOCSIS Lajos	HUN	2	1	1	
14	LATO Grzegorz	POL	2	1	1	
14	MASZCZYK Zygmunt	POL	2	1	1	
14	PANCSICS Miklos	HUN	2	1	1	
14	SZUCS Lajos	HUN	2	1	1	
14	SZYMANOWSKI Antoni	POL	2	1	1	
14	VIDINIC Blagoje	YUG	2	1	1	
...

Note:

Please note that some of the NOCs presented may no longer exist.

N15 - Multi-Medallists

Description	List of athletes who have won two or more gold medals and athletes who have won at least two medals at previous Olympic Games
Source	FIFA and OC Press Operations
Sort by	1 - Rank 2 - Family name 3 - Given name
Page break	None
Notes	<p>Note with static text: None</p> <p>Note with predefined text: "Please note that some of the NOCs presented may no longer exist." To be displayed only if one or more of the NOCs presented no longer exist.</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	None
IRM rules	None
Comments	<p>Criteria "Two or more" gold medals and "Two or more" total medals is set in an attempt to have no more than one page.</p> <p>The rank in the first table is based on the number of gold, silver, bronze medals. The rank in the second table is based on the total number of medals, then by number of gold, silver, bronze medals.</p> <p>For ties in primary ranking, the same rank will be repeated for all tied NOCs.</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Text (Gender)
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	Table two or more gold medals	--	
7.1 (n)	For each athlete	--	
7.1.1	Rank	M	Numeric
7.1.2	Family name	M	Text
7.1.3	Given name	M	Text
7.1.4 (n)	For each NOC code an athlete was representing when winning a medal	--	
7.1.4.1	NOC code	M	Standard IOC NOC code
7.1.5	Number of gold medals	M	Numeric or blank if zero
7.1.6	Number of silver medals	M	Numeric or blank if zero
7.1.7	Number of bronze medals	M	Numeric or blank if zero
7.1.8	Total number of medals	M	Numeric
8	Table two or more medals	--	
8.1 (n)	For each athlete	--	
8.1.1	Rank	M	Numeric
8.1.2	Family name	M	Text
8.1.3	Given name	M	Text
8.1.4 (n)	For each NOC code an athlete was representing when winning a medal	--	
8.1.4.1	NOC code	M	Standard IOC NOC code
8.1.5	Total number of medals	M	Numeric
8.1.6	Number of gold medals	M	Numeric or blank if zero
8.1.7	Number of silver medals	M	Numeric or blank if zero
8.1.8	Number of bronze medals	M	Numeric or blank if zero
9	Note with static text	--	NOT APPLICABLE
10 (n)	Note for each predefined text	--	
10.1	Predefined text	Mc	Text
11 (n)	Legend	--	

Level	Data Item	M/D	Comments
11.1	Abbreviation	--	NOT APPLICABLE
11.2	Description of abbreviation	--	NOT APPLICABLE
12	Free text	Ma	Text

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RESULTS IN LAST OLYMPIC CYCLE

FOOTBALL

MEN

As of 10 JUL 2016

CONCACAF Olympic Qualifying Tournament 2015 - 2016

First Round

BAH vs TRI 0:3 (0:0)
 NCA vs PAN 2:2 (1:1)
 ISV vs CAN 0:10 (0:5)
 CUB vs JAM 1:1 (0:0)
 GRN vs CAY 5:0 (3:0)
 DMA vs SKN 0:1 (0:1)
 SUR vs GUA 0:2 (0:2)
 DOM vs HAI 0:1 (0:1)
 CRC vs BIZ 15:0 (4:0)
 BAH vs TRI 3:1 (0:0)
 GUY vs BAR 4:1 (1:0)
 PAN vs NCA 4:1 (2:0)
 CAN vs ISV 14:0 (7:0)
 CRC vs BIZ 8:0 (3:0)
 SKN vs DMA 3:1 (1:0)
 JAM vs CUB 1:0 (0:0)
 GUA vs SUR 6:0 (3:0)
 BAR vs GUY 2:1 (0:0)
 HAI vs DOM 1:0 (1:0)
 CAY vs GRN 1:5 (0:3)

Second Round

LCA vs PAN 1:6 (0:3)
 PAN vs LCA 7:0 (2:0)
 GRN vs TRI 1:1 (1:1)
 SKN vs USA 0:6 (0:2)
 HAI vs HON 0:1 (0:1)
 CRC vs GUY 7:0 (3:0)
 ESA vs CAN 1:0 (0:0)
 JAM vs GUA 2:0 (1:0)
 GUA vs JAM 3:2 AET (2:2, 1:0)
 USA vs SKN 4:0 (1:0)
 HON vs HAI 2:2 (1:2)
 CAN vs ESA 1:1 AET (1:1, 0:0) 5:4 PSO
 TRN vs GRN 3:0 (3:0)
 GUY vs CRC 1:3 (1:3)

Final Round

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	CRC	7	3	2	1	0	8	1	+7
2	MEX	7	3	2	1	0	8	2	+6
3	TRI	3	3	1	0	2	3	8	-5
4	JAM	0	3	0	0	3	1	9	-8

Team	CRC	MEX	TRI	JAM
CRC		1:1	4:0	3:0
MEX	1:1		3:1	4:0
TRI	0:4	1:3		2:1
JAM	0:3	0:4	1:2	

RESULTS IN LAST OLYMPIC CYCLE
FOOTBALL
MEN

As of 10 JUL 2016

CONCACAF Olympic Qualifying Tournament 2015 - 2016

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	USA	9	3	3	0	0	10	6	+4
2	HON	6	3	2	0	1	7	5	+2
3	PAN	3	3	1	0	2	6	8	-2
4	CAN	0	3	0	0	3	1	5	-4

Team	USA	HON	PAN	CAN
USA		4:3	4:3	2:0
HON	3:4		3:1	1:0
PAN	3:4	1:3		2:1
CAN	0:2	0:1	1:2	

Semi-finals

CRC vs HON 2:0 (1:0)

USA vs MEX 0:4 (0:2)

Third Place

USA vs HON 1:1 AET (1:1, 0:0) 4:3 PSO

Final

CRC vs MEX 0:1 AET

Costa Rica (CRC) and Mexico (MEX) qualify for Olympic Games Tournament

RESULTS IN LAST OLYMPIC CYCLE

FOOTBALL

MEN

As of 10 JUL 2016

Olympic Games 2012, London (GBR)

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	GBR	7	3	2	1	0	5	2	+3
2	SEN	5	3	1	2	0	4	2	+2
3	URU	3	3	1	0	2	2	4	-2
4	UAE	1	3	0	1	2	3	6	-3

Team	GBR	SEN	URU	UAE
GBR		1:1	1:0	3:1
SEN	1:1		2:0	1:1
URU	0:1	0:2		2:1
UAE	1:3	1:1	1:2	

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	MEX	7	3	2	1	0	3	0	+3
2	KOR	5	3	1	2	0	2	1	+1
3	GAB	2	3	0	2	1	1	3	-2
4	SUI	1	3	0	1	2	2	4	-2

Team	MEX	KOR	GAB	SUI
MEX		0:0	2:0	1:0
KOR	0:0		0:0	2:1
GAB	0:2	0:0		1:1
SUI	0:1	1:2	1:1	

Group C

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	9	3	3	0	0	9	3	+6
2	EGY	4	3	1	1	1	6	5	+1
3	BLR	3	3	1	0	2	3	6	-3
4	NZL	1	3	0	1	2	1	5	-4

Team	BRA	EGY	BLR	NZL
BRA		3:2	3:1	3:0
EGY	2:3		3:1	1:1
BLR	1:3	1:3		1:0
NZL	0:3	1:1	0:1	

Group D

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	JPN	7	3	2	1	0	2	0	+2
2	HON	5	3	1	2	0	3	2	+1
3	MAR	2	3	0	2	1	2	3	-1
4	ESP	1	3	0	1	2	0	2	-2

Team	JPN	HON	MAR	ESP
JPN		0:0	1:0	1:0
HON	0:0		2:2	1:0
MAR	0:1	2:2		0:0
ESP	0:1	0:1	0:0	

Classification

Quarter-finals

JPN vs EGY 3:0 (1:0)
 MEX vs SEN 4:2 AET (2:2, 1:0)
 BRA vs HON 3:2 (1:1)
 GBR vs KOR 1:1 AET (1:1, 1:1) 4:5 PSO

Semi-finals

MEX vs JPN 3:1 (1:1)
 KOR vs BRA 0:3 (0:1)

Third Place

KOR vs JPN 2:0 (1:0)

Final

BRA vs MEX 1:2 (0:1)

Final Standings

Medal	Rank	Team
Gold	1	MEX - Mexico
Silver	2	BRA - Brazil
Bronze	3	KOR - Korea
	4	JPN - Japan
	5	GBR - Great Britain
	6	SEN-Senegal
	7	HON - Honduras
	8	EGY - Egypt
	9	URU - Uruguay
	10	BLR - Belarus
	11	MAR - Morocco
	12	GAB - Gabon
	13	SUI - Switzerland
	14	ESP - Spain
	15	UAE - UA Emirates
	16	NZL - New Zealand

RESULTS IN LAST OLYMPIC CYCLE
FOOTBALL
WOMEN

As of 10 JUL 2016

Oceania Olympic Qualifying Tournament 2016

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	AUS	6	2	2	0	0	17	0	+17
2	PNG	3	2	1	0	1	2	10	-8
3	FIJ	0	2	0	0	2	0	9	-9

Team	AUS	PNG	FIJ
AUS	10:0	7:0	
PNG	0:10	2:0	
FIJ	0:7	0:2	

Australia (AUS) qualify for Olympic Games Tournament

RESULTS IN LAST OLYMPIC CYCLE

FOOTBALL

WOMEN

As of 10 JUL 2016

FIFA Women's World Cup 2015, CAN

Stage 1

Group A

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	USA	9	3	3	0	0	11	1	+10
2	SWE	6	3	2	0	1	5	3	+2
3	PRK	3	3	1	0	2	3	4	-1
4	NGR	0	3	0	0	3	0	11	-11

Team	USA	SWE	PRK	NGR
USA		3:1	3:0	5:0
SWE	1:3		1:0	3:0
PRK	0:3	0:1		3:0
NGR	0:5	0:3	0:3	

Group B

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	BRA	7	3	2	1	0	8	2	+6
2	NOR	6	3	2	0	1	10	5	+5
3	FRA	4	3	1	1	1	2	3	-1
4	KOR	0	3	0	0	0	1	11	-10

Team	BRA	NOR	FRA	KOR
BRA		4:1	1:1	3:0
NOR	1:4		2:0	7:1
FRA	1:1	0:2		1:0
KOR	0:3	1:7	0:1	

Group C

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	GER	9	3	3	0	0	13	2	+11
2	CAN	6	3	2	0	1	7	5	+2
3	JPN	3	3	1	0	2	7	6	+1
4	ARG	0	3	0	0	3	1	15	-14

Team	GER	CAN	JPN	ARG
GER		4:1	3:0	6:1
CAN	1:4		3:1	3:0
JPN	0:3	1:3		6:0
ARG	0:6	0:3	1:6	

Group D

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	CHN	7	3	2	1	0	3	1	+2
2	RUS	6	3	2	0	1	5	2	+3
3	GHA	3	3	1	0	2	2	5	-3
4	AUS	1	3	0	1	2	3	5	-2

Team	CHN	RUS	GHA	AUS
CHN		1:0	1:0	1:1
RUS	0:1		3:0	2:1
GHA	0:1	0:3		2:1
AUS	1:1	1:2	1:2	

Stage 2

Quarter-finals

BRA vs SWE 1:2 (1:1)

USA vs NOR 1:0 (1:0)

GER vs RUS 7:1 (1:0)

CHN vs CAN 0:1 (0:1)

Semi-finals

USA vs GER 0:3 (0:1)

SWE vs CAN 2:1 (0:0)

Third Place

USA vs CAN 3:1 (1:1)

Final

GER vs SWE 2:1 AET (1:1, 0:1)

RESULTS IN LAST OLYMPIC CYCLE

FOOTBALL

WOMEN

As of 10 JUL 2016

Olympic Games 2012, London (GBR)

Group E

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	GBR	9	3	3	0	0	5	0	+5
2	BRA	6	3	2	0	1	6	1	+5
3q	NZL	3	3	1	0	2	3	3	0
4	CMR	0	3	0	0	3	1	11	-10

Team	GBR	BRA	NZL	CMR
GBR		1:0	1:0	3:0
BRA	0:1		1:0	5:0
NZL	0:1	0:1		3:1
CMR	0:3	0:5	1:3	

Group F

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	SWE	5	3	1	2	0	6	3	+3
2	JPN	5	3	1	2	0	2	1	+1
3q	CAN	4	3	1	1	1	6	4	+2
4	RSA	1	3	0	1	2	1	7	-6

Team	SWE	JPN	CAN	RSA
SWE		0:0	2:2	4:1
JPN	0:0		2:1	0:0
CAN	2:2	1:2		3:0
RSA	1:4	0:0	0:3	

Group G

Rank	Team	Pts	MP	W	D	L	GF	GA	GD
1	USA	9	3	3	0	0	8	2	+6
2	FRA	6	3	2	0	1	8	4	+4
3	PRK	3	3	1	0	2	2	6	-4
4	COL	0	3	0	0	3	0	6	-6

Team	USA	FRA	PRK	COL
USA		4:2	1:0	3:0
FRA	2:4		5:0	1:0
PRK	0:1	0:5		2:0
COL	0:3	0:1	0:2	

Classification

Quarter-finals

SWE vs FRA 1:2 (1:2)

USA vs NZL 2:0 (1:0)

BRA vs JPN 0:2 (0:1)

GBR vs CAN 0:2 (0:2)

Semi-finals

FRA vs JPN 1:2 (0:1)

CAN vs USA 3:4 AET (3:3, 1:0)

Third Place

CAN vs FRA 1:0 (0:0)

Final

USA vs JPN 2:1 (1:0)

Final Standings

Medal	Rank	Team
Gold	1	USA - United States
Silver	2	JPN - Japan
Bronze	3	CAN - Canada
	4	FRA - France
	5	GBR - Great Britain
	6	BRA - Brazil
	7	SWE - Sweden
	8	NZL - New Zealand
	9	PRK - DPR Korea
	10	RSA - South Africa
	11	COL - Colombia
	12	CMR - Cameroon

Note:

For results before the Rio 2016 Olympic Games please consult the FIFA and IOC websites, or contact the FIFA Press Office.

Legend:

AET	After Extra Time	D	Drawn	GA	Goals Against	GD	Goal Difference
GF	Goals For	L	Lost	MP	Matches Played	PSO	Penalty Shoot-out
Pts	Points	q	Best 3 rd team qualified	W	Won		

N17A - Results in Last Olympic Cycle

Description	The output should include the following results for men: The qualification tournament(s) for the current Olympic Games (Rio) and the last Olympic Games. For women the following results should be included: The qualification tournament(s) for the current Olympic Games (Rio), the last FIFA Women's World Cup and the last Olympic Games,
Source	IOC and FIFA archives
Sort by	For each gender: 1 - Gender (men first) For each competition from last Olympic cycle: 1 - Chronologically (descending) For each group: 1 - Group name For each team in group: 1 - Rank For each classification/stage 2 match: 1 - Chronologically For each team (final standings): 1 - Rank
Page break	Break at "Condition = Gender" on a new page with repeated output headings. Within "Gender" break at "Condition = Competition name" on a new page with repeated output headings and column headings. Within "Competition name" break at "Group = Group name" on a new page with repeated output headings, competition name and column headings.
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: AET - After Extra Time D - Drawn GA - Goals Against GD - Goal Difference GF - Goals For L - Lost MP - Matches Played PSO - Penalty Shoot-out Pts - Points q - Best 3 rd team qualified W - Won To be displayed at the bottom of the last page.
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (2)	For each gender	--	
7.1 (n)	For each competition from last Olympic cycle	--	Competition from last Olympic cycle: - Men: The qualification tournament(s) for the current Olympic Games (Rio) and the last Olympic Games - Women: The qualification tournament(s) for the current Olympic Games (Rio), the last FIFA Women's World Cup and the last Olympic Games
7.1.1	Competition	--	
7.1.1.1	Competition name	M	Text

Level	Data Item	M/D	Comments
7.1.1.2	Year of competition	M	Year - in the format defined in the OC Look and Feel standard
7.1.1.3	Competition location	--	
7.1.1.3.1	City	Mc	Text - for USA, Canada and Australia - state code mandatory, only for Olympic Games
7.1.1.3.2	NOC code or FIFA Trigramme	M	Standard IOC NOC code or standard FIFA Trigramme
7.1.2	First round/stage 1	--	
7.1.2.1 (n)	For each group	--	
7.1.2.1.1	Group name	M	Text
7.1.2.1.2	Group standings	--	
7.1.2.1.2.1 (n)	For each team in group	--	
7.1.2.1.2.1.1	Rank	M	Numeric
7.1.2.1.2.1.2	Team NOC code or FIFA Trigramme	M	Standard IOC NOC code or standard FIFA Trigramme
7.1.2.1.2.1.3	Points	M	Numeric
7.1.2.1.2.1.4	Number of matches played	M	Numeric
7.1.2.1.2.1.5	Number of matches won	M	Numeric
7.1.2.1.2.1.6	Number of matches drawn	M	Numeric
7.1.2.1.2.1.7	Number of matches lost	M	Numeric
7.1.2.1.2.1.8	Goals for	M	Numeric
7.1.2.1.2.1.9	Goals against	M	Numeric
7.1.2.1.2.1.10	Goal difference	--	
7.1.2.1.2.1.10.1	Goal difference - prefix	M	Code - "+" (plus sign) if positive goal difference or "-" (minus sign) if negative goal difference
7.1.2.1.2.1.10.2	Goal difference - value	M	Numeric
7.1.2.1.2.1.11	Team NOC code	M	Standard IOC NOC code
7.1.2.1.2.1.12 (n)	For each team in group	--	
7.1.2.1.2.1.12.1	Team NOC code or FIFA Trigramme - column header	M	Standard IOC NOC code or standard FIFA Trigramme, as column header only. Teams are shown in the same order (from left to right) as they are ordered in rows (from top to bottom).
7.1.2.1.2.1.12.2	Match result	M	Text, format: Team score - opponent team score
7.1.3	Classification/stage 2	--	
7.1.3.1 (n)	For each phase	--	
7.1.3.1.1	Phase name	M	Text
7.1.3.1.2 (n)	For each classification/stage 2 match	--	
7.1.3.1.2.1	Team A NOC code or FIFA Trigramme	M	Standard IOC NOC code or standard FIFA Trigramme
7.1.3.1.2.2	Team B NOC code or FIFA Trigramme	M	Standard IOC NOC code or standard FIFA Trigramme
7.1.3.1.2.3	Match result	M	Results format
7.1.4	Final standings	--	
7.1.4.1 (n)	For each team	--	
7.1.4.1.1	Medal type	Mc	Text, only if team ranked 1 st , 2 nd or 3 rd
7.1.4.1.2	Rank	M	Numeric
7.1.4.1.3	Team	--	
7.1.4.1.3.1	NOC code or FIFA Trigramme	M	Standard IOC NOC code or standard FIFA Trigramme
7.1.4.1.3.2	NOC or FIFA country name	M	Standard IOC NOC name or standard FIFA country name
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

RECENT RESULTS FOR QUALIFIED TEAMS
FOOTBALL
MEN

As of 10 JUL 2016

Team	Year / Number of Teams Participating						
	OG 2012	U17 2013	U20 2013	FWC 2014	U17 2015	U20 2015	FCC 2015
	16	16	24	32	16	24	8
ARG - Argentina		4	1	17	4	4	
AUS - Australia	9	5	9		9	9	
CRC - Costa Rica	3	5	9	17	5		
ESP - Spain	6	3	7				
GHA - Ghana			2				
GRE - Greece							
IRQ - Iraq			17				
ITA - Italy	5			9			
JPN - Japan	5	9	17	9			5
KOR - Korea	9			4	9	9	
MAR - Morocco	9						
MLI - Mali		5				17	
PAR - Paraguay		9	3	9		9	
POR - Portugal				17	5		
SRB - Serbia							
TUN - Tunisia				17			

RECENT RESULTS FOR QUALIFIED TEAMS
FOOTBALL
WOMEN

As of 10 JUL 2016

Team	Year / Number of Teams Participating					
	WCW 2007	WCW 2011	OG 2012	U17W 2014	U20W 2014	WCW 2015
	12	16	12	16	16	16
AUS - Australia	9	9	5	5	5	9
BRA - Brazil	9	3	4	4	4	5
CHN - China	4	2	5			5
GER - Germany	2	5	3	3	3	1
GRE - Greece						
JPN - Japan	5	9		5	5	9
MEX - Mexico		9	9			
NGR - Nigeria	9	5	5	9	9	9
SWE - Sweden	5	5	5			2
USA - United States	3	1	2	1	1	3

Legend:

FCC	FIFA Confederations Cup	FWC	FIFA World Cup™	OG	Olympic Games	U17	FIFA U-17 World Cup
U17W	FIFA U-17 Women's World Cup	U20	FIFA U-20 World Cup	U20W	FIFA U-20 Women's World Cup		
WCW	FIFA Women's World Cup						

N17B - Recent Results for Qualified Teams

Description	Recent results for qualified teams including the following competitions for men: Last Olympic Games, last FIFA World Cup™, last 2 FIFA U-20 World Cups, last 2 FIFA U-17 World Cups and FIFA Confederations Cup and following competitions for women: Last Olympic Games, last 3 FIFA Women's World Cups, FIFA U-20 Women's World Cup and FIFA U-17 Women's World Cup
Source	IOC and FIFA archives
Sort by	For each gender: 1 - Gender (men first) For each qualified team: 1 - Team NOC code
Page break	Break at "Condition = Women's tournament - qualified teams " on a new page with repeated output headings
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: FCC - FIFA Confederations Cup FWC - FIFA World Cup™ OG - Olympic Games U17 - FIFA U-17 World Cup U17W - FIFA U-17 Women's World Cup U20 - FIFA U-20 World Cup U20W - FIFA U-20 Women's World Cup WCW - FIFA Women's World Cup To be displayed at the bottom of the last page.
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Men's tournament - qualified teams	--	
7.1 (n)	For each qualified team	--	
7.1.1	Team	--	
7.1.1.1	NOC code	M	Standard IOC NOC code
7.1.1.2	NOC	M	Standard IOC NOC name
7.1.2	Last Olympic Games	--	
7.1.2.1	Number of teams participating	M	Numeric
7.1.2.2	Team final standing	M	Numeric or blank if team is not participated
7.1.3	2 nd last FIFA U-17 World Cup	--	
7.1.3.1	Number of teams participating	M	Numeric
7.1.3.2	Team final standing	M	Numeric or blank if team is not participated
7.1.4	2 nd last FIFA U-20 World Cup	--	
7.1.4.1	Number of teams participating	M	Numeric
7.1.4.2	Team final standing	M	Numeric or blank if team is not participated
7.1.5	Last FIFA World Cup™	--	
7.1.5.1	Number of teams participating	M	Numeric
7.1.5.2	Team final standing	M	Numeric or blank if team is not participated
7.1.6	Last FIFA U-17 World Cup	--	
7.1.6.1	Number of teams participating	M	Numeric
7.1.6.2	Team final standing	M	Numeric or blank if team is not participated
7.1.7	Last FIFA U-20 World Cup	--	

Level	Data Item	M/D	Comments
7.1.7.1	Number of teams participating	M	Numeric
7.1.7.2	Team final standing	M	Numeric or blank if team is not participated
7.1.8	Last FIFA Confederations Cup	--	
7.1.8.1	Number of teams participating	M	Numeric
7.1.8.2	Team final standing	M	Numeric or blank if team is not participated
8	Women's tournament - qualified teams	--	
8.1 (n)	For each qualified team	--	
8.1.1	Team	--	
8.1.1.1	Team NOC code	M	Standard IOC NOC code
8.1.1.2	Team NOC	M	Standard IOC NOC name
8.1.2	3 rd last FIFA Women's World Cup	--	
8.1.2.1	Number of teams participating	M	Numeric
8.1.2.2	Team final standing	M	Numeric or blank if team is not participated
8.1.3	2 nd last FIFA Women's World Cup	--	
8.1.3.1	Number of teams participating	M	Numeric
8.1.3.2	Team final standing	M	Numeric or blank if team is not participated
8.1.4	Last Olympic Games	--	
8.1.4.1	Number of teams participating	M	Numeric
8.1.4.2	Team final standing	M	Numeric or blank if team is not participated
8.1.5	Last FIFA U-17 Women's World Cup	--	
8.1.5.1	Number of teams participating	M	Numeric
8.1.5.2	Team final standing	M	Numeric or blank if team is not participated
8.1.6	Last FIFA U-20 Women's World Cup	--	
8.1.6.1	Number of teams participating	M	Numeric
8.1.6.2	Team final standing	M	Numeric or blank if team is not participated
8.1.7	Last FIFA Women's World Cup	--	
8.1.7.1	Number of teams participating	M	Numeric
8.1.7.2	Team final standing	M	Numeric or blank if team is not participated
9	Note with static text	--	NOT APPLICABLE
10 (n)	Note for each predefined text	--	
10.1	Predefined text	--	NOT APPLICABLE
11 (n)	Legend	--	
11.1	Abbreviation	Mc	Code
11.2	Description of abbreviation	Mc	Text
12	Free text	Ma	Text

FIFA WOMEN'S WORLD RANKING
FOOTBALL
WOMEN

As of 24 JUL 2016

Rank	Team	Points JUL 16
1	BRA - Brazil	859
2	ARG - Argentina	781
3	ESP - Spain	775
4	FRA - France	772
5	GER - Germany	764
6	MEX - Mexico	733
7	ENG - England	728
7	POR - Portugal	728
9	ITA - Italy	714
9	USA - United States	714
12	DEN - Denmark	703
14	NED - Netherlands	693
15	SRB - Serbia	688
17	CMR - Cameroon	682
22	KOR - Korea	663
23	JPN - Japan	658
28	NGR - Nigeria	640
36	KSA - Saudi Arabia	620
44	EGY - Egypt	587
46	AUS - Australia	575
47	NZL - New Zealand	558
52	PER - Peru	545

Note:

For further details regarding the FIFA Women's World Ranking please consult www.fifa.com

N17C - FIFA Women's World Ranking

Description	FIFA Women's World Ranking
Source	FIFA
Sort by	For each team: 1 - Rank on month of publishing 2 - Team NOC code or FIFA Trigramme
Page break	None
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	Top 10 ranked teams plus all teams qualified for these Games will be presented in this output

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Month of publishing	M	Date in the format MMM YY (e.g. JUL 16), as a part of column header
8 (n)	For each team	--	
8.1	Rank on month of publishing	M	Numeric
8.2	Team	--	
8.2.1	Team FIFA Trigramme	M	FIFA Trigramme
8.2.2	Team FIFA country name	M	FIFA country name
8.3	Points on month of publishing	M	Numeric
9	Note with static text	M	Text
10 (n)	Note for each predefined text	--	
10.1	Predefined text	--	NOT APPLICABLE
11 (n)	Legend	--	
11.1	Abbreviation	--	NOT APPLICABLE
11.2	Description of abbreviation	--	NOT APPLICABLE
12	Free text	Ma	Text

INDIVIDUAL ACHIEVEMENTS / RECORDS

FOOTBALL

MEN

As of 29 JUL 2016

All Olympic Games**Most Olympic Games Participated In**

1	BALONCIERI Adolfo	ITA	3	Antwerp (BEL) 1920, Paris (FRA) 1924, Amsterdam (NED) 1928
1	De BIE Jean	BEL	3	Antwerp (BEL) 1920, Paris (FRA) 1924, Amsterdam (NED) 1928
1	DENIS Henry	NED	3	Antwerp (BEL) 1920, Paris (FRA) 1924, Amsterdam (NED) 1928
1	EL HASSANY Ali	EGY	3	Antwerp (BEL) 1920, Paris (FRA) 1924, Amsterdam (NED) 1928
1	HARDISTY John	GBR	3	London (GBR) 1948, Helsinki (FIN) 1952, Melbourne, VIC (AUS) 1956
1	LEWIS James	GBR	3	Helsinki (FIN) 1952, Melbourne, VIC (AUS) 1956, Roma (ITA) 1960
1	NOVAK Deszo	HUN	3	Roma (ITA) 1960, Tokyo (JPN) 1964, Mexico City (MEX) 1968

Most Matches Played

1	DUNAI Antal	HUN	13	Mexico City (MEX) 1968, Munich (FRG) 1972
1	NOVAK Deszo	HUN	13	Roma (ITA) 1960, Tokyo (JPN) 1964, Mexico City (MEX) 1968
1	SZUCS Lajos	HUN	13	Mexico City (MEX) 1968, Munich (FRG) 1972
1	PANCSICS Miklos	HUN	13	Mexico City (MEX) 1968, Munich (FRG) 1972
2	BEBETO	BRA	12	Seoul (KOR) 1988, Atlanta, GA (USA) 1996

Most Goals

1	DUNAI Antal	HUN	13	Mexico City (MEX) 1968, Munich (FRG) 1972
1	NIELSEN Sophus	DEN	13	London (GBR) 1908, Stockholm (SWE) 1912
3	BENE Ferenc	HUN	12	Tokyo (JPN) 1964
4	TARASCONI Domingo	ARG	11	Amsterdam (NED) 1928
4	PETRONE Pedro	URU	11	Paris (FRA) 1924, Amsterdam (NED) 1928

One Olympic Games**Most Goals**

1	BENE Ferenc	HUN	12	Tokyo (JPN) 1964
2	NIELSEN Sophus	DEN	11	London (GBR) 1908
2	TARASCONI Domingo	ARG	11	Amsterdam (NED) 1928
4	FUCHS Gottfried	GER	10	Stockholm (SWE) 1912
5	DEYNA Kazimierz	POL	9	Munich (FRG) 1972

One Match at Olympic Games**Most Goals**

1	NIELSEN Sofus	DEN	10	vs FRA, London (GBR) 1908
1	FUCHS Gottfried	GER	10	vs RUS, Stockholm (SWE) 1912
3	BENE Ferenc	HUN	6	vs MAR, Tokyo (JPN) 1964
3	RIAD Ibrahim	UAR	6	vs KOR, Tokyo (JPN) 1964
5	POHL Ernest	POL	5	vs TUN, Roma (ITA) 1960

Note:

Information provided by FIFA.

Please note that some of the NOCs presented may no longer exist.

N18A - Individual Achievements / Records

Description	Individual Achievements / Records achieved by an athlete at the Games
Source	FIFA
Sort by	None
Page break	None
Notes	<p>Note with static text: See sample</p> <p>Note with predefined text: To be displayed only if one or more of the NOCs presented no longer exist</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	None
IRM rules	None
Comments	This is a free text output (see sample as guideline)

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each subtitle	--	
7.1	Subtitle	Mc	Text - if required
7.2	Text	M	Text
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	Mc	Text
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

TEAM ACHIEVEMENTS / RECORDS

FOOTBALL

MEN

As of 29 JUL 2016

All Olympic Games

Most Olympic Games Participated In

1	Italy	ITA	15
2	United States	USA	13
3	Brazil	BRA	12
3	France	FRA	12
5	Egypt	EGY	11

Most Matches Won

1	Italy	ITA	32
2	Brazil	BRA	31
3	Hungary	HUN	27
4	Argentina	ARG	21
5

Most Matches Undefeated

1	Argentina	ITA	12
2	Uruguay	URU	8
2	Hungary	HUN	8
4
5

One Match at Olympic Games

Most Goals by One Team

Denmark (DEN) 17:1 France (FRA) London (GBR) 1908

Most Goals by Both Teams

Denmark (DEN) 17:1 France (FRA) London (GBR) 1908

Biggest Victory Margin

Denmark (DEN) 17:1 France (FRA) London (GBR) 1908
 Germany (GER) 16:0 Russian Federation (RUS) Stockholm (SWE) 1912

Note:

Information provided by FIFA.

Please note that some of the NOCs presented may no longer exist.

N18B - Team Achievements / Records

Description	Team Achievements / Records achieved by teams at the Games
Source	FIFA
Sort by	None
Page break	None
Notes	<p>Note with static text: See sample</p> <p>Note with predefined text: To be displayed only if one or more of the NOCs presented no longer exist</p> <p>Free text: See Appendix C - Rules for Data Formats and Presentation</p>
Legend	None
IRM rules	None
Comments	This is a free text output (see sample as guideline)

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each subtitle	--	
7.1	Subtitle	Mc	Text - if required
7.2	Text	M	Text
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	Mc	Text
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

ATHLETE BIOGRAPHY

FOOTBALL

As of 21 AUG 2016

Profile

<picture>			
Name:	BABAYARO Celestine	Nickname:	Cele
Gender:	Male	NOC code:	NGR
Date of birth:	29 AUG 1978	Place of birth:	Kaduna, Nigeria
Height (m / ft in):	1.79 / 5'10"	Occupation:	Professional player
Major injuries:	Rupture of ligaments of right knee	Discipline:	Football
Event:	Men		
Language(s) spoken:	English	Social media:	www.celestinebabayaro.com
Hobbies:	Playing and composing	Other sports:	Tennis
Family information:	Married, one child		
"A" match debut:	1993	Previous Olympic Games competed in:	Atlanta 1996
Club:	Anderlecht (BEL)	Shirt number:	2
Shirt name:	C. BABAYARO	Playing position:	Defender

Major Achievements

Olympic Games:	1996 - Atlanta, GA (USA)	Gold
FIFA U-17 World Cup:	1995 - Japan	Gold
Club achievements:		
3 times Belgium league championship winner		
2 times Nigerian cup winner		
1995 quarter finalist of Champions league		

General Interest

... Memorable achievement: Olympic Champions at Atlanta, 1996. ... Ambitions: To win as much as possible...

Rio 2016 Results

Match	Phase	Min.	GF	Shots SG/S	PK	Fouls		Cards		
						FC	FS	Y	2Y=R	R
HUN vs NGR 0:1 (0:0)	Group D	90	0/2			3	1	1		
JPN vs NGR 0:2 (0:0)	Group D	90				2				
BRA vs NGR 1:0 (1:0)	Group D	90	1	1/4		2	1			
MEX vs NGR 0:2 (0:1)	Quarter-final	90		0/1	0/1	1	1			
NGR vs BRA 2:2 AET (2:2, 1:2) 4:3 PSO	Semi-final	94		0/1		3			1	
ARG vs NGR 2:3 (1:1)	Gold Medal Match	90	1	1/2		1	1			
Totals		544	2	2/10	0/1	12	4	2		

Legend:

2Y=R	2 nd Yellow = Red Card	AET	After Extra Time	FC	Fouls Committed	FS	Fouls Suffered
GF	Goals For	Min.	Minutes Played	PK	Penalty Kicks (Goals/Shots)	PSO	Penalty Shoot-out
R	Red cards (Expulsions)	SG/S	Shots on Goal/Shots	Y	Yellow cards (Cautions)		

N20 - Athlete Biography

Description	Detailed information about an athlete, including personal information and sports information
Source	OC Press Operations and OC Technology (for Rio 2016 results data)
Sort by	For each major achievement : 1 - Olympic Games, FIFA World Cup™ or FIFA Women's World Cup, FIFA U-20 World Cup or FIFA U-20 Women's World Cup, FIFA U-17 World Cup or FIFA U-17 Women's World Cup, Continental Championship and other competitions (National championship, club achievements) 2 - Year (descending) For each previous club: 1 - Chronologically (descending) For Rio 2016 results data: Chronologically
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: 2Y=R - 2 nd Yellow = Red Card AET - After Extra Time FC - Fouls Committed FS - Fouls Suffered GF - Goals For Min. - Minutes Played PK - Penalty Kicks (Goals/Shots) PSO - Penalty Shoot-out R - Red cards (Expulsions) SG/S - Shots on Goal/Shots Y - Yellow cards (Cautions) To be displayed at the bottom of the page.
IRM rules	None
Comments	For the field "Social media": Only declared public page(s) should be listed here. The field title should not be displayed if there is no data available for that field. For Major Achievements show only the levels of competitions relevant for that athlete.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Profile - common	--	
7.1	Picture of athlete	M	Picture
7.2	Family name	M	Text
7.3	Given name	M	Text
7.4	Other family names if exist (surname(s), maiden name, etc.)	Ma	Text
7.5	Nickname	Ma	Text
7.6	Gender	M	Text - "Female" or "Male"
7.7	NOC code	M	Standard IOC NOC code
7.8	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.9	Place of birth	--	
7.9.1	Place	M	Text

Level	Data Item	M/D	Comments
7.9.2	State (republic, region, ...) name or code	Mc	Text - for USA, Canada and Australia - state code mandatory
7.9.3	Country	M	Country name
7.10	Height	Ma	Height format
7.11	Occupation	M	Text
7.12	Major injuries	Ma	Text
7.13	Discipline participating in	M	Standard FIFA discipline name
7.14	Event participating in	M	Standard FIFA event name
8	Profile - social	--	
8.1	Language(s) spoken	M	Text
8.2	Social media	Ma	Text
8.3	Hobbies	Ma	Text
8.4	Other sports	Ma	Text
8.5	Family information	Ma	Text
9	Profile - sport specific	--	
9.1	"A" match debut	M	Numeric (year)
9.2	Previous Olympic Games competed in	Ma	Text
9.3	Club	M	Text
9.3.1	Name of club	M	Text
9.3.2	Country of club	M	FIFA Trigramme
9.4	Shirt number	M	Numeric
9.5	Shirt name	M	Text
9.6	Playing position	M	Text - "Goalkeeper", "Defender", "Midfielder" or "Forward"
10	Major achievements	--	
10.1 (n)	For each participation in Olympic Games	--	
10.1.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
10.1.2	Location	Mc	Text - for USA, Canada and Australia - state code mandatory
10.1.3	NOC code	Mc	Standard IOC NOC code
10.1.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
10.2 (n)	For each participation in FIFA World Cup™	--	For men only
10.2.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
10.2.2	Country name	Mc	Text
10.2.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
10.3 (n)	For each participation in FIFA Women's World Cup	--	For women only
10.3.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
10.3.2	Country name	Mc	Text
10.3.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
10.4 (n)	For each participation in FIFA U-20 World Cup	--	For men only
10.4.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
10.4.2	Country name	Mc	Text
10.4.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
10.5 (n)	For each participation in FIFA U-20 Women's World Cup	--	For women only
10.5.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
10.5.2	Country name	Mc	Text
10.5.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".

Level	Data Item	M/D	Comments
10.6 (n)	For each participation in FIFA U-17 World Cup	--	For men only
10.6.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
10.6.2	Country name	Mc	Text
10.6.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
10.7 (n)	For each participation in FIFA U-17 Women's World Cup	--	For women only
10.7.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
10.7.2	Country name	Mc	Text
10.7.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
10.8 (n)	For each participation in Continental Championship	--	
10.8.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
10.8.2.2	Country name	Mc	Text
10.8.3	Rank	Mc	Text
10.9	Major awards	--	
10.9.1	Club achievements	M	Text
10.9.2 (n)	For each achievement	--	
10.9.2.1	Description of achievement	M	Text
11	General interest	--	
11.1	Free text	M	Text
12	Rio 2016 results	--	
12.1 (n)	For each match played	--	
12.1.1	Match	--	
12.1.1.1	Teams	--	
12.1.1.1.1	Team A NOC code	M	Standard IOC NOC code
12.1.1.1.2	Team B NOC code	M	Standard IOC NOC code
12.1.1.2	Match result	M	Results format
12.1.2	Phase name	M	Standard FIFA phase name
12.1.3	Minutes played	M	Numeric
12.1.4	Goals for (scored)	M	Numeric or blank if zero
12.1.5	Shots	--	
12.1.5.1	Shots on goals	M	Numeric or blank if no shots
12.1.5.2	Shots	M	Numeric or blank if zero
12.1.6	Penalty kicks	--	
12.1.6.1	Goals	M	Numeric or blank if no shots
12.1.6.2	Shots	M	Numeric or blank if zero
12.1.7	Fouls	--	
12.1.7.1	Fouls committed	M	Numeric or blank if zero
12.1.7.2	Fouls suffered	M	Numeric or blank if zero
12.1.8	Cards	--	
12.1.8.1	Yellow cards (cautions)	M	Numeric or blank if zero
12.1.8.2	2nd yellow = red card (expulsions)	M	Numeric or blank if zero
12.1.8.3	Red cards (expulsions)	M	Numeric or blank if zero
12.2	Player's totals	--	
12.2.1	Minutes played	M	Numeric
12.2.2	Goals for (scored)	M	Numeric or blank if zero
12.2.3	Shots	--	
12.2.3.1	Shots on goals	M	Numeric or blank if no shots
12.2.3.2	Shots	M	Numeric or blank if zero
12.2.4	Penalty kicks	--	
12.2.4.1	Goals	M	Numeric or blank if no shots
12.2.4.2	Shots	M	Numeric or blank if zero
12.2.5	Fouls	--	
12.2.5.1	Fouls committed	M	Numeric or blank if zero
12.2.5.2	Fouls suffered	M	Numeric or blank if zero
12.2.6	Cards	--	

Level	Data Item	M/D	Comments
12.2.6.1	Yellow cards (cautions)	M	Numeric or blank if zero
12.2.6.2	2nd yellow = red card (expulsions)	M	Numeric or blank if zero
12.2.6.3	Red cards (expulsions)	M	Numeric or blank if zero
13	Note with static text	--	NOT APPLICABLE
14 (n)	Note for each predefined text	--	
14.1	Predefined text	--	NOT APPLICABLE
15 (n)	Legend	--	
15.1	Abbreviation	Mc	Code
15.2	Description of abbreviation	Mc	Text
16	Free text	Ma	Text

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COACH BIOGRAPHY

FOOTBALL

MEN

As of 19 AUG 2016

Profile

Team:	BRA - Brazil
Name:	ZAGALLO Mario Jorge
Gender:	Male
Date of birth:	9 AUG 1931
Citizenship:	Brazil
Playing career:	C.R. Flamengo (Brazil) / 1953-1960, Botafogo F.R. (Brazil) / 1961-1963 1970, 1994-
Years coaching this national team:	Kuwait / 1976-1978, Saudi Arabia / 1981-1984, United Arab Emirates / 1989-1990
Other national teams coached / years:	Botafogo F.R. (Brazil) / 1967-1969, Fluminense F.C. (Brazil) / 1971, Al Hilal (Saudi Arabia) / 1978-1979, C.R. Vasco de Gama (Brazil) / 1980, C.R. Flamengo (Brazil) / 1984
Club coached / years:	15 / 4 / 3
Number of wins / draws / losses as coach of the current team:	
National league champion:	5 times
Language(s) spoken:	Portuguese

Major Achievements (as a player with Brazil)

FIFA World Cup™:	1962 - Chile	Gold
	1958 - Sweden	Gold

Major Achievements (as a coach)

Olympic Games:	1996 - Atlanta, GA (USA)	BRA Men's Football	Bronze
FIFA World Cup™:	1994 - United States of America	BRA Men's Football	Gold
	1970 - Mexico	BRA Men's Football	Gold

General Interest

Zagalo is 64 years old. One of two men ever to win the FIFA World Cup™ as both a player and a coach. He was a member of Brazil's FIFA World Cup™ winning squads in 1958 and 1962, then coached Brazil to the 1970 title. Only Germany's Franz BECKENBAUER (as a player with West Germany in 1974, then as a coach with West Germany in 1990) has equalled that record. Zagalo once said, "I've been in this sport for 40 years and I know it's only about winning".

Rio 2016 Results

Match	Phase	Venue
BRA vs JPN 0:1 (0:0)	Group D	Mineirao Stadium, Belo Horizonte
BRA vs HUN 3:1 (1:0)	Group D	Mineirao Stadium, Belo Horizonte
BRA vs NGR 1:0 (1:0)	Group D	Mineirao Stadium, Belo Horizonte
BRA vs GHA 4:2 (1:1)	Quarter-final	Mineirao Stadium, Belo Horizonte
NGR vs BRA 2:2 AET (2:2, 1:2) 4:3 PSO	Semi-final	Fonte Nova Stadium, Salvador
POR vs BRA 0:5 (0:2)	Bronze Medal Match	Fonte Nova Stadium, Salvador

Legend:

AET After Extra Time

PSO Penalty Shoot-out

N21 - Coach Biography

Description	Detailed information on a coach and his/her history with the sport
Source	OC Press Operations and OC Technology (for Rio 2016 results data)
Sort by	For each major achievement as a player: 1 - Olympic Games, FIFA World Cup™ or FIFA Women's World Cup, FIFA U-20 World Cup or FIFA U-20 Women's World Cup, FIFA U-17 World Cup or FIFA U-17 Women's World Cup, Continental Championship and other competitions (National championship, club achievements, ...) 2 - Year (descending) For each major achievement as a coach: 1 - Olympic Games, FIFA World Cup™, FIFA Women's World Cup, FIFA U-20 World Cup, FIFA U-20 Women's World Cup, FIFA U-17 World Cup, FIFA U-17 Women's World Cup, Continental Championship and other competitions (National championship, club achievements, ...) 2 - Year (descending) For Rio 2016 results data: Chronologically
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: AET - After Extra Time PSO - Penalty Shoot-out To be displayed at the bottom of the page.
IRM rules	None
Comments	For Major Achievements show only the levels of competitions relevant for that coach

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Profile - common	--	
7.1	Team NOC code	M	Standard IOC NOC code
7.2	Team NOC	M	Standard IOC NOC name
7.3	Family name	M	Text
7.4	Given name	M	Text
7.5	Gender	M	Text
7.6	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.7	Citizenship	M	Text
7.8	Playing career	M	Text
7.9	Years coaching this national team (from-to)	M	Year - in the format defined in the OC Look and Feel standard
7.10 (n)	Other national team coached	--	
7.10.1	Team name	M	Text - national team name or "None"
7.10.2	Year (from-to)	M	Year - in the format defined in the OC Look and Feel standard or blank if no other national team coached
7.11 (n)	Club coached	--	
7.11.1	Club	M	Text - club name or "None"
7.11.2	Year (from-to)	M	Year - in the format defined in the OC Look and Feel standard or blank if no club coached
7.12	Number of wins/draws/losses as coach of the current team	M	Numeric
7.13	National league champion	--	

Level	Data Item	M/D	Comments
7.13.1	Number of times	M	Text
7.14	Language(s) spoken	M	Text
8	Major achievements as a player	--	
8.1	With team	Mc	Standard IOC NOC name
8.2 (n)	For each participation in Olympic Games	--	
8.2.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.2.2	Location	Mc	Text - for USA, Canada and Australia - state code mandatory
8.2.3	NOC code	Mc	Standard IOC NOC code
8.2.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.3 (n)	For each participation in FIFA World Cup™	--	For men only
8.3.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.3.2	Country name	Mc	Text
8.3.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.4 (n)	For each participation in FIFA Women's World Cup	--	For women only
8.4.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.4.2	Country name	Mc	Text
8.4.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.5 (n)	For each participation in FIFA U-20 World Cup	--	For men only
8.5.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.5.2	Country name	Mc	Text
8.5.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.6 (n)	For each participation in FIFA U-20 Women's World Cup	--	For women only
8.6.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.6.2	Country name	Mc	Text
8.6.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.7 (n)	For each participation in FIFA U-17 World Cup	--	For men only
8.7.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.7.2	Country name	Mc	Text
8.7.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.8 (n)	For each participation in FIFA U-17 Women's World Cup	--	For women only
8.8.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.8.2	Country name	Mc	Text
8.8.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.9 (n)	For each participation in Continental Championship	--	
8.9.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.9.2	Country name	Mc	Text
8.9.3	Rank	Mc	Text
9	Major achievements as a coach	--	
9.1 (n)	For each participation in Olympic Games	--	

Level	Data Item	M/D	Comments
9.1.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.1.2	Location	Mc	Text - for USA, Canada and Australia - state code mandatory
9.1.3	NOC code	Mc	Standard IOC NOC code
9.1.4	Achieved with team	Mc	Text
9.1.5	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
9.2 (n)	For each participation in FIFA World Cup™	--	
9.2.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.2.2	Country name	Mc	Text
9.2.3	Achieved with team	Mc	Text
9.2.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
9.3 (n)	For each participation in FIFA Women's World Cup	--	
9.3.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.3.2	Country name	Mc	Text
9.3.3	Achieved with team	Mc	Text
9.3.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
9.4 (n)	For each participation in FIFA U-20 World Cup	--	
9.4.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.4.2	Country name	Mc	Text
9.4.3	Achieved with team	Mc	Text
9.4.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
9.5 (n)	For each participation in FIFA U-20 Women's World Cup	--	
9.5.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.5.2	Country name	Mc	Text
9.5.3	Achieved with team	Mc	Text
9.5.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
9.6 (n)	For each participation in FIFA U-17 World Cup	--	
9.6.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.6.2	Country name	Mc	Text
9.6.3	Achieved with team	Mc	Text
9.6.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
9.7 (n)	For each participation in FIFA U-17 World Cup	--	
9.7.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.7.2	Country name	Mc	Text
9.7.3	Achieved with team	Mc	Text
9.7.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
9.8 (n)	For each participation in Continental Championship	--	
9.8.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.8.2	Country name	Mc	Text
9.8.3	Achieved with team	Mc	Text
9.8.4	Rank	Mc	Text

Level	Data Item	M/D	Comments
10	General interest	--	
10.1	Free text	M	Text
11	Rio 2016 results	--	
11.1 (n)	For each match played	--	
11.1.1	Match	--	
11.1.1.1	Teams	--	
11.1.1.1.1	Team A NOC code	M	Standard IOC NOC code
11.1.1.1.2	Team B NOC code	M	Standard IOC NOC code
11.1.1.2	Match result	M	Results format
11.1.2	Phase name	M	Standard FIFA phase name
11.1.3	Venue location	M	Text
12	Note with static text	--	NOT APPLICABLE
13 (n)	Note for each predefined text	--	
13.1	Predefined text	--	NOT APPLICABLE
14 (n)	Legend	--	
14.1	Abbreviation	Mc	Code
14.2	Description of abbreviation	Mc	Text
15	Free text	Ma	Text

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TEAM PROFILE
FOOTBALL
MEN

As of 20 AUG 2016

NGR - Nigeria

No.	Name	Pos.	Height m/ft in	Date of Birth	Club
1	BABAYARO Emmanuel	GK	1.80 / 5'10"	26 DEC 1976	West Ham United (ENG)
2	BABAYARO Celestine	DF	1.79 / 5'10"	29 AUG 1978	Anderlecht (BEL)
3	WEST Taribo	DF	1.86 / 6'1"	26 MAR 1974	Auxerre (FRA)
4	KANU Nwankwo	FW	1.96 / 6'5"	1 AUG 1976	FC Internazionale (ITA)
5	UCHE Okechukwu	DF	1.82 / 5'11"	27 SEP 1967	Go Ahead Eagles (NED)
6	AMUNIKE Emmanuel	MF	1.70 / 5'6"	25 DEC 1970	Sporting, Lisbon (POR)
8	ORUMA Wilson	MF	1.76 / 5'9"	30 DEC 1976	Lens FC (FRA)
9	FATUSI Teslim	MF	1.75 / 5'8"	17 SEP 1977	Servette FC (SUI)
10	OKOCHA Augustine	MF	1.75 / 5'8"	14 AUG 1973	Fenerbahce (TUR)
11	IKPEBA Victor	FW	1.74 / 5'8"	12 JUN 1973	Monaco (FRA)
12	OBAFEMI Abiodon	DF	1.76 / 5'9"	25 DEC 1973	Toulouse FC (FRA)
13	LAWAL Garba	MF	1.82 / 5'11"	22 MAY 1974	Esperance (NGR)
14	AMOKACHI Daniel	MF	1.82 / 5'11"	30 DEC 1972	Everton (ENG)
15	OLISEH Sunday	MF	1.83 / 6'0"	14 SEP 1974	FC Köln (GER)
16	OBIEKWU Kingsley	DF	1.96 / 6'5"	12 NOV 1974	Go Ahead Eagles (NED)
18	DOSU Joseph	GK	1.79 / 5'10"	19 JUL 1973	Julius Berger (NGR)
21	NDAH Ndubuisi	DF	1.80 / 5'10"	30 DEC 1972	KFC Turnout (NGR)
Replaced					
17	OBARAKU Mobi	DF	1.80 / 5'10"	1 DEC 1976	KFC Turnout (NGR)
Disqualified					
7	BABANGIDA Tijani	FW	1.72 / 5'8"	25 SEP 1973	Roda Kerkrade (NED)
Team average age: 22 years 7 months					
Team Colours		Shirt		Shorts	
		1 st : Green		Green	Green
		2 nd : White		White	White
		3 rd : White		Green	White
Coach	BONFRERE Johannes (NED)				
Coach	SIASIA Samson (NGR)				

Major Achievements

Olympic Games:	1996 - Atlanta, GA (USA)	Gold
	1988 - Seoul (KOR)	9 th
	1980 - Moscow (URS)	9 th
	1968 - Mexico City (MEX)	9 th
FIFA U-20 World Cup:	1989 - Saudi Arabia	Silver
	1985 - Soviet Union	Gold
FIFA U-17 World Cup:	1987 - Canada	Silver
	1985 - People's Republic of China	Gold
African Nations Cup:	1994	1 st
	1990	2 nd

Olympic Qualification

CAF Olympic Qualifying Tournament 2015 - 2016:

Match	Phase
NAM vs NGR 3:2 (1:2)	First Round - Group 1
NGR vs NAM 4:0 (3:0)	First Round - Group 1
NGR vs ANG 2:0 (0:0)	Second Round - Group A
ZIM vs NGR 2:1 (0:1)	Second Round - Group A

UGA vs NGR 2:3 (0:2)	Second Round - Group A
NGR vs UGA 1:0 (1:0)	Second Round - Group A
ANG vs NGR 3:1 (1:1)	Second Round - Group A
NGR vs ZIM 4:0 (2:0)	Second Round - Group A

Players who participated in previous FIFA competitions

Name	Competitions
AMOKACHI Daniel	FWC 94
AMUNIKE Emmanuel	FWC 94
BABAYARO Celestine	U17 93
IKPEBA Victor	FWC 94, U20 89
KANU Nwankwo	U17 93
OBARAKU Mobi	U17 93
OKOCHA Augustine	FWC 94
OLISEH Sunday	FWC 94
ORUMA Wilson	U17 93
UCHE Okechukwu	FWC 94

General Interest

Nigeria's 3:3 draw with Brazil at the 1968 Olympic Games served as a notice that it was to be taken seriously, and the West African nation continues to demand respect. After a decade of success at the youth level, including victory in both the 1985 and 1993 FIFA U-17 World Cup, Nigeria qualified for the 1994 FIFA World Cup™ finals, advancing to the quarter-finals before losing to Italy in extra time, 2:1. Top Nigerian players such as KANU Nwankwo, WEST Taribo and AMOKACHI Daniel play for some of the best clubs in the world.

Rio 2016 Results

Match	Phase	Venue
HUN vs NGR 0:1 (0:0)	Group D	Brasilia National Stadium, Brasília
JPN vs NGR 0:2 (0:0)	Group D	Brasilia National Stadium, Brasília
BRA vs NGR 1:0 (1:0)	Group D	Mineirao Stadium, Belo Horizonte
MEX vs NGR 0:2 (0:1)	Quarter-final	Fonte Nova Stadium, Salvador
NGR vs BRA 2:2 AET (2:2, 1:2) 4:3 PSO	Semi-final	Fonte Nova Stadium, Salvador
ARG vs NGR 2:3 (1:1)	Gold Medal Match	Maracana Stadium, Rio de Janeiro

Legend:

AET	After Extra Time	DF	Defender	FW	Forward	FWC	FIFA World Cup™
GK	Goalkeeper	MF	Midfielder	No.	Shirt number	Pos.	Position
PSO	Penalty Shoot-out	U17	FIFA U-17 World Cup	U20	FIFA U-20 World Cup		

Player 21 NDAH Ndubuisi replaces 17 OBARAKU Mobi.

Player 7 BABANGIDA Tijanin disqualified due to ...

TEAM PROFILE
FOOTBALL
WOMEN

As of 12 AUG 2016

NOR - Norway

No.	Name	Pos.	Height m/ft in	Date of Birth	Club	Int. "A" Matches	
						Caps	Goals
1	SKARBO Erika	GK	1.74 / 5'9"	12 JUN 1987	Arna-Bjornar (NOR)	7	0
2	HORPESTAD Ane	DF	1.66 / 5'5"	2 JUN 1980	Klepp (NOR)	100	5
3	FOLSTAD Gunhild	DF	1.72 / 5'8"	3 NOV 1981	Trondheim/Orn (NOR)	69	1
4	STENSLAND Ingvild	MF	1.76 / 5'9"	3 NOV 1981	Kopparbergs/Gothen. (SWE)	68	2
5	NORDBY Siri	DF	1.66 / 5'5"	4 AUG 1978	Roa (NOR)	38	1
6	KNUTSEN Marie	MF	1.67 / 5'6"	31 AUG 1982	Roa (NOR)	48	5
7	RONNING Trine	DF	1.64 / 5'5"	14 JUN 1982	Kolbotn (NOR)	83	15
8	GULBRANDSEN Solveig	FW	1.69 / 5'7"	12 JAN 1981	Kolbotn (NOR)	121	39
9	HERLOVSEN Isabell	FW	1.70 / 5'7"	23 JUN 1988	Kolbotn (NOR)	35	5
10	WIIK Melissa	FW	1.65 / 5'5"	7 FEB 1985	Asker (NOR)	30	12
11	KAURIN Leni	MF	1.66 / 5'5"	21 MAR 1981	FFC Turbine Potsdam (GER)	44	3
12	CHRISTENSEN Marit	DF	1.76 / 5'9"	11 DEC 1980	Roa (NOR)	58	7
13	STORLOKKEN Lene	MF	1.62 / 5'4"	20 JUN 1981	Team Strommen (NOR)	34	5
14	KNUTSEN Guro	FW	1.67 / 5'6"	10 JAN 1985	Roa (NOR)	8	1
15	LUND Marita	DF	1.73 / 5'8"	12 NOV 1974	Team Strommen (NOR)	7	0
16	THORSNES Elise	FW	1.76 / 5'9"	14 AUG 1988	Arna-Bjornar (NOR)	16	1
17	MYKJAALAND Lene	FW	1.63 / 5'4"	20 FEB 1987	Roa (NOR)	18	5
18	NILSEN Christine	GK	1.84 / 6'0"	30 APR 1982	Kolbotn (NOR)	5	0

Team average age: 25 years 3 months

Team Colours	Shirt	Shorts	Socks
	1st: Red	White	Blue
	2nd: White	Blue	White
	3rd: Blue	Red	White

Coach BERNSEN Bjarne (NOR)

Coach LANDSEM Eli (NOR)

Major Achievements

Olympic Games:	2000 - Sydney, NSW (AUS)	Gold
	1996 - Atlanta, GA (USA)	Bronze
FIFA Women's World Cup:	2007 - People's Republic of China	4 th
	2003 - United States of America	5 th
	1999 - United States of America	4 th
	1995 - Sweden	Gold
	1991 - People's Republic of China	Silver
European Championship:	2005 - England	2 nd

General Interest

Norway qualified for the 2008 Olympic Games at the 2007 World Cup in China after powering their way through the group stage and toppling hosts China in the quarterfinals. They lost out to eventual champions Germany 3-0 in the semifinals in Tianjin, but guaranteed their spot in Beijing as Europe's second best team. The spearhead of that campaign, forward Ragnhild Gulbrandsen, is now in retirement and a new generation of players are making their way at international level with the hope of matching the team's proud achievements of the past. Football is an extremely popular sport for women in Norway and after finishing as runners-up to the United States at the 1991 World Cup, they went one step further at the 1995 World Cup exacting their revenge on the United States in the semifinals before beating Germany 2-0 to become world champions. More glory followed at the 2000 Olympic Games in Sydney, Australia as their rivalry with the United States was re-opened in a tense gold medal decider at the Sydney Football Stadium. Dagny Mellgren scored a dramatic golden goal to secure the gold medals with a 3-2 scoreline. They never got the chance to defend their title at the 2004 Games in Athens, Greece after a quarterfinal exit at the 2003 World Cup and so will be keen to prove they can still compete at the top level in Beijing. Hopes will rest on the form of talented midfielder

Solveig Gulbrandsen and plenty of the determination Norway's football teams are renowned for.

Rio 2016 Results

Match	Phase	Venue
NOR vs USA 2:0 (2:0)	Group G	Fonte Nova Stadium, Salvador
NZL vs NOR 0:1 (0:1)	Group G	Fonte Nova Stadium, Salvador
NOR vs JPN 1:5 (1:1)	Group G	Brasilia National Stadium, Brasília
BRA vs NOR 2:1 (1:0)	Quarter-final	Mineirao Stadium, Belo Horizonte

Legend:

DF	Defender	FW	Forward	GK	Goalkeeper	Int. "A"	International "A"
MF	Midfielder	No.	Shirt number	Pos.	Position		

N22 - Team Profile

Description	Detailed information on a team and its history with the sport
Source	OC Press Operations and OC Technology (for Rio 2016 results data)
Sort by	For each player: 1 - Shirt number For each replaced player: 1 - Shirt number For each disqualified player: 1 - Shirt number For each coach: 1 - Order as on NOC entry form For each major achievement: 1 - Olympic Games, FIFA World Cup™ or FIFA Women's World Cup, FIFA U-20 World Cup or FIFA U-20 Women's World Cup, FIFA U-17 World Cup or FIFA U-17 Women's World Cup, Continental Championship) 2 - Year (descending) For each match played (Olympic qualification): 1 - Chronologically For each player (players who participated in previous FIFA competitions): 1 - Name For each competition: 1 - Chronologically For Rio 2016 results data: Chronologically
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: "-" - Information not available AET - After Extra Time DF - Defender FW - Forward FWC - FIFA World Cup™ GK - Goalkeeper Int. "A" - International "A" MF - Midfielder No. - Shirt number OG - Olympic Games Pos. - Position PSO - Penalty Shoot-out U17 - FIFA U-17 World Cup U17W - FIFA U-17 Women's World Cup U20 - FIFA U-20 World Cup U20W - FIFA U-20 Women's World Cup WCW - FIFA Women's World Cup
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Samples: 1. Team Profile (team from Men's tournament) 2. Team Profile (team from Women's tournament) Number of players on the final team roster per team is 18 for both men and women. Teams can have more than one coach (two or more). Shirt numbers for all players will be submitted to FIFA before the Games and can not be changed. Source for International "A" matches caps/goals is not FIFA. Column titles "Int. "A" Matches", "Caps" and "Goals" shown only if a team from Women's tournament. Subtitle "Replaced" or "Disqualified" shown only if required. Replaced player is not included in calculation of team average age. For Major Achievements show only the levels of competitions relevant for that team.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text

Level	Data Item	M/D	Comments
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Team	--	
7.1	NOC code	M	Standard IOC NOC code
7.2	NOC	M	Standard IOC NOC name
7.3 (n)	For each player	--	
7.3.1	Shirt number	M	Numeric
7.3.2	Name	M	FIFA popular name
7.3.3	Playing position	M	Code - "DF", "FW", "GK" or "MF"
7.3.4	Height	M	Height format or "-"
7.3.5	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.3.6	Club where now playing	--	
7.3.6.1	Name of club	M	Text
7.3.6.2	Country of club	M	FIFA Trigramme
7.3.7	International "A" matches caps/goals	--	
7.3.7.1	Caps (matches played)	Mc	Numeric, only if team from Women's tournament
7.3.7.2	Goals scored	Mc	Numeric, only if team from Women's tournament
7.4 (n)	For each replaced player	--	If any, see comment above
7.4.1	Shirt number	M	Numeric
7.4.2	Name	M	FIFA popular name
7.4.3	Playing position	M	Code - "DF", "FW", "GK" or "MF"
7.4.4	Height	M	Height format or "-"
7.4.5	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.4.6	Club where now playing	--	
7.4.6.1	Name of club	M	Text
7.4.6.2	Country of club	M	FIFA Trigramme
7.4.7	International "A" matches caps/goals	--	
7.4.7.1	Caps (matches played)	Mc	Numeric, only if team from Women's tournament
7.4.7.2	Goals scored	Mc	Numeric, only if team from Women's tournament
7.5 (n)	For each disqualified player	--	If any, see comment above
7.5.1	Shirt number	M	Numeric
7.5.2	Name	M	FIFA popular name
7.5.3	Playing position	M	Code - "DF", "FW", "GK" or "MF"
7.5.4	Height	M	Height format or "-"
7.5.5	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.5.6	Club where now playing	--	
7.5.6.1	Name of club	M	Text
7.5.6.2	Country of club	M	FIFA Trigramme
7.5.7	International "A" matches caps/goals	--	
7.5.7.1	Caps (matches played)	Mc	Numeric, only if team from Women's tournament
7.5.7.2	Goals scored	Mc	Numeric, only if team from Women's tournament
7.6	Team averages	--	
7.6.1	Team average age	M	Text (in years and months)
7.7	Team colours	--	
7.7.1	First uniform	--	
7.7.1.1	Shirt	M	Text
7.7.1.2	Shorts	M	Text
7.7.1.3	Socks	M	Text

Level	Data Item	M/D	Comments
7.7.2	Second uniform	--	
7.7.2.1	Shirt	M	Text
7.7.2.2	Shorts	M	Text
7.7.2.3	Socks	M	Text
7.7.3	Third uniform	--	
7.7.3.1	Shirt	M	Text
7.7.3.2	Shorts	M	Text
7.7.3.3	Socks	M	Text
7.8 (n)	For each coach	--	
7.8.1	Function	M	Text
7.8.2	Name	M	FIFA popular name
7.8.3	NOC code of the citizenship	M	Standard IOC NOC code
8	Major achievements	--	
8.1 (n)	For each participation in Olympic Games	--	
8.1.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.1.2	Location	Mc	Text - for USA, Canada and Australia - state code mandatory
8.1.3	NOC code	Mc	Standard IOC NOC code
8.1.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.2 (n)	For each participation in FIFA World Cup™	--	For men only
8.2.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.2.2	Country name	Mc	Text
8.2.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.3 (n)	For each participation in FIFA Women's World Cup	--	For women only
8.3.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.3.2	Country name	Mc	Text
8.3.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.4 (n)	For each participation in FIFA U-20 World Cup	--	For men only
8.4.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.4.2	Country name	Mc	Text
8.4.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.5 (n)	For each participation in FIFA U-20 Women's World Cup	--	For women only
8.5.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.5.2	Country name	Mc	Text
8.5.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.6 (n)	For each participation in FIFA U-17 World Cup	--	
8.6.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.6.2	Country name	Mc	Text
8.6.3	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
8.7 (n)	For each participation in FIFA U-17 Women's World Cup	--	
8.7.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.7.2	Country name	Mc	Text
8.7.3	Rank	Mc	Text. For medallists show "Gold", "Silver",

Level	Data Item	M/D	Comments
8.8 (n)	For each participation in Continental Championship	--	"Bronze".
8.8.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
8.8.2	Country name	Mc	Text
8.8.3	Rank	Mc	Text
9	Olympic qualification	--	
9.1	Competition name	M	Text
9.2 (n)	For each match played	--	
9.2.1	Match	--	
9.2.1.1	Teams	--	
9.2.1.1.1	Team A NOC code	M	Standard IOC NOC code
9.2.1.1.2	Team B NOC code	M	Standard IOC NOC code
9.2.1.2	Match result	M	Results format
9.2.2	Phase name	M	Standard FIFA phase name
10	Players who participated in previous FIFA competitions	--	Should be provided by FIFA after the closing date of entries
10.1 (n)	For each player		
10.1.1	Name	M	FIFA popular name
10.1.2 (n)	For each competition	--	
10.1.2.1	Abbreviation of competition	M	Code - "OG", "FWC", "WCW", "U20", "U20W", "U17" or "U17W"
10.1.2.2	Year	M	Year in the format YY (e.g. 12)
11	General interest	--	
11.1	Free text	M	Text
12	Rio 2016 results	--	
12.1 (n)	For each match played	--	
12.1.1	Match	--	
12.1.1.1	Teams	--	
12.1.1.1.1	Team A NOC code	M	Standard IOC NOC code
12.1.1.1.2	Team B NOC code	M	Standard IOC NOC code
12.1.1.2	Match result	M	Results format
12.1.2	Phase name	M	Standard FIFA phase name
12.1.3	Venue location	M	Text
13	Note with static text	--	NOT APPLICABLE
14 (n)	Note for each predefined text	--	
14.1	Predefined text	--	NOT APPLICABLE
15 (n)	Legend	--	
15.1	Abbreviation	Mc	Code
15.2	Description of abbreviation	Mc	Text
16	Free text	Ma	Text

REFEREE BIOGRAPHY

FOOTBALL

As of 29 JUL 2016

Profile

Name:	COLLINA Pierluigi
Gender:	Male
NOC code:	ITA
Date of birth:	13 FEB 1960
FIFA referee since:	1995
Number of times participated / matches refereed in Olympic Games:	1 / 3
Number of times participated / matches refereed in FIFA World Cup™:	2 / 5
Profession:	Financial Advisor
Football background:	Player
Language(s) spoken:	Italian, English, Spanish

Most Important Matches Refereed in Career

- | |
|---|
| 1. Brazil vs Germany, Final, FIFA World Cup™ 2002, KOR/JPN |
| 2. Argentina vs Nigeria, Gold Medal Match, Olympic Game 1996, Atlanta, GA (USA) |
| 3. Bayern Munich vs Manchester United, Final, UEFA Champions League 1999, Barcelona (ESP) |

Major Participation as a Referee

Olympic Games:	1996 - Atlanta, GA (USA)	3 matches
FIFA World Cup™:	2002 - Korea/Japan	3 matches
	1998 - France	2 matches

General Interest

He is married, and has 2 children ...

N23 - Referee Biography

Description	Detailed information about a referee and his/her history with the sport
Source	FIFA
Sort by	For each major participation as a referee: 1 - Olympic Games, FIFA World Cup™, FIFA Women's World Cup, FIFA U-20 World Cup, FIFA U-20 Women's World Cup, FIFA U-17 World Cup, FIFA U-17 Women's World Cup and Continental Championship 2 - Year (descending)
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Profile	--	
7.1	Name	--	
7.1.1	Family name	M	Text
7.1.2	Given name	M	Text
7.2	Gender	M	Text
7.3	NOC code	M	Standard IOC NOC code
7.4	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.5	FIFA referee since (year)	M	Year - in the format defined in the OC Look and Feel standard
7.6	Participation in Olympic Games	--	
7.6.1	Number of times participated	M	Numeric
7.6.2	Number of matches refereed	M	Numeric
7.7	Participation in FIFA World Cup™	--	
7.7.1	Number of times participated	M	Numeric
7.7.2	Number of matches refereed	M	Numeric
7.8	Profession	M	Text
7.9	Football background	M	Text
7.10	Language(s) spoken	M	Text
8	Three of the most important matches refereed in career in his/her opinion	--	
8.1	First match	M	Text
8.2	Second match	M	Text
8.3	Third match	M	Text
9	Major participation as a referee	--	
9.1 (n)	For each participation in Olympic Games	--	
9.1.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.1.2	Location	Mc	Text - for USA, Canada and Australia - state code mandatory
9.1.3	NOC code	Mc	Standard IOC NOC code
9.1.4	Number of matches refereed	Mc	Numeric
9.2 (n)	For each participation in FIFA World Cup™	--	For men only
9.2.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard

Level	Data Item	M/D	Comments
9.2.2	Country name	Mc	Text
9.2.3	Number of matches refereed	Mc	Numeric
9.3 (n)	For each participation in FIFA Women's World Cup	--	For women only
9.3.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.3.2	Country name	Mc	Text
9.3.3	Number of matches refereed	Mc	Numeric
9.4 (n)	For each participation in FIFA U-20 World Cup	--	For men only
9.4.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.4.2	Country name	Mc	Text
9.4.3	Number of matches refereed	Mc	Numeric
9.5 (n)	For each participation in FIFA U-20 Women's World Cup	--	For women only
9.5.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.5.2	Country name	Mc	Text
9.5.3	Number of matches refereed	Mc	Numeric
9.6 (n)	For each participation in FIFA U-17 World Cup	--	For men only
9.6.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.6.2	Country name	Mc	Text
9.6.3	Number of matches refereed	Mc	Numeric
9.7 (n)	For each participation in FIFA U-17 Women's World Cup	--	For women only
9.7.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.7.2	Country name	Mc	Text
9.7.3	Number of matches refereed	Mc	Numeric
9.8 (n)	For each participation in Continental Championship	--	
9.8.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.8.2.2	Country name	Mc	Text
9.8.3	Number of matches refereed	Mc	Numeric
10	General interest	--	
10.1	Free text	M	Text
11	Note with static text	--	NOT APPLICABLE
12 (n)	Note for each predefined text	--	
12.1	Predefined text	--	NOT APPLICABLE
13 (n)	Legend	--	
13.1	Abbreviation	--	NOT APPLICABLE
13.2	Description of abbreviation	--	NOT APPLICABLE
14	Free text	Ma	Text

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NOC PROFILE

As of 29 JUL 2016

SUI - Switzerland

NOC Data

Creation date:	1912
Recognition date:	1912
President:	Mr Joerg SCHILD
Secretary General:	Mr Roger SCHNEGG
IOC Executive Board Member(s):	Dr Rene FASEL (entry in the IOC: 1995)
IOC Member(s):	Mr Denis OSWALD (entry in the IOC: 1991) Mr Joseph S. BLATTER (entry in the IOC: 1999) Mr Gian-Franco KASPER (entry in the IOC: 2000) Mr Patrick BAUMANN (entry in the IOC: 2007)
Website:	www.swissolympic.ch
Flag Bearer:	Mr Stanislas WAWRINKA

General Interest

National anthem:	Schweizer Psalm (Swiss Psalm)
National anthem composers:	Music: Alberich ZWYSSIG Lyrics: Leonhard WIDMER
Year of induction of national anthem:	1981
Year of first Olympic appearance:	1896
Total number of Olympic appearances:	27, including London 2012

Medals won at previous Olympic Games by discipline

Discipline	Gold	Silver	Bronze	Total
Athletics		6	2	8
Beach Volleyball			1	1
Canoe Sprint		1		1
Cycling Mountain Bike		3	2	5
Cycling Road	2	3	3	8
Cycling Track	1	2	1	4
Equestrian - Dressage	3	6	4	13
Equestrian - Eventing		1	1	2
Equestrian - Jumping	2	3	3	8
Fencing	1	4	3	8
Football		1		1
Gymnastics - Artistic	16	19	13	48
Handball			1	1
Judo	1	1	2	4

Discipline	Gold	Silver	Bronze	Total
Rowing	6	8	9	23
Sailing	1	1	1	3
Shooting	6	6	8	20
Swimming			1	1
Tennis	2	1		3
Triathlon	2		2	4
Weightlifting		2	2	4
Wrestling - Freestyle	4	4	5	13
Wrestling - Greco-Roman			1	1
Total:	47	72	65	184

Medals won at previous Olympic Games

Games	Gold	Silver	Bronze	Total
London 2012	2	2		4
Beijing 2008	2	1	4	7
Athens 2004	1	1	3	5
Sydney 2000	1	6	2	9
Atlanta 1996	4	3		7
Barcelona 1992	1			1
Seoul 1988		2	2	4
Los Angeles 1984		4	4	8
Moscow 1980	2			2
Montreal 1976	1	1	2	4
Munich 1972		3		3
Mexico 1968		1	4	5
Tokyo 1964	1	2	1	4
Rome 1960		3	3	6
Melbourne 1956			1	1
Helsinki 1952	2	6	6	14
London 1948	5	10	5	20
Berlin 1936	1	9	5	15
Los Angeles 1932		1		1
Amsterdam 1928	7	4	4	15
Paris 1924	7	8	10	25
Antwerp 1920	2	2	7	11
Stockholm 1912				0
London 1908				0
St Louis 1904	1		1	2
Paris 1900	6	1	1	8
Athens 1896	1	2		3
Total:	47	72	65	184

Highlights

- Switzerland competed at the Athens 1896 Olympic Games and have been ever present since then
- Their first Olympic champion was gymnast Louis ZUTTER in the pommel horse in 1896
- In dressage, Hans MOSER won gold in 1948, Henri CHARMARTIN did likewise in 1964 and Christine STUECKELBERGER was the first Swiss woman to win an Olympic gold medal when she won the dressage in 1976. She competed in six Olympic Games and collected a further three silver medals and a bronze medal.
- Roger FEDERER won gold in the Tennis Men's Doubles with Stanislas WAWRINKA at the Beijing 2008 Olympic Games. He carried his country's flag in both 2004 and 2008.

N24 - NOC Profile

Description	Key facts for each participating NOC at the Games
Source	OC Press Operations
Sort by	List of the IOC Executive Board Members: 1 - Protocol order List of the IOC Members: 1 - Protocol order This information is available in the Olympic Movement Directory (OMD) and on www.olympic.org (section "The Organisation", sub section "IOC Members")
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	NOC data: Include rows for topic "IOC Executive Board Members" "IOC Members" and/or "Website", if applicable. For topic "Total number of Olympic appearances": Up to previous Olympic Games.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	--	NOT APPLICABLE
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Subtitle	--	
7.1	NOC code	M	Standard IOC NOC code
7.2	NOC	M	Standard IOC NOC name
8	NOC data	--	See comments above
8.1 (n)	For each topic	--	
8.1.1	Topic information	M	Text
9	General interest	--	
9.1 (n)	For each topic	--	
9.1.1	Topic information	M	Text
10	Medals won at previous Olympic Games by discipline	--	Only list disciplines with at least one medal won
10.1 (n)	For each discipline	--	
10.1.1	Discipline name	M	Standard IOC discipline name
10.1.2	Number of gold medals	M	Numeric or blank if zero
10.1.3	Number of silver medals	M	Numeric or blank if zero
10.1.4	Number of bronze medals	M	Numeric or blank if zero
10.1.5	Total number of medals	M	Numeric
10.2 (n)	For each medal and total column	--	
10.2.1	Number of medals	M	Numeric or blank if zero
11	Medals won at previous Olympic Games	--	
11.1 (n)	For each Games	--	
11.1.1	Host city	M	Text
11.1.2	Year	M	Year - in the format defined in the OC Look and Feel standard
11.1.3	Number of gold medals	M	Numeric or blank if zero
11.1.4	Number of silver medals	M	Numeric or blank if zero
11.1.5	Number of bronze medals	M	Numeric or blank if zero
11.1.6	Total number of medals	M	Numeric
11.2 (n)	For each medal and total column	--	
11.2.1	Number of medals	M	Numeric or blank if zero

Level	Data Item	M/D	Comments
12	Highlights	--	
12.1	Free text	M	Text - see sample as guideline
13	Note with static text	--	NOT APPLICABLE
14 (n)	Note for each predefined text	--	
14.1	Predefined text	--	NOT APPLICABLE
15 (n)	Legend	--	
15.1	Abbreviation	--	NOT APPLICABLE
15.2	Description of abbreviation	--	NOT APPLICABLE
16	Free text	Ma	Text

HEAD TO HEAD

FOOTBALL

MEN

As of 29 JUL 2016

Olympic Tournaments

ARG - Argentina

GHA - Ghana (W 0 - D 1 - L 0)

1:1 (0:1) 1964, (R1), Tokyo (JPN)

JPN - Japan (W 0 - D 0 - L 1)

2:3 (1:0) 1964, (R1), Tokyo (JPN)

KOR - Korea (W 1 - D 0 - L 0)

2:1 (1:1) 1988, (R1), Busan (KOR)

POR - Portugal (W 1 - D 1 - L 0)

2:0 (0:0) 1996, (SF), Athens, GA (USA)

1:1 (1:0) 1996, (R1), Washington, D.C. (USA)

TUN - Tunisia (W 1 - D 1 - L 0)

1:1 (1:0) 1996, (R1), Birmingham, AL (USA)

2:1 (1:1) 1960, (R1), Pescara (ITA)

Legend:

D	Draws
W	Wins

L

Losses

R1

First Round

SF

Semi-final

HEAD TO HEAD

FOOTBALL

WOMEN

As of 29 JUL 2016

Olympic and FIFA Women's World Cup Tournaments

USA - United States

AUS - Australia (W 1 - D 0 - L 0)

4:1 (0:0) WCW 1995, (R1), Helsingborg (SWE)

BRA - Brazil (W 3 - D 0 - L 0)

1:0 (4:0) OG 2000, (R1), Canberra, ACT (AUS)
 2:0 (1:0) WCW 1999, (SF), San Francisco, CA (USA)
 5:0 (4:0) WCW 1991, (R1), Punyu (CHN)

CHN - China (W 3 - D 3 - L 0)

1:1 (1:0) OG 2000, (R1), Melbourne, VIC (AUS)
 0:0 AET 5:4 PSO WCW 1999, (F), Los Angeles, CA (USA)
 2:1 (1:1) OG 1996, (F), Athens, GA (USA)
 0:0 OG 1996, (R1), Miami, FL (USA)
 2:0 (1:0) WCW 1995, (3rd), Gavle (SWE)
 3:3 (2:1) WCW 1995, (R1), Gavle (SWE)

GER - Germany (W 2 - D 0 - L 1)

0:3 (0:1) WCW 2003, (SF), Portland, OR (USA)
 3:2 (1:2) WCW 1999, (SF), Washington, D.C. (USA)
 5:2 (3:1) WCW 1991, (SF), Guangzhou (CHN)

JPN - Japan (W 2 - D 0 - L 0)

4:0 (3:0) WCW 1995, (QF), Gavle (SWE)
 3:0 (3:0) WCW 1991, (R1), Foshan (CHN)

NGR - Nigeria (W 3 - D 0 - L 0)

5:0 (2:0) WCW 2003, (R1), Philadelphia, PA (USA)
 3:1 (2:0) OG 2000, (R1), Melbourne, VIC (AUS)
 7:1 (1:2) WCW 1999, (R1), Chicago, IL (USA)

SWE - Sweden (W 3 - D 0 - L 0)

3:1 (2:0) WCW 2003, (R1), Washington, D.C. (USA)
 2:1 (1:0) OG 1996, (R1), Orlando, FL (USA)
 3:2 (1:0) WCW 1991, (R1), Punyu (CHN)

Legend:

3rd	Match for 3 rd place	AET	After Extra Time	D	Draws	F	Final
L	Losses	OG	Olympic Games	PSO	Penalty Shoot-out	QF	Quarter-final
R1	First Round	SF	Semi-final	W	Wins	WCW	FIFA Women's World Cup

N62 - Head to Head

Description	Results from previous competitions of a team against all other teams competing at these Games. Includes all results from Olympic Games for team from Men's tournament and all results from FIFA Women's World Cup and Olympic Games for team from Women's tournament.
Source	IOC and FIFA archives
Sort by	Results against other team competing in current event (Olympic tournament): 1 - Opponent team NOC code For each match played: 1 - Reverse chronologically (the most recent first)
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: 3 rd - Match for 3 rd place AET - After Extra Time D - Draws F - Final L - Losses OG - Olympic Games PR - Preliminary Round PSO - Penalty Shoot-out QF - Quarter-final R1 - First Round R2 - Second Round R16 - Round of 16 SF - Semi-final W - Wins WCW - FIFA Women's World Cup To be displayed at the bottom of the page.
IRM rules	None
Comments	Samples: 1. Head To Head (team from Men's tournament) 2. Head To Head (team from Women's tournament) List should be dynamically updated during competition. The records are dynamic, updated after each match during the Olympic Games.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7	Team	--	
7.1	Team NOC code	M	Standard IOC NOC code
7.2	Team NOC	M	Standard IOC NOC name
7.3 (n)	Results from previous competitions against all other teams competing at these Games	--	
7.3.1	Opponent team	--	
7.3.1.1	Opponent team NOC code	M	Standard IOC NOC code
7.3.1.2	Opponent team NOC	M	Standard IOC NOC name
7.3.2	Number of matches won	M	Numeric
7.3.3	Number of matches drawn	M	Numeric
7.3.4	Number of matches lost	M	Numeric
7.3.5 (n)	For each match played	--	

Level	Data Item	M/D	Comments
7.3.5.1	Match result	M	Results format (team score - opponent team score)
7.3.5.2	Competition	--	
7.3.5.2.1	Competition name	Mc	Code - "OG" or "WCW" (only for teams from Women's tournament)
7.3.5.2.2	Year of competition	M	Year - in the format defined in the OC Look and Feel standard
7.3.5.2.3	Phase name	M	Code - "3 rd ", "F", "PR", "QF", "R1", "R16", "R2" or "SF"
7.3.5.2.4	Match venue	--	
7.3.5.2.4.1	City	M	Text - for USA, Canada and Australia - state code mandatory
7.3.5.2.4.2	NOC code	M	Standard IOC NOC code
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

HISTORY FOOTBALL

Origin of Football

The origin of Football can be found in various corners of geography and history. Paintings and artefacts from ancient China, Rome, Egypt and even ancient South American cultures show that the origin of the game can be found as far back as 3000 BC. In the 14th century, various games involving a ball and two opposing teams with an unlimited number of players, very often between two villages, became very popular; however, these games were also quite violent, mainly due to the fact that no rules were in place.

Modern Football, as we know it today, was invented in the 19th century in English schools. The first Football rules were established at Cambridge University in 1848. Seven years later, Sheffield FC - the oldest club still in existence - was founded. On 26th October 1863, the first Football organisation - The Football Association (The FA) - was founded by 11 representatives from various clubs and schools at The Freemason's Tavern in London. The FA initially adopted 14 rules, based on the original Cambridge Rules, which were formulated by E. C. Morley. In 1888, the Football league in England was formed and 16 years later, on 21st May 1904, the Federation of International Football Associations (FIFA) was formed in Paris.

Further developments in the history of Football include the use of a tape stretched across the goal 8ft (2.4m) from the ground in 1865 (the first ever goal bar) and the introduction of a referee's whistle in 1878.

Although Football was already part of the Olympic programme in Paris in 1900 and in St. Louis in 1904, the competition structure was very different; countries were not represented by national teams, but by clubs or even mixed teams with players from several countries. Fittingly, the first official Olympic Football tournament was won by Great Britain in London in 1908.

In 1930, Uruguay hosted the first ever FIFA World Cup™, with a total 13 national teams participating. The hosts eventually triumphed on home soil, defeating neighbours Argentina 4-2 in the final in Montevideo on 30 July 1930.

Football Today

Today FIFA has 208 member associations, along with nine associate members - more than the number of countries belonging to the United Nations. More than 260 million men and women around the world play some form of Football - be it professional or amateur, futsal or beach soccer, street football or simply as a hobby - and the trend is growing.

FIFA actively promotes the growth of Football through its development programmes, Corporate Social Responsibility projects and, not least, through competitions such as the FIFA World Cup™, the FIFA Women's World Cup, the FIFA U-20 and U-17 World Cups (men and women), the FIFA Futsal World Cup and the FIFA Beach Soccer World Cup, to name but a few.

Football at the Olympic Games

Great Britain dominated the first few Olympic Football tournaments, which were mainly contested by European nations. However, before winning the first FIFA World Cup™, the great Uruguayan generation of players led by Jose Leandro Andrade won two Olympic tournaments: Paris in 1924 and Amsterdam in 1928.

The only Games not to feature a Football tournament were those in Los Angeles in 1932; this was due to the fact that the IOC was unable to define the term "amateur player", while the growth of professional Football and the popularity of the FIFA World Cup™ also added pressure.

The growth of professional Football after World War II meant that the most talented players were not eligible to compete in the Games, unless they lived in Eastern Europe where professional Football did not exist. As a result, the Olympic Football tournaments from 1952 onwards featured the best players from Communist nations, who regularly defeated the opposing amateur teams from Western Europe and South America. The Hungarian "light cavalry", a generation of greats featuring players such as Grosics, Czibor, Puskas and Kocsis, won the tournament in Helsinki in 1952. In fact, between 1952 and 1980, every Olympic Football title went to Eastern Europe: Helsinki 1952: Hungary; Melbourne 1956: Soviet Union; Rome 1960: Yugoslavia; Tokyo 1964: Hungary; Mexico City 1968: Hungary; Munich 1972: Poland; Montreal 1976: German Democratic Republic; Moscow 1980: Czechoslovakia.

Professional players were first allowed to take part in the Olympic Football tournament in Los Angeles in 1984. In the case of European and South American players, only those who had not previously participated in a FIFA World Cup™ were considered eligible. France duly won the 1984 tournament, although their victory was partly overshadowed by the Soviet block boycott of the Games, causing competition to be severely weakened.

The Men's Olympic Football tournaments of 1988, 1992 and 1996 saw teams from Africa come into the spotlight. Zambia paved the way by defeating Italy 4-0 in the first round and finishing fifth in Seoul, while four years later, Ghana won the bronze medal in Barcelona. But the Africa's greatest Olympic achievements to date are Nigeria's gold medal in Atlanta in 1996 and Cameroon's gold medal in Sydney in 2000.

The 2004 Games saw a South American team win the Football tournament for the first time since 1928; Argentina, two-time FIFA World Cup™ winners, defeated neighbours Paraguay in the final in Athens.

The Women's Olympic Football tournament was first introduced at the 1996 Games in Atlanta, with the USA winning the inaugural tournament on home soil. Norway claimed Olympic gold in 2000, while the USA returned for a second gold medal in 2004.

Football in Brazil

...

Note:

Information provided by FIFA. For further information please consult: www.fifa.com

N86A - Facts and Figures - History

Description	Interesting facts about the history of Football
Source	FIFA and OC Competition Management
Sort by	None
Page break	None
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	This is a free text output (see sample as guideline)

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (n)	For each subtitle	--	
7.1	Subtitle	Mc	Text - if required
7.2	Text	M	Text
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

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FIFA - FEDERATION FACTS

FOOTBALL

As of 1 JUN 2016

Fédération Internationale de Football Association (FIFA)

Postal address: P.O. Box
FIFA-Strasse 20
8044 Zurich
Switzerland

Telephone: ++ 41-43 222 7777
Fax: ++ 41-43 222 7878
Website: <http://www.fifa.com>

FIFA Executive Committee	Name	NOC	Since
President	BLATTER Joseph S	Switzerland	1998
Senior Vice President	HAYATOU Issa	Cameroon	1990
Vice Presidents	VILLAR LLONA Ángel María PLATINI Michel CHUNG David H.R.H Prince BIN AL HUSSEIN Ali BOYCE Jim WEBB Jeffrey FIGUEREDO Eugenio	Spain France Papua New Guinea Jordan Northern Ireland Cayman Islands Uruguay	1998 2002 2011 2011 2011 2012 2014
Members	D'HOOGHE Michel ERZIK Senes MAKUDI Worawi LEFKARITIS Marios ANOUMA Jacques SALGUERO Rafael ABO RIDA Hany MUTKO Vitaly RAOURAOUA Mohamed ZWANZIGER Theo DEL NERO Marco Polo GULATI Sunil Shk. AL KHALIFA Salman Bin Ebrahim ZHANG Jilong NSEKERA Lydia BEDOYA Luis	Belgium Turkey Thailand Cyprus Côte d'Ivoire Guatemala Egypt Russian Federation Algeria Germany Brazil United States Bahrain China Burundi Colombia	1988 1996 1997 2007 2007 2007 2009 2009 2011 2011 2012 2013 2013 2011 2012 2014
Co-opted members for special tasks	DODD Moya BIEN AIME Sonia	Australia Turks and Caicos Islands	2013 2013
Secretary General	VALCKE Jérôme	France	2007

FIFA Media Officer

FIFA Office:
(address as above)

DUNCAN Priscilla (NZL)
Telephone: ++ 41-43 222 7777
Fax: ++ 41-43 222 7878
Email: media@fifa.org

Note:

For further information please consult: www.fifa.com

N86B - Facts and Figures - FIFA - Federation Facts

Description	Interesting data about FIFA
Source	FIFA
Sort by	None
Page break	None
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	This is a free text output (see sample as guideline)

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	M	Date - in the format defined in the OC Look and Feel standard
7 (n)	For each subtitle	--	
7.1	Subtitle	Mc	Text - if required
7.2	Text	M	Text
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

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QUALIFICATION CRITERIA FOOTBALL

A. Events

...

B. Quota

...

C. Athlete Eligibility

...

D. Qualification System

...

E. Confirmation process for quota places

...

F. Reallocation of unused quota places

...

G. Qualification timeline

...

Information to be extracted from the IOC-FIFA Qualification Systems document for Rio 2016.

Note:

For further information please consult: www.fifa.com

N86C - Facts and Figures - Qualification Criteria

Description	Facts about FIFA qualification criteria
Source	FIFA
Sort by	None
Page break	None
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	This is a free text output (see sample as guideline)

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (n)	For each subtitle	--	
7.1	Subtitle	Mc	Text - if required
7.2	Text	M	Text
8	Note with static text	M	Text
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

FACILITY DESCRIPTION FOOTBALL

Facility name:	Kaftantzoglio Stadium
Location:	Thessaloniki, Greece
Address:	...
History:	...
Distance from:	Olympic hotel - 12km (approx. 20 minutes by bus)
How to get there:	...
Other sports at this venue:	None
Field size:	105m x 68m
Construction area:	...
Spectator capacity:	28,000 seats
Lighting levels:	1500 lux / 3200 degrees Kelvin
Generic facilities available at the competition venue:	...
General information:	This Football venue is normally used by the FC Heraklis
Post Games use:	...
Altitude:	16m

N86D - Facts and Figures - Facility Description

Description	Interesting facts about the Football venue facility
Source	OC Press Operations
Sort by	None
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	This is a free text output (see sample as guideline)

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (n)	For each subtitle	--	
7.1	Subtitle	Mc	Text - if required
7.2	Text	M	Text
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

MEDIA INFORMATION FOOTBALL

Facilities

There are approximately 350 places for news media to stand in and around the finish area with the mixed zone for players and journalists to meet nearby. Special tickets are not expected to be required for admission to this venue.

A venue sub-centre and formal interview room are located 150 meters from the field of play.

Interviews

Journalists may meet players in the mixed zone as the players exit the competition area. Formal interviews will be held at least after the medals are awarded and possibly more often in co-operation with specific players after each competition session.

Photographer positions

Photographers may shoot from designated positions listed in the XXXI Olympic Summer Games Media Guide. In addition photographers may stop briefly to take pictures from any public area so long as they are not blocking the view of any spectator. Special positions may be arranged in co-operation with the venue press chief.

Sub-Centre

A full-service sub-centre supporting journalists covering football is available in the Day Lodge with complete results and information services television monitors working positions telephones and food service. A total of 180 working positions are offered with 90 charge-a-call telephones available. The sub-centre telephone number is (801) 123-4567. The sub-centre fax number is (801) 456-7890.

Times of the sub-centre are 8:00 to 24:00 daily from 31 July through to 20 August.

Transportation to the sub-centre will be provided according to the schedule in the Media Guide.

Venue Press Manager

The venue Press Manager is David Smith assisted by Alan Moore (press stands) Mark Hughes (information services) Chris Bates (photographers) and Peter Jones (sub-centre). Please call (801) 234-5678 to reach the sub-centre Help Desk.

FIFA Media Officer

FIFA office located in southeast corner of sub-press centre, telephone (801) 234-5679

N86E - Facts and Figures - Media Information

Description	Useful information for the media
Source	OC Press Operations
Sort by	None
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	This is a free text output (see sample as guideline)

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (n)	For each subtitle	--	
7.1	Subtitle	Mc	Text - if required
7.2	Text	M	Text
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	--	NOT APPLICABLE
10.2	Description of abbreviation	--	NOT APPLICABLE
11	Free text	Ma	Text

BIRTHDAYS DURING THE GAMES

FOOTBALL

Date	Name	NOC Code	Gender	Year of Birth
SUN 5 AUG	BERTRAND Ryan	GBR	M	1989
MON 6 AUG	GREGORIUS Sarah	NZL	F	1987
WED 8 AUG	MNDAWENI Thokozile DRMIC Josip HERNANDEZ Abel	RSA SUI URU	F M M	1981 1992 1990
THU 9 AUG	JON Myong Hwa MEDOUA Bibi O'KEEFFE Michael QUIOTO Romell	PRK CMR NZL HON	F F M M	1993 1993 1990 1991
FRI 10 AUG	SUSI Dunia ANDO Shunsuke SECK Ibrahima	GBR JPN SEN	F M M	1987 1990 1989
SAT 11 AUG	TELLO Cristian	ESP	M	1991
SUN 12 AUG	CLEVERLEY Tom	GBR	M	1989

Legend:

F Female

M Male

N86F - Facts and Figures - Birthdays during the Games

Description	List of athletes who celebrate a birthday during the Games
Source	OC Technology
Sort by	1 - Date 2 - Gender (female first) 3 - Family name 4 - Given name
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	Use the following description for abbreviations which appear in the output: F - Female M - Male To be displayed at the bottom of the last page.
IRM rules	None
Comments	The data for this output is generated by the OC Technology system. Each date should be separated by a blank line.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7 (n)	For each date an athlete celebrates a birthday during the Games	--	
7.1	Date	M	Date - in the format defined in the OC Look and Feel standard
7.2 (n)	For each athlete	--	
7.2.1	Family name	M	Text
7.2.2	Given name	M	Text
7.2.3	NOC code	M	Standard IOC NOC code
7.2.4	Gender	--	Code - "F" or "M"
7.2.5	Year of birth	M	Numeric
8	Note with static text	--	NOT APPLICABLE
9 (n)	Note for each predefined text	--	
9.1	Predefined text	--	NOT APPLICABLE
10 (n)	Legend	--	
10.1	Abbreviation	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

**FLASH QUOTES
FOOTBALL
WOMEN
GOLD MEDAL MATCH**

News Item: 974

Norway (NOR) vs United States (USA)

MILBRETT Tiffeny (USA) - Player

On the pressure of the Olympic final:

"No, I didn't feel the pressure because we had a long road to get here."

CHASTAIN Brandi (USA) - Player

On the USA performance:

"We weren't completely satisfied tonight. We played to win and finals produce great matches and tonight was a great match. I'm very proud of the team."

On expectations:

"I think the expectation everyone puts on us can't possibly be as high as those we put on ourselves."

HEINRICHES April (USA) - Coach

On the game:

"Our game today was golden."

On the team:

"I love them and I wouldn't trade them for anything."

GULBRANDSEN Ragnhild (NOR) - Player

On her feelings:

"It's great - I'm glad to be a match winner."

On getting revenge on the USA:

"It's so much like a dream, I didn't think it would end up like this."

Issued by Olympic News Service
Time: 17:17 (16:17)
Date: 18 AUG 2016

Time in brackets represents the time at Manaus

N87A - Flash Quotes

Description	Text of short (flash) interviews
Source	OC Press Operations
Sort by	None
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	Mc	Standard FIFA event name - if needed
4	Phase & event unit (H4)	Ma	Standard FIFA phase and/or event unit name - if applicable
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	News item	M	Numeric - automatically generated sequentially across all sports
8 (n)	For each interview	--	
8.1	Subtitle	Ma	Text
8.2	Subheading	M	Text - family name, given name, NOC code, function
8.3	Interview text	M	Text
9	Issued by	M	Text
10	Time	--	
10.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
10.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "(") - in the format defined in the OC Look and Feel standard - for Flash Quotes issued in UTC-4 zone (Manaus) only
11	Date	M	Date - in the format defined in the OC Look and Feel standard
12	Note with static text	--	NOT APPLICABLE
13 (n)	Note for each predefined text	--	
13.1	Predefined text	--	NOT APPLICABLE
14 (n)	Legend	--	
14.1	Abbreviation	--	NOT APPLICABLE
14.2	Description of abbreviation	--	NOT APPLICABLE
15	Free text	Ma	Text

QUOTES OF THE DAY

News Item: 117

A selection of the best quotes from the Rio 2016 Games on Tuesday 16 August 2016

"You can meet a champion on every corner."

Givenname FAMILYNAME (NOC) on the sights in the Olympic Village

"Of course, it is an amazing feeling to represent your country and I hope there will be many more occasions to come, because I really love the sound of our national anthem."

Gold medallist Givenname FAMILYNAME (NOC) on her latest victory

"There are a lot of countries here. I don't even know where half of them are on the map."

The diversity of the Olympic Games amazes Givenname FAMILYNAME (NOC)

"It's our lucky talisman. In 2010 we won the World Championships wearing these bandanas. Have we washed them since? Yes."

Red bandanas with white palm tree motifs are more than a fashion statement for Givenname FAMILYNAME (NOC) and his partner Givenname FAMILYNAME (NOC)

"I did not yet have this colour. I only had three golds and five silvers, so my collection is complete now."

Givenname FAMILYNAME (NOC) completed the set by taking bronze at these Games

"I did not concentrate on my opponent. I only concentrated on my coach."

Givenname FAMILYNAME (NOC) admits taking his eye off opponent Givenname FAMILYNAME (NOC) and this may have been one reason that he lost

"I was tapped on the leg and then I felt myself landing on my shoulder. I cannot really remember what happened. My heart is broken into a thousand pieces."

Givenname FAMILYNAME (NOC) tells of his despair after the collision with Givenname FAMILYNAME (NOC)

Issued by Olympic News Service
Time: 23:10
Date: 16 AUG 2016

N87B - Quotes of the Day

Description	A selection of the best quotes of each day of the Games
Source	OC Press Operations
Sort by	None
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	--	NOT APPLICABLE
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	News item	M	Numeric - automatically generated sequentially across all sports
8	Subtitle	M	Text
9 (n)	For each quote	--	
9.1	Interview text	M	Text
9.2	Information about interviewed person	M	Text
10	Issued by	M	Text
11	Time	M	Time - in the format defined in the OC Look and Feel standard
12	Date	M	Date - in the format defined in the OC Look and Feel standard
13	Note with static text	--	NOT APPLICABLE
14 (n)	Note for each predefined text	--	
14.1	Predefined text	--	NOT APPLICABLE
15 (n)	Legend	--	
15.1	Abbreviation	--	NOT APPLICABLE
15.2	Description of abbreviation	--	NOT APPLICABLE
16	Free text	Ma	Text

PRESS CONFERENCE HIGHLIGHTS
FOOTBALL
MEN
GOLD MEDAL MATCH

News Item: 1052

Spain (ESP) vs Cameroon (CMR)

AKONO Jean-Paul (CMR) - Coach

On the penalty shootout:

"It was very difficult actually. A penalty shootout is not something one wants to go into. Our players were very skilled, but a great deal of luck was involved."

SAEZ RUIZ Inaki (ESP) - Coach

On the beginning of the match:

"The game started very well for us, we scored one goal and had more good chances...but Cameroon were strong and they were dangerous".

JOSE MARI (ESP) - Player

On winning the silver rather than gold:

"It will be good enough in the future, but now it's not good enough. When you're so close to the gold, silver is not good enough."

MBOMA Patrick (CMR) - Player

On winning the Olympic gold medal:

"I'm happy for myself, my family, Africa and Cameroon. It has been a great year for Cameroon football because we won the African Nations Cup and now the Olympic Games."

On which win was better:

"The African Nations Cup was important, but winning the Olympic gold medal stands out more because we played and won in front of the rest of the world."

SUFFO Patrick (CMR) - Player

On what it means personally and for the country:

"It is the realisation of a dream as we've never had a gold medal in Cameroon. Personally it is like a childhood dream when I think of everything that's happened I didn't think we'd arrive at a gold medal. There are no words to explain how I feel."

On the difference between the two teams:

"Today we were more strong physically and we were stronger psychologically. I think we should have been able to win the game before the (penalty) shootout."

On the disallowed goal:

"I thought straight away of our match against Brazil, but I was confident we would win".

BEAUD Clement (CMR) - Player

On how he felt:

"On a personal level, it's been the culmination of a lot of work which began over a year ago, so we are very proud of winning this gold medal."

Issued by: Olympic News Service
 Time: 17:49
 Date: 20 AUG 2016

N88 - Press Conference Highlights

Description	Text of significant questions and answers from the press conference edited by Press Operations
Source	OC Press Operations
Sort by	None
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	Mc	Standard FIFA event name - if needed
4	Phase & event unit (H4)	Ma	Standard FIFA phase and/or event unit - if applicable
5	Venue - date - start time - end time (H5)	--	NOT APPLICABLE
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	News item	M	Numeric - automatically generated sequentially across all sports
8 (n)	For each interview	--	
8.1	Subtitle	Ma	Text
8.2	Subheading	M	Text - family name, given name, NOC code, function
8.3	Interview text	M	Text
9	Issued by	M	Text
10	Time	M	Time - in the format defined in the OC Look and Feel standard
11	Date	M	Date - in the format defined in the OC Look and Feel standard
12	Note with static text	--	NOT APPLICABLE
13 (n)	Note for each predefined text	--	
13.1	Predefined text	--	NOT APPLICABLE
14 (n)	Legend	--	
14.1	Abbreviation	--	NOT APPLICABLE
14.2	Description of abbreviation	--	NOT APPLICABLE
15	Free text	Ma	Text

SPORT PREVIEW

FOOTBALL

News Item: 6

Men's Football Tournament

- Three giants from three continents - Brazil, Italy and Nigeria - are virtual equal favourites for the London 2012 Olympic Games Football tournament, which kicks off on Wednesday, July 25.
- The tournament will be staged in five cities - at the Hampden Park in Glasgow, the Millennium Stadium in Cardiff, the Old Trafford in Manchester, St James' Park in Newcastle and the Wembley Stadium in London.
- The format for the 16-team series is four groups - A, B, C and D - with the four teams in each playing the others once in the first round. The top two teams in each group then advance to the quarter-finals for the knockout stage, culminating in the Wembley Stadium final on 11 August.
- Group A, featuring Italy, Australia, Nigeria and Honduras, shapes as the toughest of all. Australia has already suffered a body blow, with stars Harry KEWELL of Leeds United and Paul OKON of Middlesbrough forced to withdraw through injury. Australian coach Raul BLANCO, however, has adopted the philosophical approach, saying "come the hour, come the man".
- The star-studded Italian squad, coached by Marco TARDELLI and bolstered by the likes of Andrea PIRLO, a superb striker, has been extremely impressive since arriving in Australia. But although Nigeria readily admits it is going to be difficult to repeat its gold medal-winning performance of Atlanta in 1996, coach Jo BONFRERE is adamant his team has the talent to do it again. Honduras, meanwhile, is in the big-time for the first time and could be overawed.
- Spain looks the strongest in Group B where it is drawn against South Korea, Morocco and Chile. Nevertheless, South Korea and Chile are extremely ambitious and, if they manage to settle in quickly, could cause a few surprises.
- The United States, Czech Republic, Cameroon and Kuwait will fight it out in Group C. It has been 20 years since the Czech Republic, then Czechoslovakia, won Olympic Football gold in Moscow. But, there's a growing belief in the Czech camp that under coach Karel BRUCKNER their Olympic glory days can be revived.
- Brazil, seen by many as perhaps the marginal tournament favourite, should dominate Group A, where it will take on Slovakia, South Africa and Japan. Brazilian coach Wanderley LUXEMBURGO's squad has achieved peak fitness and is psychologically sound. With world-class performers such as RONALDINHO, LUCAS, BAIANO and MARCOS PAULO at his disposal, the Samba Dancers from Rio de Janeiro will be formidable indeed.
- Slovakia and Japan seem likely to battle it out for second place in this group with the relatively untested South Africans seemingly out of their depth. Japan brings to the Olympic tournament an astonishing 17-game winning streak during which it has scored 66 goals and conceded just three. The opposition however, was not up to Olympic Football tournament standard.
- The tournament starts with four matches on Wednesday - in Glasgow, Cardiff, Manchester and Newcastle.

Issued by: Olympic News Service
 Time: 15:39
 Date: 29 JUL 2016

DAILY PREVIEW
FOOTBALL
MEN
FIRST ROUND
THU 4 AUG

News Item: 24

Men's all-action Brazil Football favourites

Match 1 at 15:00 (14:00), Group A, BRA vs SVK

- South American hotshots Brazil will go into its opening Olympic Football Group A clash against Slovakia at the Hampden Park in Glasgow, Wednesday, as red-hot favourites.
- Coach Wanderley LUXEMBURGO will use RONALDINHO and GEOVANNI as his starting strike force with the dangerous LUCAS on the bench certain to come into the fray during the game.
- Key man in the Brazilian set-up will be midfielder Marcos PAULO who's all-action style is a feature of Brazil's play.
- Slovakia, without key players Szilard NERETH, Peter BABNIC, Pavor SEDLEK and Lubomr AESZAROS, who opted to stay at home with their clubs and Vratislav GRESKO who is suspended, will rely on team captain Juraj CZINEGE to stem the South American tide.

Match 2 at 18:30, Group B, KOR vs ESP

- In Group B, Thursday, Korea will meet Spain at the Millennium Stadium in Cardiff.
- Spain with its array of stars - Jose Maria ROMERO from Inter Milan and Barcelona players Miguel ANGULO, Xavier HERNANDEZ and Gabriel GARCIA - has been impressive at training in Adelaide.
- Korea is confident and coach Jung-Moo HUH has built a formidable combination for this Olympic series. HUH says his strategy is built on teamwork rather than individual brilliance.

Match 3 at 18:30, Group B, CHI vs MAR

- The other Group B match at the Old Trafford in Manchester is a clash between Morocco and Chile.
- All eyes will be on Chile's talented striker Ivan ZAMORANO of Inter Milan in the clash against Morocco in the other Group B match at the Melbourne Cricket Ground.

Match 4 at 18:30, Group A, RSA vs JPN

- The other Group A match at the St James' Park in Newcastle, between South Africa and Japan, is a clash between two up and coming Football nations. South Africa is banking on the talents of its Manchester United star Quinton FORTUNE to inspire his teammates.
- Japan has adopted a low profile since arriving in Australia and has gone about its preparation in a quiet but ultra-professional manner.
- Japan's experienced French coach Philippe TROUSSIER is a master tactician and has built his tactics around AS Roma (Italy) midfielder Hidetoshi NAKATA.

Issued by: Olympic News Service
 Time: 18:30
 Date: 3 AUG 2016

Time in brackets represents the time at Manaus

DAILY PREVIEW
FOOTBALL
MEN
FIRST ROUND
WED 10 AUG

News Item: 124

Who will progress from Group C - last matches: DEN vs SWE, ITA vs BUL

Group C	Italy win	Draw	Bulgaria win
Denmark win	Denmark Italy	Denmark Sweden	Denmark Sweden
Draw	Sweden plus Denmark/Italy*	Sweden Denmark	Sweden Denmark
Sweden win	Sweden Italy	Sweden Denmark	Sweden Denmark

* If the Denmark vs Sweden match is 0:0, Italy will join Sweden in the quarter-finals and will win the group if they beat Bulgaria by more than five goals. If the Denmark vs Sweden match is 1:1 and Italy beat Bulgaria by one goal, Sweden and Denmark will go through. If the Denmark vs Sweden match is 1:1 and Italy beat Bulgaria by at least two goals, Sweden and Italy will progress. If the Denmark vs Sweden match is 2:2, Sweden and Denmark will go through to the quarter-finals.

or

Who will progress from Group D - last matches: SUI vs FRA, CRO vs ARG

Group D	Croatia win	Draw	Argentina win
Switzerland win	Croatia Switzerland***	Argentina plus France/Switzerland*	Argentina Switzerland
Draw	Croatia and France**	France Argentina	Argentina France
France win	France Croatia	France Argentina	France Argentina

* Argentina will definitely go through but the team to join them will depend on how much Switzerland have won by. France will go through (in second place) unless Switzerland win by at least three goals. Switzerland will win the group if they beat France by five goals.

** In order to win the group, Croatia would need to have beaten Argentina by two or in a high scoring one goal win which wipes out the French advantage for goals scored.

*** Switzerland finish above France by virtue of the match between the two of them, which the Swiss will have to have won for this situation to arise.

Issued by: Olympic News Service
 Time: 19:30
 Date: 9 AUG 2016

**MATCH REVIEW
FOOTBALL
MEN
FIRST ROUND - GROUP B**

News Item: 45

Spain (ESP) vs Korea (KOR) 3:0 (3:0)

- Spain emerged as a strong Olympic Games medal prospect with a purposeful 3:0 win over Korea at the Millennium Stadium in Cardiff on Wednesday night.
- Korea was unable to cope with the Matador's composed possession play and their explosive finishing.
- Spanish captain Toni VELAMAZAN speared his team into a 10th minute lead when he chested the ball down to volley an unstoppable drive past Korean goalkeeper KIM Yong-Dae.
- JOSE MARI burst into the Korean box to net the second Spanish goal from close range after 26 minutes.
- Ace Spanish midfielder XAVI made it 3:0 at the 37th minute mark when he pounced onto a rebound after an angled drive by TAMUDO struck the near post.
- Despite the 59th minute introduction of leading Korean striker LEE Dong-Gook, the side could not reduce the huge half-time deficit.

Issued by: Olympic News Service
Time: 22:08 (21:08)
Date: 4 AUG 2016

Time in brackets represents the time at Manaus

DAILY REVIEW
FOOTBALL
MEN
FIRST ROUND
THU 4 AUG

News Item: 63

Brazil, Japan, Chile and Spain post wins in Men's Football first round

Match 1 at 15:00 (14:00), Group A, BRA vs SVK 2:1 (1:1)

- Gold medal favourite Brazil had an early scare against Slovakia when midfielder Andrej PORAZIK (SVK) tucked the ball home from close-in on 26 minutes to stun the South Americans.
- But Brazil restored a semblance of order four minutes later through an EDU (BRA) strike from the edge of the penalty area past the outstretched gloves of Kamil CONTOFALSKY (SVK). Brazil missed a host of chances early in the second half before taking a deserved 2:1 lead on 67 minutes when a FABIO AURELIO (BRA) shot deflected into the net off the outstretched boot of unlucky Slovak defender Marian CISOVSKY.
- Captain ALEX (BRA) celebrated his 23rd birthday in style when he slotted home Brazil's third, deep into additional time.
- "It was a special emotion. It wasn't easy, especially for me when I didn't have as much confidence as others but happily God helped and I had a good match," he said.
- Brazilian star striker RONALDINHO had a quiet game and was substituted near the end.

Match 2 at 18:30, Group B, KOR vs ESP 3:0 (3:0)

- Spain predictably proved too strong for Korea, scoring all its goals in the opening 37 minutes to cruise to a 3:0 win. Toni VELAMAZAN made it 1:0 on 10 minutes, and the score was doubled 16 minutes later through JOSE MARI.
- XAVI (ESP) sealed the points against an outclassed opponent.

Match 3 at 18:30, Group B, CHI vs MAR 4:1 (1:0)

- Chile lead Group B after triumphed Wednesday in its opening Men's Olympic Football match. It was a night of personal glory for Chilean hat trick hero ZAMORANO. The Inter Milan (Italy) striker's goals proved decisive in Chile's 4:1 thrashing of Morocco at the Melbourne Cricket Ground. He scored on 36 minutes and then added a second from the penalty spot on 46 minutes, before celebrating the first hat trick of the London 2012 Olympic Games Football competition 10 minutes after the break.
- Reinaldo NAVIA (CHI) added another penalty (72 minutes) while Morocco's El Houssaine OUCHLA notched a consolation for the North Africans on 79 minutes.
- Although ZAMORANO was delighted with his hat trick, the three points were his greatest reward.
- "It's important to begin well despite Morocco being a hard team to play. But I'm happy because we did well," he said.

Match 4 at 18:30, Group A, RSA vs JPN 2:1 (0:1)

- Japan stunned its more fancied opponent South Africa 2:1 at the St James' Park in Newcastle. South Africa's Siyabonga NOMVETHE handed his side the lead on 31 minutes, but Japan came out fighting in the second half.
- Naohiro TAKAHARA's (JPN) double strike on 46 and 79 minutes secured the points for Japan to extend its winning run to 18 matches.

Issued by: Olympic News Service
 Time: 22:43
 Date: 4 AUG 2016

Time in brackets represents the time at Manaus

**PHASE REVIEW
FOOTBALL
WOMEN
FIRST ROUND**

News Item: 155

Great Britain and USA reach the women's football quarterfinals with 100% records

- Great Britain were the surprise package in the group phase of the women's football tournament, winning all three of their matches without conceding a goal to finish top of group E, ahead of one of the tournament favourites, Brazil.
- The USA also won three from three to top group G ahead of France, while Sweden claimed top spot in group F ahead of Japan on goal difference.
- DPR Korea were the biggest surprise among those teams who didn't reach the quarterfinals, missing out on the two best third-place qualification places to New Zealand and Canada.
- In Friday's quarterfinals, Great Britain will play Canada, while USA take on New Zealand, Sweden face France and Brazil are up against Japan.

Group E

- Great Britain have got better with each match and will strongly believe they can win a medal after beating Brazil.
- Brazil had been arguably the most impressive team in the tournament, winning two without conceding, until Great Britain deservedly beat them in their final match.
- New Zealand lost their first two matches 1:0 to Great Britain and Brazil respectively, but qualified in third place thanks to a 3:1 win over Cameroon.
- Cameroon lost all three matches and finished with a goal difference of minus 10, but their physical style left its mark on the tournament.

Group F

- Sweden finished top on goal difference thanks to their 4:1 demolition of South Africa in their first match and a closing 2:2 draw with Canada.
- Japan drew 0:0 with Sweden and, surprisingly, South Africa, but the world champions' opening match - a 2:1 win over Canada - meant they qualified in second place.
- Canada recovered from defeat by Japan to beat South Africa, and then fought back from 2:0 down to draw with Sweden and qualify for the last eight on goal difference.
- South Africa finished bottom on one point, but Portia MODISE'S (RSA) lob in the 4:1 defeat by Sweden was arguably the goal of the tournament.

Group G

- USA have not conceded since the first 14 minutes of the tournament, when they trailed France 2:0. They fought back to win 4:2 in that game, then beat Colombia 3:0 and DPR Korea 1:0.
- France got over the disappointment of their first match reversal against the USA with a 5:0 win over DPR Korea and secured second place with a 1:0 win over Colombia.
- DPR Korea opened with a 2:0 win over Colombia but their 5:0 defeat by France and 1:0 defeat by USA make them the highest ranked team to be eliminated.
- Colombia finished without a point after three defeats in which they conceded six goals and scored none.

Group phase highlights

- Melissa TANCREDI (CAN) was top scorer in the group phase, with four goals in three matches.

- Abby WAMBACH (USA) scored three goals to take her international tally to 141 and continue her pursuit of Mia HAMM'S (USA) record of 158.
- Christine SINCLAIR (CAN) netted two during the group matches to stay in touch with WAMBACH on 139 international goals.
- CRISTIANE (BRA) became outright Olympic top scorer on 11 when she scored against Cameroon, then added No.12 against New Zealand.
- Left-back Stephanie HOUGHTON (GBR) was one of the stand-out players of the group phase, scoring in each of Great Britain's matches.
- USA set an Olympic record by winning their seventh straight game as they beat Colombia, then made it eight against DPR Korea.
- FORMIGA (BRA) became the only player to feature in every Olympics since women's football was first played at Atlanta 1996, and reached 100 matches for Brazil when she played against New Zealand.

Issued by: Olympic News Service
Time: 20:17
Date: 8 AUG 2016

N89 - Preview / Review

Description	Short sport, daily or match preview / review
Source	OC Press Operations
Sort by	None
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	<p>The following is a list of outputs which are traditionally provided for the Olympic Games:</p> <p>Sport Preview</p> <p>Daily Preview</p> <p>Daily Preview-Progression</p> <p>Match Review</p> <p>Daily Review</p> <p>Phase Review</p>

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	Ma	Standard FIFA event name (mandatory for match preview/review) - if applicable
4	Phase & event unit (H4)	Ma	Standard FIFA phase and/or event unit - if applicable
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	Mc	Date - in the format defined in the OC Look and Feel standard (Used only for Daily Preview/Review)
7	News item	M	Numeric - automatically generated sequentially across all sports
8 (n)	For each section	--	
8.1	Subtitle	Mc	Text - if needed
8.2	Free text	M	Text - see sample as guideline
9	Issued by	M	Text
10	Time	--	
10.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
10.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "(") - in the format defined in the OC Look and Feel standard - for match played in UTC-4 zone (Manaus) only
11	Date	M	Date - in the format defined in the OC Look and Feel standard
12	Note with static text	--	NOT APPLICABLE
13 (n)	Note for each predefined text	--	
13.1	Predefined text	--	NOT APPLICABLE
14 (n)	Legend	--	
14.1	Abbreviation	--	NOT APPLICABLE
14.2	Description of abbreviation	--	NOT APPLICABLE
15	Free text	Ma	Text

MEDIA COMMUNICATION

News Item: 31

Extended hours for Football Venue Press Centre at the Amazonia Arena, Manaus

The operating hours for the Venue Press Centre at the Amazonia Arena, Manaus have been extended.

Beginning Tuesday 4 AUG 2016 until the end of the Olympic Games, the VPC will be open between 7:00 (6:00) and 24:00 (23:00).

Issued by: Olympic News Service
Time: 9:43 (8:43)
Date: 3 AUG 2016

Note:

For more details contact the Media Liaison Officer.

Time in brackets represents the time at Manaus

N90A - Media Communication

Description	Issued to inform the media of any significant information
Source	OC Press Operations
Sort by	None
Page break	None
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	Ma	Text - only if applicable
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	News item	M	Numeric - automatically generated sequentially across all sports
8	Subtitle	M	Text
9	Text	M	Text
10	Issued by	M	Text
11	Time	--	
11.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
11.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "(") - in the format defined in the OC Look and Feel standard -- for Media Communication issued in UTC-4 zone (Manaus) only
12	Date	M	Date - in the format defined in the OC Look and Feel standard
13	Note with static text	M	Text
14 (n)	Note for each predefined text	--	
14.1	Predefined text	--	NOT APPLICABLE
15 (n)	Legend	--	
15.1	Abbreviation	--	NOT APPLICABLE
15.2	Description of abbreviation	--	NOT APPLICABLE
16	Free text	Ma	Text

NEWS ARTICLE

News Item: 96

Argentine stars meet Kobe BRYANT (USA) at Olympic Village

Beijing, 28 July - It was the Argentine footballers' turn to become star struck on Saturday when they met basketball ace Kobe BRYANT (USA) at the Olympic Village.

The Argentines checked into the village after travelling from Shanghai where they won both of their first-round matches to qualify for the Men's Football quarterfinals.

"When we went to have lunch, we met Kobe BRYANT and this time it was our turn to take pictures," said forward Sergio AGUERO (ARG).

"It was really nice because he approached us, and trying to communicate with us in Spanish, he wished us good luck for the rest of the Games. That was when we took advantage of the situation and got some good pictures taken."

Midfielder Javier MASCHERANO (ARG) is at his second Olympics and has something BRYANT does not: a Gold medal.

That was not enough, though, to prevent him being a fan for the day.

"I took a picture with Kobe BRYANT," said the Liverpool midfielder. "It was a great moment. I think Kobe is an example of a real sportsman and he is a great and easy-going guy."

Most of the time inside the village, however, the Argentine Football players will be on the receiving end of the attention.

AGUERO said, "We've been already asked by other athletes to take pictures with them, especially MESSI. Everyone is after MESSI now. They are driving him crazy. There is a reason: MESSI is better than RONALDINHO (BRA). MESSI is even beating me when we play video games and I used to beat him all the time."

What AGUERO probably did not know was that even BRYANT was after his video-games rival. A few minutes after USA's win over China in their opening match on Sunday, the Los Angeles Lakers star told the Olympic News Service: "I want to meet Lionel MESSI. If you see him, tell him I said 'hello'."

Argentina managed also to fit in a training session at the Workers' Stadium, where they will face Tunisia on Tuesday, 31 July.

Issued by: Olympic News Service
 Time: 11:39 (10:39)
 Date: 7 AUG 2016

Note:
 For more details contact the Media Liaison Officer.

Time in brackets represents the time at Manaus

NEWS ARTICLE

News Item: 112

Football by the numbers

- 2137462 Record number of spectators who attended football matches at the Beijing 2008 Olympic Games
- 2400 Footballs set to be used at London 2012
- 2087 Olympic goals scored in the men's tournament up to the start of London 2012
- 1388 Individual medals (gold, silver, bronze) presented to Olympic footballers between 1908 and 2008
- 1988 Last time a player, Aleksey MIKHAYLICHENKO (RUS), appeared in an Olympic and European championship final in the same year. Jordi ALBA (ESP) and Juan MATA (ESP) can join him if Spain make it through to the final at London 2012.
- 1960 Only time a player, Milan GALIC (YUG), scored in an Olympic and European championship final in the same year. Spain's ALBA and MATA can do this in London
- 1908 Year of the first official Olympic football tournament, which was held in London
- 565 Men's Olympic football matches up to the start of London 2012
- 288 Total number of male footballers competing at London 2012
- 216 Total number of female footballers competing at London 2012
- 84 Years since Uruguay competed in football at an Olympic Games
- 49 Nations that have competed in the men's event
- 40 Number of seconds Heather O'REILLY (USA) needed to score the fastest ever goal in the women's tournament in a match against New Zealand at Beijing 2008
- 38 Age of Ryan GIGGS (GBR), who will become the oldest outfield player in the history of men's Olympic football. The oldest is Guatemala goalkeeper Ricardo PICCININI who was 39 at the Seoul 1988 Olympic Games.
- 22 Previous Olympic Games where football has been played
- 16 Biggest winning margin in tournament history, Denmark v France (17-1) in 1908 and Germany v Russia (16-0) in 1912. Sophus NIELSEN (DEN) and Gottfried FUCHS (GER) both scored a record 10 goals respectively.
- 16 Different nations to have won men's Olympic gold
- 15 Italy have made more Olympic appearances than any other nation in the men's event
- 15 Age of Sammy KUFFOUR (GHA) when he became the youngest men's football medallist in the Barcelona 1992 Olympic Games
- 12 Argentina have won a record 12 matches in a row at the Olympic Games from 2004 to 2008. But the two-time defending champions have failed to qualify for the men's tournament at London 2012.
- 12 Ferenc BENE (HUN) holds the record for the most number of goals in a single Olympic tournament with his 12 at the Tokyo 1964 Olympic Games
- 10 Goals scored by CRISTIANE (BRA) and Birgit PRINZ (GER), the all-time top scorers in the women's tournament
- 9 NEYMAR (BRA) scored nine goals in nine games at the 2011 South American U20 Championship to help his nation book their London 2012 place
- 4 NOCs that have qualified for both the men's and the women's London 2012 tournament: Brazil, Great Britain (as hosts), Japan and New Zealand

- 4 Members of Spain's World Cup 2010 winning squad who won silver at the Sydney 2000 Olympic Games - XAVI, Carles PUYOL, Joan CAPDEVILA and Carlos MARCHENA
- 3 Number of Spanish players from the squad that won Euro 2012 and will compete in London - Jordi ALBA, Javi MARTINEZ and Juan MATA. The last players to feature in the European championships and the Olympic Games in the same year were Cristiano RONALDO (POR), Dimitrios PAPADOPoulos (GRE) and Andrea PIRLO (ITA) in 2004.
- 3 Three previous Olympic hosts have won the men's football - Great Britain in 1908, Belgium in 1920 and Spain in 1992
- 3 Hungary's men's team (1952, 1964, 1968) and the USA women's team (1996, 2004, 2008) have won more gold medals than any other NOC
- 0 Five-time World Cup winner Brazil have never won gold at the Olympic Games. They have reached the final on two occasions (1984, 1988).

Issued by: Olympic News Service

Time: 16:32

Date: 3 AUG 2016

Note:

For more details contact the Media Liaison Officer.

N90B - News Article

Description	General information considered by ONS to be newsworthy
Source	OC Press Operations
Sort by	None
Page break	None
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	There are two samples: 1. Standard News Article 2. Football by the numbers

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	Ma	Text - only if applicable
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	News item	M	Numeric - automatically generated sequentially across all sports
8	Subtitle	M	Text
9	Text	M	Text
10	Issued by	M	Text
11	Time	--	
11.1	Rio de Janeiro time (UTC-3)	M	Time - in the format defined in the OC Look and Feel standard
11.2	Manaus time (UTC-4)	Mc	Time, shown in brackets "()" - in the format defined in the OC Look and Feel standard - for News Article issued in UTC-4 zone (Manaus) only
12	Date	M	Date - in the format defined in the OC Look and Feel standard
13	Note with static text	M	Text
14 (n)	Note for each predefined text	--	
14.1	Predefined text	--	NOT APPLICABLE
15 (n)	Legend	--	
15.1	Abbreviation	--	NOT APPLICABLE
15.2	Description of abbreviation	--	NOT APPLICABLE
16	Free text	Ma	Text

IOC NEWS

News Item: 171

Football: IOC disqualifies FAMILYNAME Givenname (NOC) for doping violation

The International Olympic Committee (IOC) on Monday announced that it has disqualified FAMILYNAME Givenname (NOC) from the Football Men's tournament of the Rio 2016 Olympic Games.

Immediately after his participation in the match on 10 August, FAMILYNAME, 23, provided a urine sample that tested positive for the prohibited substance 11-nor-delta-9-tetrahydrocannabinol-9-carboxylic acid.

The IOC Disciplinary Commission, composed for this case of Mr Givenname FAMILYNAME (Chairman), Mr Givenname FAMILYNAME and Mr Givenname FAMILYNAME, decided:

- I. The athlete, Mr Givenname FAMILYNAME, NOC name, Football:
 - (i) is disqualified from the Men's tournament of the Rio 2016 Olympic Games where he placed 7th;
 - (ii) shall have his diploma in the above-mentioned event withdrawn; and
 - (iii) shall have his Olympic identity and accreditation card cancelled and withdrawn immediately.
- II. FIFA is requested to modify the results of the above-mentioned event accordingly and to consider any further action within its own competence.
- III. The NOC of the member country is ordered to return to the IOC, as soon as possible, the diploma awarded to the athlete in relation to the above-mentioned event.
- IV. This decision shall enter into force immediately.

Under the IOC Anti-Doping Rules applicable to the Rio 2016 Olympic Games, testing takes place under the IOC's auspices from the opening of the Olympic Village to the Closing Ceremony. Within that period, the IOC systematically performs tests before and after events. After each event, the IOC systematically carries out tests on the top five finishers plus two at random. The IOC also performs out-of-competition unannounced tests. Over the course of the Rio 2016 Olympic Games, the IOC is expected to carry out some 5,000 tests - 3,800 urine and 1,200 blood. For more information, please consult the IOC factsheet on anti-doping.

Issued by: Olympic News Service
 Time: 21:17
 Date: 14 AUG 2016

Note:

For more information, please contact the IOC Media Relations Team:
 Tel: +55 3020124387 e-mail: pressoffice@olympic.org, or visit the web site at www.olympic.org.

N90C - IOC News

Description	Used by ONS to publish statements made by the IOC
Source	IOC
Sort by	None
Page break	None
Notes	Note with static text: See sample Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	None

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	--	NOT APPLICABLE
3	Event/Gender (H3)	--	NOT APPLICABLE
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	--	NOT APPLICABLE
5.2	Event date (H5.2)	--	NOT APPLICABLE
5.3	Event start time (H5.3)	--	NOT APPLICABLE
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	News item	M	Numeric - automatically generated sequentially across all sports
8	Subtitle	M	Text
9	Text	M	Text
10	Issued by	M	Text
11	Time	M	Time - in the format defined in the OC Look and Feel standard
12	Date	M	Date - in the format defined in the OC Look and Feel standard
13	Note with static text	M	Text
14 (n)	Note for each predefined text	--	
14.1	Predefined text	--	NOT APPLICABLE
15 (n)	Legend	--	
15.1	Abbreviation	--	NOT APPLICABLE
15.2	Description of abbreviation	--	NOT APPLICABLE
16	Free text	Ma	Text

**MEDAL PRESENTERS
FOOTBALL
MEN**

MARACANA STADIUM, RIO DE JANEIRO SAT 20 AUG 2012 Start Time 15:00

News Item: 1002

Gold

- Presenter** Mr Joseph S. BLATTER (SUI) - IOC Member
short text about Mr Joseph S. BLATTER from the IOC brochure about IOC members
- Accompanied by** Mr Julio GRONDONA (ARG) - FIFA Senior Vice President
short text about Mr Julio GRONDONA from the FIFA brochure

Silver

- Presenter** Mr Willi KALTSCHEIMMEL LUJAN (GUA) - IOC Member
short text about Mr Willi KALTSCHEIMMEL LUJAN from the IOC brochure about IOC members
- Accompanied by** Mr CHUNG Mong Joon (KOR) - FIFA Vice President
short text about Mr CHUNG Mong Joon from the FIFA brochure

Bronze

- Presenter** Mr Youssoupha NDIAYE (SEN) - IOC Member
short text about Mr Youssoupha NDIAYE from the IOC brochure about IOC members
- Accompanied by** Mr Amos ADAMU (NGR) - Member of the FIFA Executive Committee
short text about Mr Amos ADAMU from the FIFA brochure

N91B - Medal Presenters

Description	List of the medal presenters and the persons accompanying them
Source	IOC and FIFA
Sort by	1 - Medal type
Page break	None
Notes	Note with static text: None Note with predefined text: None Free text: See Appendix C - Rules for Data Formats and Presentation
Legend	None
IRM rules	None
Comments	Short text about each person should be provided

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIFA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE
5	Venue - date - start time - end time (H5)	--	
5.1	Venue name (H5.1)	M	Text
5.2	Event date (H5.2)	M	Date - in the format defined in the OC Look and Feel standard
5.3	Event start time (H5.3)	M	Time - in the format defined in the OC Look and Feel standard
5.4	Event end time (H5.4)	--	NOT APPLICABLE
6	As of date (H6)	--	NOT APPLICABLE
7	News item	M	Numeric - automatically generated sequentially across all sports
8 (n)	For each medal	--	
8.1	Medal type	Mc	Text. Show only if presenters of each medal are different.
8.2 (n)	For each presenter	--	
8.2.1	Title	M	Text
8.2.2	Given name	M	Text
8.2.3	Family name	M	Text
8.2.4	NOC code	M	Standard IOC NOC code
8.2.5	Function	M	Text
8.2.6	Short text about the presenter	M	Text
8.3 (n)	For each accompanying person	--	
8.3.1	Title	M	Text
8.3.2	Given name	M	Text
8.3.3	Family name	M	Text
8.3.4	NOC code	M	Standard IOC NOC code
8.3.5	Function	M	Text
8.3.6	Short text about the accompanying person	M	Text
9	Note with static text	--	NOT APPLICABLE
10 (n)	Note for each predefined text	--	
10.1	Predefined text	--	NOT APPLICABLE
11 (n)	Legend	--	
11.1	Abbreviation	--	NOT APPLICABLE
11.2	Description of abbreviation	--	NOT APPLICABLE
12	Free text	Ma	Text

Section 2 - Distribution Rules

1 Introduction

This section explains what Football information is required, the function producing the outputs and when the OC should supply it to the different users or user groups according to the ORIS standards. The information is presented in tabular format to allow a well structured overview of affected outputs, the appropriate work flow and the production time.

This section is divided into three chapters:

- "Event Related Requirements" (chapter 2) gives a detailed description of events processes for outputs preparation, production, checking/approval, and final distribution rules of printed outputs and INFO. The chapter is organised in such a way that the requirements of each user or user group are listed separately and grouped chronologically by the time condition that triggers production and/or delivery.
- "Other Outputs" (chapter 2.1) describes the process for preparation and production of all outputs that are identical for all events (Schedule, Entries, Background Information, etc.) together with those outputs (event related and non-event related) that could be produced at any time before, during or after competition. It also includes the final distribution rules for both printed outputs and INFO grouped in chronological order.
- "Distribution Rules and availability of all outputs grouped by ORIS output code" (chapter 4) gives an overview of all outputs produced for Football. The outputs are sorted by output code and listed together with their production time and distribution rules. The table following describes the time abbreviations used to define the availability of the outputs. All delivery times are understood to imply that distribution will occur "no later than" the defined time, unless otherwise stated (e.g. protest times).

It is the responsibility of FIFA and the OC Competition Management to carry out data and output verification processes efficiently.

Installing adequate equipment at appropriate locations and providing sufficient well trained people to manage the technology and distribution processes are key factors to meet the requirements of output delivery within the defined time frame.

The main producers of outputs are:

- IDS - Information Diffusion System (e.g. provisional entries, scheduling, etc.)
- ONS - Olympic News Service (e.g. production of new articles, press conference highlights, etc.)
- OVR - On Venue Results system (e.g. results and timing feeds)
- VRM - Venue Results Manager (creation of other outputs, e.g. competition officials, IF schedules, course maps updated during Games, etc.)

The creation of outputs may be carried out by one or a combination of the producers listed above.

Printed outputs may be delivered to clients by several different means, for example:

- Display on Bulletin Board (media area, athletes' area, Olympic Village, etc.)
- Personal delivery to individual clients (Technical Delegate, FIFA office, etc.)
- Place in pigeonholes (Venue Press Centre, Competition Management, Sport Information Desk, etc.)
- Single copy delivery (Sport Presentation, Competition Management, etc.)

It is the responsibility of OC Technology, in collaboration with each client, to determine the number of copies to be delivered to each distribution point. Once competition has started, the initial distribution requirements should be adjusted to optimise the number of copies required at every distribution point, and at different times of day and stages of the competition. OC Technology should remain flexible to ensure that the number of copies supplied adequately meets (but does not exceed) demand. It is

essential that sufficient well trained personnel, with the appropriate accreditation to access all distribution points, are available to ensure consistent delivery within the defined time frame, and monitor the actual demand at each distribution point.

If a new version of a previously issued output is produced for any reason (e.g. a revised output) the existing version in INFO must always be replaced with the new version. In this way the latest version of each output will be maintained in INFO even though there is no new distribution time defined in this section.

All outputs to be included in the Results Book will be the last version produced, even if stamped "REVISED".

2 Event Related Requirements with Predefined Production Time

This chapter describes the process of production and delivery for all outputs generated during the lifecycle of an event either by On Venue Results system (OVR), or by any other function such as Olympic News Service (ONS), or OC Competition Management with the exception of those event related outputs that do not have a defined production time and which are listed in the chapter "Other Outputs".

The process is described in tabular format, in which each step is described in a row listing the deliverable, with columns that define a time reference (When), the user or user group (Who) responsible for delivering which output (What) and for/to whom (Whom). Processes and outputs are listed in chronological order, covering the period starting with preparation with start lists production and their distribution, previews, production and distribution of outputs during the event, up to the completion of the event with flash quotes, reviews, medal outputs, etc. Specifications include both "C" and "N" type outputs that are produced during the period described above.

After the table describing the process, there is another table that sets out the distribution rules for each of the outputs previously described, with instructions to which user or user group and at which locations each of these outputs should be distributed. Those outputs, which only need to be published in INFO are clearly indicated.

When the competition formats of different events have different processes (even in details), both sets of tables are prepared for each event (or group of events) **that have a unique format**.

The **unique format** means that ONLY events sharing absolutely identical procedures from beginning to end, and producing identical outputs, will be listed together.

2.1 Results Processing for the Men's and Women's Tournament

2.1.1 Process

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
Referee/assistant referee appointments				
Forty-eight (48) to twenty-four (24) hours before the first match of the competition day	FIFA	List of appointed referees and assistant referees for that match	OVR	--
After entering the data - twenty four (24) hour(s) before the first match of competition day	OVR	Daily Schedule (C58)	INFO, Print	24HBMC
Twenty-four (24) hours before a match				
Twenty-four (24) hours before a match	FIFA Documentation	FIFA match checklist	CM	--
	CM	Copy of FIFA match checklist for start list preparation	OVR	--
One (1) evening before a competition day	ONS	Daily Preview (N89)	INFO, Print	1EBCD
One (1) evening before the last day of competition of the first round (group stage)	ONS	Daily Preview - Progression (N89)	INFO, Print	1EBLCG
Before, during and after all matches				
Ninety (90) minutes before the scheduled start of the match	FIFA Documentation	Copy of FIFA match countdown {through OC Press Operations}	TV, Sports Presentation	--
No later than ninety (90) minutes before the scheduled start (kick-off) of the match	FIFA General Coordinator	Copy of FIFA start list	Teams	--
No later than sixty (60) minutes before the scheduled start (kick-off) of the match	Teams	Copy of FIFA start list with starting line-up	FIFA General Coordinator	--
	FIFA General Coordinator	Starting line-ups	CM	--
	CM	Starting line-ups	OVR	--
No later than forty-five (45) minutes before the scheduled start (kick-off) of the match	OVR	Start List (C51)	INFO, Print	45MBM
During the match after every goal scored, card issued or player substituted	FIFA Media Officer	Register the essential information {goals, cards, substitutions} and transmit it by headset	OVR	--
No later than five (5) minutes before the end of half-time	FIFA Media Officer	Summary of match actions	OVR	--
No later than fifteen (15) minutes prior to the end of the match	CM	Attendance data	OVR	--
No later than five (5) minutes after the end of the match	FIFA Media Officer	Copy of FIFA match summary {signed off}	OVR	--
No later than two (2) minutes after the FIFA match summary is signed off	OVR	Match Report (C73)	INFO	2MAMS
	OVR	Competition Summary (C76)	INFO	2MAMS
	OVR	Cumulative Statistics (C84A)	INFO	2MAMS
	OVR	Overall Team Statistics (C84B)	INFO	2MAMS
	OVR	Individual Statistics (C85A)	INFO	2MAMS
No later than five (5) minutes after the FIFA match summary is signed off	OVR	Attendance Summary (C85C)	INFO	2MAMS
No later than five (5) minutes after the Match Report is signed off	OVR	Match Report (C73)	Print	5MAMS
No later than five (5) minutes after production of the Match Report	OVR	Cumulative Statistics (C84A)	Print	5MAP
No later than thirty (30) minutes after the end of a match	ONS	Match Review (N89)	INFO, Print	30MAM
After the last match of the day				
No later than five (5) minutes after the end of the last match of that day	OVR	Competition Summary (C76)	Print	5MAL
No later than thirty (30) minutes after	ONS	Daily Review (N89)	Print	30MAL

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
the end of the last match of that day				
No later than sixty (60) minutes after the end of the last match of the first round (group stage)	ONS	Phase Review (N89)	INFO, Print	60MALF
Morning after the competition day	OVR	Disciplinary Matters (C89)	INFO, Print	MAC
After the end of the first round (group stage)				
Immediately after the end of the last match of the first round (group stage)	OVR	Competition Summary (C76) {for checking and approval}	FIFA Documentation	Print - approval
After approval	FIFA Documentation	Competition Summary (C76) {approved}	OVR	--
No later than fifteen (15) minutes after the end of the last match of the first round (group stage)	OVR	Overall Team Statistics (C84B)	Print	15MALF
	OVR	Individual Statistics (C85A)	Print	15MALF
Additional procedure after a bronze medal match				
No later than five (5) minutes after the results of the bronze medal match are approved	OVR	Medallists (C92C)	INFO	5MAMRA
	OVR	Medallists by Event (C93)	INFO	5MAMRA
	OVR	Medal Standings (C95)	INFO	5MAMRA
Fifteen (15) minutes after flash quotes	ONS	Flash Quotes (N87A)	INFO, Print	15MAQ
Thirty (30) minutes after a press conference	ONS	Press Conference Highlights (N88)	INFO, Print	30MAQ
Additional procedure before and after a gold medal match				
No later than sixty (60) minutes before the gold medal match	IOC	Information about medal presenter(s) and the accompanying person(s)	ONS	--
When presenters are confirmed	ONS	Medal Presenters (N91B)	INFO, Print	WPC
No later than five (5) minutes after the FIFA match summary of the gold medal match is signed off	OVR	Medallists (C92C)	INFO, Print	5MAMRA
	OVR	Medallists by Event (C93)	INFO	5MAMRA
	OVR	Medal Standings (C95)	INFO	5MAMRA
Fifteen (15) minutes after the FIFA match summary of the gold medal match is signed off	OVR	Overall Team Statistics (C84B)	Print	15MAGMS
	OVR	Individual Statistics (C85A)	Print	15MAGMS
Fifteen (15) minutes after flash quotes	ONS	Flash Quotes (N87A)	INFO, Print	15MAQ
Thirty (30) minutes after a press conference	ONS	Press Conference Highlights (N88)	INFO, Print	30MAQ

Legend:	
CM	Competition Manager
FIFA	Fédération Internationale de Football Association
INFO	INFO System
IOC	International Olympic Committee
OC	Organising Committee
ONS	Olympic News Service
OVR	On Venue Results System
Print	Print Distribution
TV	TV Production

2.1.2 Distribution

Output		Venue								Main Press Centre (MPC)	Other Sites	INFO				
		Press			Sport											
Code	Name	Press Stands	Commentators	Press Centre Work Room	FIFA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIFA Hotel	PDF format	Screen format

Referee/assistant referee appointments

1. After entering the data - twenty four (24) hour(s) before the first match of competition day (24HBMC)

C58	Daily Schedule			B	P	P	1	H		H			H	Y	Y
-----	----------------	--	--	---	---	---	---	---	--	---	--	--	---	---	---

Twenty-four (24) hours before a match

1. One (1) evening before a competition day (1EBCD)

N89	Daily Preview															Y
-----	---------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

2. One (1) evening before the last day of competition of the first round (group stage) (1EBLCG)

N89	Daily Preview - Progression															Y
-----	-----------------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

Before, during and after all matches

1. No later than forty-five (45) minutes before the scheduled start (kick-off) of the match (45MBM)

C51	Start List			H	P	P	1	H		H		H	Y	Y
-----	------------	--	--	---	---	---	---	---	--	---	--	---	---	---

2. No later than two (2) minutes after the FIFA match summary is signed off (2MAMS)

C73	Match Report															Y	Y
C76	Competition Summary															Y	Y
C84A	Cumulative Statistics															Y	
C84B	Overall Team Statistics															Y	
C85A	Individual Statistics															Y	
C85C	Attendance Summary															Y	

3. No later than five (5) minutes after the FIFA match summary is signed off (5MAMS)

C73	Match Report	Pc	Pc	H	P	P	1	H	P	P	H	H	H		
-----	--------------	----	----	---	---	---	---	---	---	---	---	---	---	--	--

4. No later than five (5) minutes after production of the Match Report (5MAP)

C84A	Cumulative Statistics										H				
------	-----------------------	--	--	--	--	--	--	--	--	--	---	--	--	--	--

5. No later than thirty (30) minutes after the end of a match (30MAM)

N89	Match Review															Y
-----	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

After the last match of the day

1. No later than five (5) minutes after the end of the last match of that day (5MAL)

C76	Competition Summary						H	P	P	1	H		H	H	H
-----	---------------------	--	--	--	--	--	---	---	---	---	---	--	---	---	---

2. No later than thirty (30) minutes after the end of the last match of that day (30MAL)

N89	Daily Review															Y
-----	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

3. No later than sixty (60) minutes after the end of the last match of the first round (group stage) (60MALF)

N89	Phase Review															Y
-----	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

4. Morning after the competition day (MAC)

C89	Disciplinary Matters						1	1								Y
-----	----------------------	--	--	--	--	--	---	---	--	--	--	--	--	--	--	---

After the end of the first round (group stage)

1. No later than fifteen (15) minutes after the end of the last match of the first round (group stage) (15MALF)

C84B	Overall Team Statistics														
C85A	Individual Statistics														

Output	Code	Venue							Main Press Centre (MPC)	Other Sites	INFO				
		Press		Sport											
Name	Press Stands	Commentators	Press Centre Work Room	FIFA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIFA Hotel	PDF format	Screen format

Additional procedure after a bronze medal match

1. No later than five (5) minutes after the results of the bronze medal match are approved (5MAMRA)

C92C	Medallists				1	1	1							Y	Y
C93	Medallists by Event													Y	Y
C95	Medal Standings													Y	Y

2. Fifteen (15) minutes after flash quotes (15MAQ)

N87A	Flash Quotes														Y
------	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

3. Thirty (30) minutes after a press conference (30MAQ)

N88	Press Conference Highlights														Y
-----	-----------------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

Additional procedure before and after a gold medal match

1. When presenters are confirmed (WPC)

N91B	Medal Presenters			H+B	H	H	1								Y
------	------------------	--	--	-----	---	---	---	--	--	--	--	--	--	--	---

2. No later than five (5) minutes after the FIFA match summary of the gold medal match is signed off (5MAMRA)

C92C	Medallists				1	1	1							Y	Y
C93	Medallists by Event													Y	Y
C95	Medal Standings													Y	Y

3. Fifteen (15) minutes after the FIFA match summary of the gold medal match is signed off (15MAGMS)

C84B	Overall Team Statistics														
C85A	Individual Statistics														

4. Fifteen (15) minutes after flash quotes (15MAQ)

N87A	Flash Quotes														Y
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5. Thirty (30) minutes after a press conference (30MAQ)

N88	Press Conference Highlights														Y
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3 Other Outputs

3.1 Non-Event Related Outputs

This table lists non-event processes and outputs that are identical for all events (Entry Processes, Schedules, Historical Information, Biographies, etc.) in chronological order.

3.1.1 Process

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
Games preparations				
Schedule for delivery is defined by contract with the third party provider	IOC	Data for all Biographies and Historical Results in an agreed format	OC	--
Schedule agreed between the parties	FIFA	All requested data (FIFA cannot guarantee that all mandatory data items requested to produce the relevant outputs will be included in the data provided)	OC	--
No later than six to nine (6-9) months before the Games	OC	Homologation Test	FIFA, IOC	--
At least three (3) months before the Games Opening Ceremony	FIFA Executive Director or designated person	List of names and functions of all persons to be included in the output Competition Officials (C35)	CM	--
After checking and updating of data from FIFA and required updates have been completed (delivery schedules to be agreed between FIFA and the OC)	OC	Updated FIFA data for review	FIFA Documentation	--
No later than three (3) months before the Games	OC	Test Event starts	FIFA, IOC	--
No later than ten (10) days before the first day of competition	IOC, FIFA	The list of potential medal presenters and persons accompanying them, that will include all data necessary for presenting this information at the scoreboards and TV captions during the flower and/or medal ceremonies	OC Technology	--
Before the Games	IOC	Data for all Biographies and Historical Results in an agreed format	FIFA, all NOCs	--
Pre-Games activities				
Day press centre (main or venue whichever comes first) operations start	ONS	Competition Format and Rules (N02)	Print	DPCO
Day INFO operations start	IDS	Training Schedule (C07)	INFO	DIO
	VRM/IDS	Competition Schedule (C08)	INFO	DIO
	VRM	Competition Officials (C35)	INFO	DIO
	VRM	Referees and Assistant Referees (C35B)	INFO	DIO
	ONS	Competition Format and Rules (N02)	INFO	DIO
	ONS	Medallists from previous Olympic Games (N10)	INFO	DIO
	ONS	Medals by NOC (N11)	INFO	DIO
	ONS	Placing by NOC (N13A)	INFO	DIO
	ONS	All-time Rankings (N13B)	INFO	DIO
	ONS	Multi-Medallists (N15)	INFO	DIO
	ONS	Results in Last Olympic Cycle (N17A)	INFO	DIO
	ONS	Recent Results for Qualified Teams (N17B)	INFO	DIO
	ONS	FIFA Women's World Ranking (N17C)	INFO	DIO
	ONS	Individual Achievements / Records (N18A)	INFO	DIO
	ONS	Team Achievements / Records (N18B)	INFO	DIO
	IDS/ONS	Athlete Biography (N20)	INFO	DIO
	IDS/ONS	Coach Biography (N21)	INFO	DIO
	IDS/ONS	Team Profile (N22)	INFO	DIO
	IDS/ONS	Referee Biography (N23)	INFO	DIO
	ONS	NOC Profile (N24)	INFO	DIO
	ONS	Head to Head (N62)	INFO	DIO
	ONS	Facts and Figures - History (N86A)	INFO	DIO
	ONS	Facts and Figures - FIFA - Federation Facts (N86B)	INFO	DIO

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
	ONS	Facts and Figures - Qualification Criteria (N86C)	INFO	DIO
	ONS	Facts and Figures - Facility Description (N86D)	INFO	DIO
	ONS	Facts and Figures - Media Information (N86E)	INFO	DIO
At Sport Entry Deadline	IDS	Team Entries (C31T)	INFO, Print	ASED
	ONS	Facts and Figures - Birthdays during the Games (N86F)		ASED
After each Delegation Registration Meeting	IDS	Team Entries (C31T)	INFO, Print	AEDRM
	ONS	Facts and Figures - Birthdays during the Games (N86F)	INFO	AEDRM
Day FIFA and OC Competition Management operations start	IDS	Training Schedule (C07)	Print	DIFO
	VRM/IDS	Competition Schedule (C08)	Print	DIFO
	VRM	Competition Officials (C35)	INFO	DIFO
	VRM	Referees and Assistant Referees (C35B)	INFO	DIFO
	ONS	Competition Format and Rules (N02)	Print	DIFO
When On Venue Results becomes owner of data	OVR	Entry Data Checklist (C38)	Print	OVRO
	OVR	Entry Data Checklist - Competition Officials (C39)	Print	OVRO
	OVR	Team Roster (C33)	INFO, Print	OVRO
	OVR	Referees and Assistant Referees (C35B)	Print	OVRO
Twice a day starting three (3) days before competition starts	WS	Weather data	CM, OVR	--
	IDS	Weather (C49)	INFO	2PD3DBC
Four (4) days before the first day of competition for this sport	ONS	Sport Preview (N89)	INFO, Print	4DBC

Post-Games activities

Sixty (60) minutes after the competition	ONS	Phase Review (N89)	INFO, Print	60MAC
Within three (3) months following the Olympic Closing Ceremony	IOC	Data for all Biographies and Historical Results in an agreed format	FIFA, all NOCs	--

Legend:

CM	Competition Management
FIFA	Fédération Internationale de Football Association
IDS	Information Diffusion System
NOC	National Olympic Committee
OC	Organising Committee
ONS	Olympic News Service
OVR	On Venue Results system
Print	Print Distribution
VRM	Venue Results Manager
WS	Weather Service

3.1.2 Distribution

Output		Venue								Main Press Centre (MPC)	Other Sites	INFO					
		Press		Sport													
Code	Name	Press Stands	Commentators	Press Centre Work Room		FIFA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIFA Hotel	PDF format	Screen format
												H			H		

Pre-Games activities

1. Day press centre (main or venue whichever comes first) operations start (DPCO)

N02	Competition Format and Rules											H				
-----	------------------------------	--	--	--	--	--	--	--	--	--	--	---	--	--	--	--

2. Day INFO operations start (DIO)

C07	Training Schedule															Y
C08	Competition Schedule															Y Y
C35	Competition Officials															Y
C35B	Referees and Assistant Referees															Y
N02	Competition Format and Rules															Y Y
N10	Medallists from previous Olympic Games															Y
N11	Medals by NOC															Y
N13A	Placing by NOC															Y
N13B	All-time Rankings															Y
N15	Multi-Medallists															Y
N17A	Results in Last Olympic Cycle															Y
N17B	Recent Results for Qualified Teams															Y
N17C	FIFA Women's World Ranking															Y
N18A	Individual Achievements / Records															Y
N18B	Team Achievements / Records															Y
N20	Athlete Biography															Y
N21	Coach Biography															Y
N22	Team Profile															Y
N23	Referee Biography															Y
N24	NOC Profile															Y
N62	Head to Head											H				Y
N86A	Facts and Figures - History															Y
N86B	Facts and Figures - FIFA - Federation Facts															Y
N86C	Facts and Figures - Qualification Criteria															Y
N86D	Facts and Figures - Facility Description															Y
N86E	Facts and Figures - Media Information															Y

3. At Sport Entry Deadline (ASED)

C31T	Team Entries							1	1							Y
N86F	Facts and Figures - Birthdays during the Games															Y

4. After each Delegation Registration Meeting (AEDRM)

C31T	Team Entries							1	1							Y
N86F	Facts and Figures - Birthdays during the Games															Y

5. Day FIFA and OC Competition Management operations start (DIFO)

Code	Name	Venue						Main Press Centre (MPC)	Other Sites	INFO						
		Press		Sport												
		Press Stands	Commentators	Press Centre Work Room	FIFA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIFA Hotel	PDF format	Screen format
C07	Training Schedule				1	1		H+B	H			H			Y	
C08	Competition Schedule			H+B	H	H	1	H+B	H	B	H	H				
C35	Competition Officials				1	1	1	H				H		Y		
C35B	Referees and Assistant Referees				1	1										
N02	Competition Format and Rules						1									

6. When On Venue Results becomes owner of data (OVRO)

C38	Entry Data Checklist				1											
C39	Entry Data Checklist - Competition Officials					1										
C33	Team Roster				1	1		H						Y		
C35B	Referees and Assistant Referees				1	1	1	H				H		Y		

7. Twice a day starting three (3) days before competition starts (2PD3DBC)

C49	Weather															Y
-----	---------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

8. Four (4) days before the first day of competition for this sport (4DBC)

N89	Sport Preview															Y
-----	---------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

Post-Games activities

1. Sixty (60) minutes after the competition (60MAC)

N89	Phase Review															Y
-----	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

3.2 Event Related Outputs without Defined Production Time

This table lists all outputs (both event related and non-event related) that could be produced at any time before, during or after competition. These outputs may also be produced at defined times within an event (e.g. Flash Quotes, Press Conference Highlights after finals) in which case they would also be included in the appropriate process in chapter "Event Related Requirements".

3.2.1 Process

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
Official Communications - produced at any time before, during or after competition				
After each jury decision	FIFA CMS	Text for Official Communication	OVR	--
Two (2) minutes after receiving text	OVR	Official Communication (C67) {for approval}	FIFA CMS	Print - approval
After approval	FIFA CMS	Official Communication (C67) {approved}	OVR	--
Fifteen (15) minutes after each jury decision	OVR	Official Communication (C67)	INFO, Print	15MAJ
Sport Communications - produced at any time before, during or after competition				
After each official body decision	FIFA CMS	Text for Sport Communication	OVR	--
Two (2) minutes after receiving text	OVR	Sport Communication (C68) {for approval}	FIFA CMS	Print - approval
After approval	FIFA CMS	Sport Communication (C68) {approved}	OVR	--
Fifteen (15) minutes after each official body decision	OVR	Sport Communication (C68)	INFO, Print	15MAJ
Flash Quotes and Press Conference Highlights - produced at any time before, during or after competition except those described in event related processes				
Fifteen (15) minutes after quotes	ONS	Flash Quotes (N87A)	INFO, Print	15MAQ
Thirty (30) minutes after a press conference	ONS	Press Conference Highlights (N88)	INFO, Print	30MAQ
Quotes of the Day - produced at any time after competition				
End of day	ONS	Quotes of the Day (N87B)	INFO	EOD
Media Communications, News Articles and IOC News - produced at any time before, during or after competition				
Ten (10) minutes after a communication	ONS	Media Communication (N90A)	INFO	10MAPR
Ten (10) minutes after news	ONS	News Article (N90B)	INFO	10MAPR
Fifteen (15) minutes after a communication	ONS	Media Communication (N90A)	Print	15MAPR
Fifteen (15) minutes after statements made by the IOC	ONS	IOC News (N90C)	INFO	15MAJ

Legend:

CM	Competition Management
OC	Organising Committee
FIFA CMS	FIFA Content Management Services
ONS	Olympic News Service
OVR	On Venue Results system
Print	Print Distribution

3.2.2 Distribution

Output	Name	Venue								Main Press Centre (MPC)	Other Sites	INFO				
		Press		Sport												
Code		Press Stands	Commentators	Press Centre Work Room	FIFA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIFA Hotel	PDF format	Screen format

Official Communications - produced at any time before, during or after competition

1. Fifteen (15) minutes after each jury decision (15MAJ)

C67	Official Communication	Pc	Pc	H	H	H	1	H+B	H	H	H	H	H	Y	
-----	------------------------	----	----	---	---	---	---	-----	---	---	---	---	---	---	--

Sport Communications - produced at any time before, during or after competition

1. Fifteen (15) minutes after each official body decision (15MAJ)

C68	Sport Communication				H	H	1	H+B	H				H	Y	
-----	---------------------	--	--	--	---	---	---	-----	---	--	--	--	---	---	--

Flash Quotes and Press Conference Highlights - produced at any time before, during or after competition except those described in event related processes

1. Fifteen (15) minutes after quotes (15MAQ)

N87A	Flash Quotes														Y
------	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

2. Thirty (30) minutes after a press conference (30MAQ)

N88	Press Conference Highlights														Y
-----	-----------------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

Quotes of the Day - produced at any time after competition

1. End of day (EOD)

N87B	Quotes of the Day														Y
------	-------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

Media Communications, News Articles and IOC News - produced at any time before, during or after competition

1. Ten (10) minutes after a communication (10MAPR)

N90A	Media Communication														Y
------	---------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

2. Ten (10) minutes after news (10MAPR)

N90B	News Article														Y
------	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

3. Fifteen (15) minutes after a communication (15MAPR)

N90A	Media Communication	Pc		H	1	1	1						Hc		
------	---------------------	----	--	---	---	---	---	--	--	--	--	--	----	--	--

4. Fifteen (15) minutes after statements made by the IOC (15MAJ)

N90C	IOC News														Y
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4 Distribution Rules for Printable Outputs Grouped by ORIS Output Code

This chapter gives an overview of all outputs produced for Football sorted by ORIS output code.

All availability codes are "Point in Time" (PiT) codes, indicating a defined time trigger for the production of an output.

C-outputs shown with a "Y" in the INFO Screen format column will be available in real time format.

Please refer to the document "On Screen Results Presentation" for further details.

Every output available in screen format should be formatted in a printable version according to the ORIS requirements, including the Look and Feel defined by the OC.

Output		Results Book	Produced by	Availability	Venue						Main Press Centre (MPC)	Other Sites	INFO					
					Press		Sport											
Code	Name				Press Stands	Commentators	Press Centre Work Room	FIFA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIFA Hotel	PDF format
C07	Training Schedule	IDS	DIO															Y
			DIFO					1	1		H+B	H				H		Y
C08	Competition Schedule	OVR (VRM)	DIO															Y Y
			DIFO			H+B	H	H	1	H+B	H	B	H		H			
C31T	Team Entries	IDS	ASED					1	1									Y
			AEDRM					1	1									Y
C33	Team Roster	Y	OVR	OVRO				1	1		H							Y
C35	Competition Officials	IDS (VRM)	DIO															Y
			DIFO					1	1	1	H				H		H	Y
C35B	Referees and Assistant Referees	IDS (VRM)	DIO															Y
			DIFO					1	1									
C38	Entry Data Checklist	OVR	OVRO					1										
			OVRO															
C39	Entry Data Checklist - Competition Officials	OVR	OVRO						1									
C49	Weather	IDS	2PD3DBC															Y
C51	Start List	OVR	45MBM				H	P	P	1	H		H			H		Y Y
C58	Daily Schedule	OVR	24HBM				B	P	P	1	H		H			H		Y Y
C67	Official Communication	Y	OVR	15MAJ	Pc	Pc	H	H	H	1	H+B	H	H	H		H		Y
C68	Sport Communication	OVR	15MAJ					H	H	1	H+B	H				H		Y
C73	Match Report	Y	OVR	2MAMS														Y Y
			5MAMS	Pc	Pc	H	P	P	1	H	P	P	H		H			
C76	Competition Summary	OVR	2MAMS															Y Y
			5MAL			H	P	P	1	H		H	H	H		H		
C84A	Cumulative Statistics	Y	OVR	2MAMS														Y
			5MAP									H						
C84B	Overall Team Statistics	OVR	2MAMS															Y
			15MALF															

Output		Results Book	Produced by	Availability	Venue					Main Press Centre (MPC)	Other Sites	INFO		
					Press		Sport							
Code	Name	Y	15MAGMS		FIFA		Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	
C85A	Individual Statistics	OVR	2MAMS											Y
			15MALF											
			15MAGMS											
C85C	Attendance Summary	Y	OVR	2MAMS										Y
C89	Disciplinary Matters		OVR	MAC			1	1						Y
C92C	Medallists (Team)	Y	OVR	5MAMRA			1	1	1					Y Y
C93	Medallists by Event		OVR	5MAMRA										Y Y
C95	Medal Standings		OVR	5MAMRA										Y Y
N02	Competition Format and Rules	ONS	DIO											Y Y
			DPCO		H							H		
			DIFO					1						
N10	Medallists from previous Olympic Games		ONS	DIO										Y
N11	Medals by NOC		ONS	DIO										Y
N13A	Placing by NOC		ONS	DIO										Y
N13B	All-time Rankings		ONS	DIO										Y
N15	Multi-Medallists		ONS	DIO										Y
N17A	Results in Last Olympic Cycle		ONS	DIO										Y
N17B	Recent Results for Qualified Teams		ONS	DIO										Y
N17C	FIFA Women's World Ranking		ONS	DIO										Y
N18A	Individual Achievements / Records		ONS	DIO										Y
N18B	Team Achievements / Records		ONS	DIO										Y
N20	Athlete Biography		IDS/ ONS	DIO										Y
N21	Coach Biography		IDS/ ONS	DIO										Y
N22	Team Profile		IDS/ ONS	DIO										Y
N23	Referee Biography		IDS/ ONS	DIO										Y
N24	NOC Profile		ONS	DIO										Y
N62	Head to Head		ONS	DIO		H								Y
N86A	Facts and Figures - History		ONS	DIO										Y
N86B	Facts and Figures - FIFA - Federation Facts		ONS	DIO										Y
N86C	Facts and Figures - Qualification Criteria		ONS	DIO										Y
N86D	Facts and Figures - Facility Description		ONS	DIO										Y
N86E	Facts and Figures - Media Information		ONS	DIO										Y
N86F	Facts and Figures - Birthdays during the Games	IDS	ASED											Y
			AEDRM											Y

Output		Results Book	Produced by	Availability	Venue						Main Press Centre (MPC)	Other Sites	INFO						
					Press		Sport												
Code	Name				Press Stands	Commentators	Press Centre Work Room	FIFA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIFA Hotel	PDF format	Screen format
N87A	Flash Quotes	ONS	15MAQ															Y	
N87B	Quotes of the Day	ONS	EOD															Y	
N88	Press Conference Highlights	ONS	30MAQ															Y	
N89	Preview / Review - Sport Preview	ONS	4DBC															Y	
	Preview / Review - Daily Preview	ONS	1EBCD															Y	
	Preview / Review - Daily Preview (Progression)	ONS	1EBLCG															Y	
	Preview / Review - Match Review	ONS	30MAM															Y	
	Preview / Review - Daily Review	ONS	30MAL															Y	
	Preview / Review - Phase Review	ONS	60MALF															Y	
		ONS	60MAC															Y	
N90A	Media Communication	ONS	10MAPR															Y	
			15MAPR	Pc	H	1	1	1						Hc					
N90B	News Article	ONS	10MAPR															Y	
N90C	IOC News	ONS	15MAJ															Y	
N91B	Medal Presenters	ONS	WPC			H+B	H	H	1									Y	

Legend:

1 Single copy delivery
 B Display on Bulletin Board
 c conditionally
 H Place in pigeonholes, office, etc.
 P Personal delivery to individual users
 Y Available

IDS Information Diffusion System
 ONS Olympic News Service
 OVR On Venue Results system
 VRM Venue Results Manager

Officials: Referees Committee, Disciplinary Committee, Appeal Committee, Referees, Assistant Referees, Doping Control Officer
 (The VRM should consult Protocol/Ceremonies and the Doping Control Officer regarding the specific outputs required)

FIFA: FIFA President, FIFA Secretary General, FIFA General Coordinator, FIFA Office, FIFA Press, FIFA Documentation

5 Distribution Availability Codes

Code	Description of abbreviation
AEDRM	After each Delegation Registration Meeting
ASED	After both the Sport Entry Deadline has passed, and INFO operations have started (whichever is later)
DIFO	Day FIFA and Competition Management operations start
DIO	Day INFO operations start
DPCO	Day press centre (main or venue whichever comes first) operations start
EOD	End of day
MAC	Morning after competition day
OVRO	On Venue Results becomes owner of data
WPC	When presenters are confirmed
xDBC	X (x) day(s) before the first day of competition
xEBCD	X (x) evening(s) before a competition day
xEBCG	X (x) evening(s) before the last competition day of matches in a group
xHBMC	X (x) hour(s) before the first match of a competition day
xMAC	X (x) minute(s) after the competition
xMAGMS	X (x) minute(s) after the FIFA match summary of the gold medal match is signed off
xMAJ	X (x) minute(s) after each jury or other official body decision
xMAL	X (x) minute(s) after the end of the last match that day
xMALF	X (x) minute(s) after the end of the last match of the first round (group stage)
xMAM	X (x) minute(s) after the end of the match
xMAMRA	X (x) minute(s) after medal match results are approved
xMAMS	X (x) minute(s) after the FIFA match summary is signed off
xMAP	X (x) minute(s) after production of the Match Report
xMAPR	X (x) minute(s) after public release of a communication
xMAQ	X (x) minute(s) after quotes/a press conference
xMBF	X (x) minute(s) before a final
xMBM	X (x) minute(s) before the scheduled start (kick-off) of the match
xPDyDBC	X (x) times per day, starting Y (y) days before the competition

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Section 3 - Real Time Information

1 Introduction

This section of the document defines scoreboard layouts and serves as a reference for on screen results presentation.

The basic objective has been to make user-friendly samples and emphasis is placed on using realistic data where possible. This is to ensure that the focus is on the type of data which must be included rather than on the accuracy of data shown in the sample.

All possible variations of the type of event and each stage of the competition are presented. The type of data required and the triggering conditions are defined.

While the data content and triggering conditions for each screen are mandatory (and therefore subject to the Change Management process), the presentation of the real time outputs will be based upon an agreement reached between FIFA and the OC (and providers).

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2 Scoreboards

2.1 General Rules

2.1.1 NOC Names

Whenever NOC names are used, they should be taken from the official IOC "NOC long and short names document", which is available on the IOC ORIS extranet (see "Public documents" in the navigation menu on the left). The same name length should consistently be used within similar screens.

2.1.2 Athletes, Teams and Officials' Names

All possible scoreboard name lengths which are required for scoreboard screens must be verified through the process described in the chapter "Entries and participant data" in Procedures.

2.2 Technical Specifications

This section has been developed based on a standard matrix. More sophisticated solutions (e.g. video, plasma screens, font colour, font size, graphical characters, etc.) may be provided. The content of the scoreboard screens are defined in ORIS. The detailed layout of the scoreboard screens is the responsibility of OVR, and will be confirmed during the Homologation Test, subject to FIFA's approval.

2.3 Part A - Before the competition

2.3.1 Welcome

- What: Welcome screen for spectators as they arrive at the venue.
Contains today's date, time of day (HH:MM - real time), welcome text, sport discipline name, venue name, event name/phase name and start time of competition.
- When: Screen should be displayed as the spectators enter the venue (as an idle screen for the scoreboard - shown when nothing else is happening). Shown at the discretion of sport production.
- How: Static screen with real time update of time of day only



2.3.2 Today's match schedule

- What: Today's competition schedule sorted by start time. Screen shows sport discipline name, event name, title "TODAY'S MATCHES" and for each match: scheduled start time, teams (NOC code) and group name.
- When: Before and after the match
- How: Static screen



2.4 Part B - Before the match

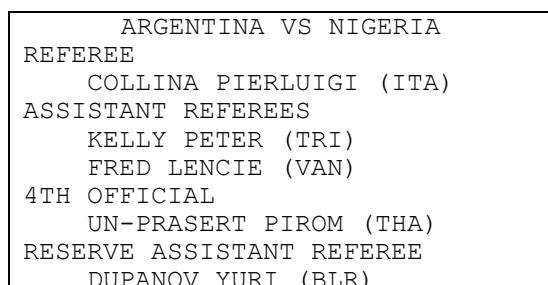
2.4.1 Match presentation

- What: Screen shows sport discipline name, event name, competition phase, group (if applicable) and teams (NOC)
When: Before the match
How: Static screen



2.4.2 Match referees

- What: Screen shows teams (NOC), title "REFEREE", referee (scoreboard name and NOC code), title "ASSISTANT REFEREES", assistant referees (scoreboard name and NOC code), title "4TH OFFICIAL", 4th official (scoreboard name and NOC code), title "RESERVE ASSISTANT REFEREE" and reserve assistant referee (scoreboard name and NOC code)
When: Before the match
How: Static screen



2.4.3 Team presentation - starting line-up

What: Team starting line-up players sorted by playing position (first goalkeeper then others) and shirt number. Screen shows team (NOC and NOC code), title "STARTING LINE-UP" and for each player: shirt number, scoreboard name, indicate goalkeeper "(GK)", team captain "(C)", title "COACH" and for coach: scoreboard name. Show goalkeeper on one line and other players two per line.

When: Before the match

How: Static screen

ARGENTINA (ARG)
STARTING LINE-UP
12 CAVALLERO (GK)
2 AYALA 7 LOPEZ
3 CHAMOT 9 CRESPO (C)
4 ZANETTI 10 ORTEGA
5 ALMEYDA 11 MORALES
6 SENSINI 15 BASSEDAS
COACH PASSARELLA DANIEL

2.4.4 Team presentation - substitutes and coach

What: Substitute players sorted by playing position (first goalkeeper then others) and shirt number, and team coach. Screen shows team (NOC and NOC code), title "SUBSTITUTES", for each player: shirt number, scoreboard name, indicate goalkeeper "(GK)", title "COACH" and for coach: scoreboard name. Show goalkeeper on one line and other players two per line.

When: Before the match

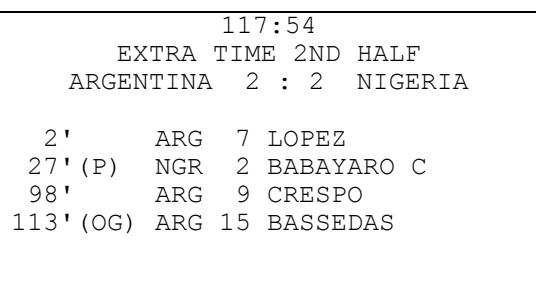
How: Static screen

ARGENTINA (ARG)
SUBSTITUTES
1 BOSSIO (GK)
8 SIMEONE 16 LOPAZ
13 PINEDA 17 DELGADO
14 PAZ 18 GARALDO
COACH PASSARELLA DANIEL

2.5 Part C - During the match

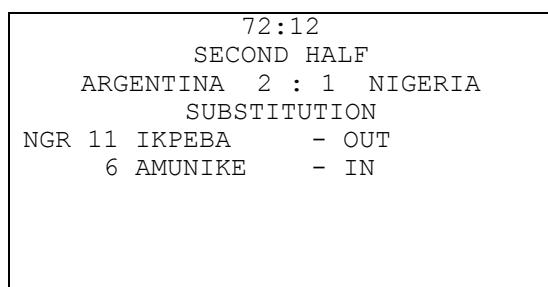
2.5.1 Match score

- What: Screen shows match time (running time), match period name, teams (NOC), match score and for each scorer: match time (in minutes) when player scored the goal, show "(P)" for goal scored from penalty or "(OG)" for own goal scored, NOC code, shirt number and scoreboard name sorted by match time (minutes) of goal.
Match period name is: "FIRST HALF", "SECOND HALF", "EXTRA TIME 1ST HALF" or "EXTRA TIME 2ND HALF".
- When: During the match
- How: Dynamic screen (scroll if required)



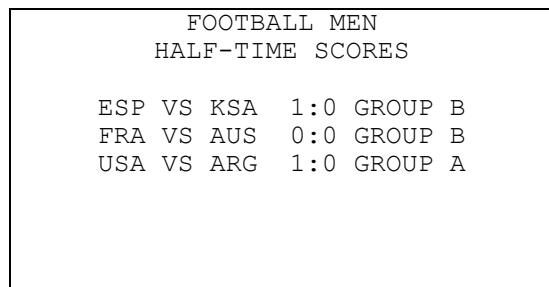
2.5.2 Substitution

- What: Screen shows match time (running time), match period name, teams (NOC), match score, title "SUBSTITUTION" and substitution(s) (NOC code, shirt numbers and scoreboard names of players who are substituted out and in).
Match period name is: "FIRST HALF", "SECOND HALF", "EXTRA TIME 1ST HALF" or "EXTRA TIME 2ND HALF".
- When: During the match
- How: Dynamic screen (scroll if required). Substitution(s) stay on scoreboard for sixty (60) seconds.



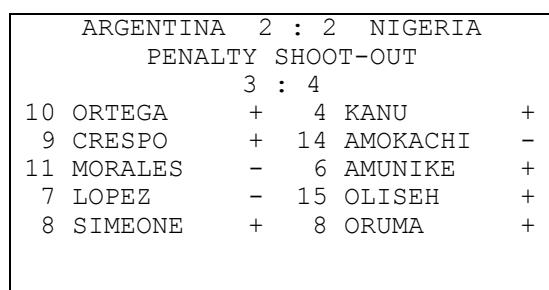
2.5.3 Half-time scores

- What: Half-time score for matches in progress. Screen shows sport discipline name, event name, title "HALF-TIME SCORES" and for each match: teams (NOC code), half-time score and group name.
- When: During half-time interval
- How: Static screen



2.5.4 Penalty shoot-out competition

- What: Players selected for the penalty shoot-out competition for both teams. Team A is presented on the left. Screen shows teams (NOC), match score, title "PENALTY SHOOT-OUT", current penalty shoot-out competition score and for each player: shirt number, scoreboard name and result of penalty kicks ("+" - Scored, "-" - Not scored).
- When: Before and during the penalty shoot-out competition. Scroll shooters during competition so that the last shots are always displayed.
- How: Dynamic screen



2.6 Part D - After the match

2.6.1 Today's match results

What: Screen shows sport discipline name, event name, title "TODAY'S MATCH RESULTS" and for each match: teams (NOC code), match score, half-time score and group name.

When: After the match

How: Static screen

FOOTBALL MEN					
TODAY'S MATCH RESULTS					
ESP VS KSA	2:0	(1:0)	GROUP B		
FRA VS AUS	1:0	(0:0)	GROUP B		
USA VS ARG	2:0	(1:0)	GROUP A		

2.6.2 Group standings

What: Teams in group sorted by rank based on FIFA group classification rules. Screen shows sport discipline name, event name, group and for each team: rank, NOC code, number of matches won, number of matches drawn, number of matches lost, goal difference (show plus "+" when positive and minus "-" when negative) and points.

When: After the match, during the first round (group stage)

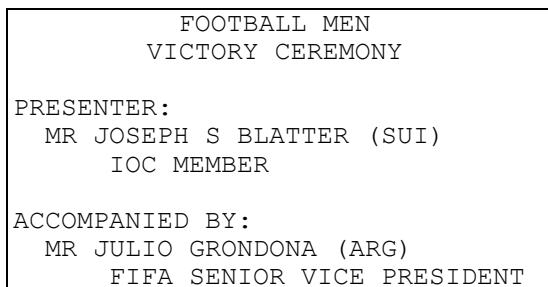
How: Static screen

FOOTBALL MEN					
GROUP A					
	WIN	DRAW	LOSS	POINTS	
1 ARG	1	2	2	(+2)	5
2 POR	1	2	2	(+2)	5
3 USA	1	1	2	(0)	4
4 TUN	0	1	2	(-4)	1

2.7 Part E - During the Victory Ceremony

2.7.1 Presenters

- What: Screen shows the presenters with sport discipline name, event name, screen title and for each presenter or accompanying person: title, scoreboard name, NOC code and function. Please note that there is a possibility that the screen title should be applied if required (e.g. "Victory Ceremony" could be "Flower Ceremony", etc.).
- When: As the dignitary is introduced before the ceremony
- How: Single screen



2.7.2 Medallists - Teams

What:

First screen shows sport discipline name, event name, screen title. For each team winning a medal, show medal type and NOC.

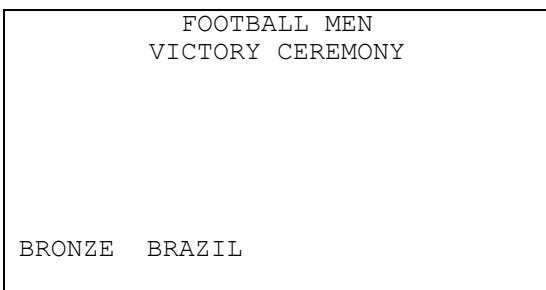
Second screen shows sport discipline name, event name, medal type, NOC and list of team medallists sorted by shirt number. For each player show shirt number and scoreboard name.

When: During the ceremony

How: Dynamic screen, first show screen with medal type and NOC, then change to screen for name presentation

If the medallists are presented one by one, use the following order:

As the bronze medallist is presented (show left screen first, then right screen):



FOOTBALL MEN BRONZE - BRAZIL
1 DIDA
2 ZE MARIA
3 ALDAIR
4 RONALDO
5 FLAVIO CONCEICAO
6 ROBERTO CARLOS
7 BEBETO

For each medal team: scrolling screen for name presentation

As the silver medallist is presented (show left screen first, then right screen):

FOOTBALL MEN VICTORY CEREMONY
SILVER ARGENTINA
BRONZE BRAZIL

FOOTBALL MEN SILVER - ARGENTINA
1 BOSSIO CARLOS
2 AYALA ROBERTO
3 CHAMOT JOSE ANTONIO
4 ZANETTI JAVIER
5 ALMEYDA MATIAS
6 SENSINI ROBERTO
7 LOPEZ CLAUDIO

For each medal team: scrolling screen for name presentation

As the gold medallist is presented (show left screen first, then right screen):

FOOTBALL MEN VICTORY CEREMONY
GOLD NIGERIA
SILVER ARGENTINA
BRONZE BRAZIL

FOOTBALL MEN GOLD - NIGERIA
1 BABAYARO EMMANUEL
2 BABAYARO CELESTINE
3 WEST TARIBO
4 KANU NWANKWO
5 UCHE OKECHUKU
6 AMUNIKE EMMANUEL
7 BABANGIDA TIJANI

For each medal team: scrolling screen for name presentation

3 Sport Specific Real Time Data

There is no additional real time data available other than defined in Section 1 - Outputs.

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4 On Screen Results Presentation

Some screens will be updated in real time whenever new information becomes available (e.g. score change...). These screens are split into two major categories:

- Schedules (before, during and after competition)
- Results (including start lists, statistics, summaries, etc.)

Detailed descriptions of these screens are available in the document "On Screen Results Presentation".

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Appendix A - Glossary

1 Terms

The specific terms used in the ORIS Football document are defined as follows:

Term	Definition
"P" alternate athlete	"P" alternate athletes are non-competing athletes, and are not included within the athlete's quota. They are granted "P" accreditation allowing them to train and access the competition venue under certain conditions. "P" alternate athletes can only become competing athletes as per the conditions outlined in the "IOC/Rio 2016 Late Athlete Replacement policy".
Absent player	A player who is not present for a match for a specific reason, and who cannot be selected until his/her return. Does not include disqualified, injured or ineligible players.
Actual playing time	The total time during a match in which the ball is actually in play, after deduction of time lost when the ball is dead at throw-ins, goal-kicks, free-kicks, etc.
Additional time	Additional time played at the end of each period to make up for time lost during the period. The length of additional time is decided by the referee in cooperation with the fourth official.
Assistant referee	There are two assistant referees who control the actions in each half of the pitch and assist the referee in decisions (offsides, corners, outs, etc.). The Assistant referees were previously known as linesmen.
Athlete preferred name	When NOCs apply for accreditation, they should provide the preferred family and given name for all athletes. These names should be the names that the athletes normally use, and by which they are popularly known while participating in other international competitions.
Ball out of play	The ball is out of play when: <ul style="list-style-type: none">• It has completely crossed the goal line or touch line whether on the ground or in the air• Play has been stopped by the referee
Common Codes	The set of data that are considered Common Codes from the Technology perspective of the Games. Among others, Sports, Disciplines, Events, Event phases, Event units and Venue names are defined in the Common Codes.
Competition	The competition runs from the start of the first event of a sport to the completion of the last event of a sport, excluding the Opening and Closing Ceremonies.
Competition format	Defines the competition system at the Olympic tournament. e.g. the number of teams competing, their division into groups or how they will compete in each stage of the competition.

Term	Definition
Competition stage and phase	<p>Each competition is divided into two stages:</p> <ul style="list-style-type: none"> • Group stage (first round) • Knock-out stage (second round)
	<p>The knock-out stage is divided into the following phases:</p> <ul style="list-style-type: none"> • Quarter-finals • Semi-finals • Finals (gold and bronze medal matches)
Corner kick	<p>An offensive player putting the ball into play from the corner mark on the side from which the ball crossed the goal line.</p>
Delegation Registration Meeting (DRM)	<p>The Delegation Registration Meeting is the process for official registration of all athletes and team officials who will participate at the Olympic Games.</p> <p>All NOCs must attend a DRM with the OC prior to being permitted entry into the Olympic Village.</p>
Direct free kick	<p>A direct free kick is awarded to the opposing team if a player commits any of the following ten offences in a manner considered by the referee to be careless, reckless, or using excessive force:</p> <ul style="list-style-type: none"> • Kicks, or attempts to kick, an opponent • Trips, or attempts to trip, an opponent • Jumps at an opponent • Charges an opponent • Strikes, or attempts to strike, an opponent • Pushes an opponent • Tackles an opponent to gain possession of the ball, making contact with an opponent before touching the ball • Holds an opponent • Spits at an opponent • Handles the ball deliberately
Discipline/Sport discipline	<p>"A discipline is a branch of a sport comprising one or several events." (as per Olympic Charter).</p>
Disqualification	<p>A ruling by officials that a competitor or team has broken the rules of the sport and cannot be considered for placing in an event unit, a phase or an event.</p>
Disqualified player	<p>A player barred from competition for violation of the rules.</p>
Event	<p>"An event is a competition in a sport or in one of its disciplines, resulting in a ranking and giving rise to the award of medals and diplomas." (as per Olympic Charter)</p>
	<p>See "Football References" for the list of events.</p>
Extra time	<p>Extra time will be played in the event of a draw at the end of normal playing time. Extra time consists of two periods of fifteen (15) minutes each, played after a five (5) minute interval. There is no interval between the two periods of extra time.</p>
Facility description	<p>Includes all information about the football stadium at which matches of the Olympic tournament will be played.</p>
Fields of play	<p>The fields of play chosen for the tournament must comply with the Laws of the Game. All the fields of play shall have identical dimensions: length 105m, breadth 68m.</p>

Term	Definition
FIFA Disciplinary	Disciplinary & Governance: Dealing at Olympic Games with all matters that, might, require disciplinary action (e.g. sanctions imposed by the referee, crowd disturbances).
FIFA Documentation	Responsible FIFA department for all data related matters at Olympic Games (teams, players, match events, results and other statistics).
FIFA General Coordinator	The FIFA administrative official responsible for the proper running of the match.
FIFA Match Commissioner	The FIFA Committee member with the ultimate responsibility for ensuring that all parties involved in a match conform to the competition regulations.
FIFA Media Officer	A media officer fulfilling on-site media related tasks for FIFA.
FIFA Organising Committee for the Olympic Football Tournaments	The FIFA standing committee responsible for the regulations by which the Olympic Football tournaments are organised.
Flag posts	A flag post, not less than 1.5m high, with a non-pointed top. A flag is placed at each corner.
Fourth official	The reserve referee in a match who acts as an administrative support from the touch-line and replaces the referee in the event of injury.
Goal area	A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line 5.5m from the inside of the each goal post. These lines extended into the field of play for a distance of 5.5m, are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
Goalkeepers colours	The goalkeepers shall wear colours contrasting with those of the two teams.
Goals	Goals must be placed on the centre of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The distance between the posts is 7.32m and the distance from the lower edge of the crossbar to the ground is 2.44m.
INFO	INFO is an intranet which allows access to results, news, biographies, background, schedules, medals, records, transport and weather information. During the Games, INFO will be accessible either through dedicated workstations (kiosks) or remotely for accredited users or organisations (rate card may apply).
Information Diffusion System (IDS)	IDS is the complete solution for the centralisation and distribution of information (e.g. schedules, results, news, etc.) through ODF to different clients such as International Federations, OC website, press agencies, etc. IDS also includes provision of INFO and CIS.
Initial Download	The process of transferring all participants' data from the SEQ database to On Venue Results. This step takes place a few days

Term	Definition
	before competition starts for each sport discipline.
Injured player	A player who has an injury that renders him/her physically unable to participate in the Games.
Kick-off	<p>A kick-off is a way of starting or restarting play:</p> <ul style="list-style-type: none"> • At the start of the match • After a goal has been scored • At the start of the second half of the match • At the start of each period of extra time, where applicable
	A goal may be scored directly from the kick-off.
Late Athlete Replacement (LAR)	An IOC policy defining the conditions under which an athlete who is unable to compete can be replaced by another eligible athlete who was not confirmed for participation in the Games.
Laws of the Game	The 17 rules by which football is played throughout the world, as defined by the International Football Association Board.
Match	A match is a competition between two teams to be decided in a specified time. Each match shall last ninety (90) minutes,
	comprising two periods of forty five (45) minutes with an interval of fifteen (15) minutes between periods.
Not eligible player	A player who cannot be selected for the line-up (in most cases for disciplinary reasons).
Numbers	Each player shall wear a number. The number, in a contrasting colour, shall appear on the uniform as follows: 25cm high on the back of the shirt and 10cm on the front, and 10cm high on the front of the shorts.
Offside	A player is in an offside position if he is closer to his opponent's goal line than both the ball and less than two opposing players (see FIFA Laws of the Game for details).
Olympic Data Feed (ODF)	The Olympic Data Feed (ODF) is the unique data feed used to transfer information from the venue to clients such as INFO, the official website, International Federations, National Olympic Committees, World News Press Agencies, Rights Holding Broadcasters, etc.
	ODF provides data at point in time (e.g. start lists, results, medallists, etc.) or real time (e.g. instant results and ranking, instant speed, etc.).
	The ODF technical specifications are available at:
	http://odf.olympictech.org .
Olympic Games	"The Olympic Games are competitions between athletes in
	individual or team events and not between countries. They bring
	together the athletes selected by their respective NOCs, whose
	entries have been accepted by the IOC. They compete under the
	technical direction of the IFs concerned." (as per Olympic Charter)
	The Olympic Games include the Opening Ceremony, Closing
	Ceremony, official training, competition and other competition
	related activities.
Olympic News Service (ONS)	The Olympic News Service exists to provide the media with comprehensive coverage from every race, every match, every

Term	Definition
	<p>session, every day, across every sport at the Olympic Games. This coverage, along with background information including historical results and records, and biographies on every competitor, is published on a secure intranet system called INFO, enabling the media to report accurately and extensively from multiple venues at the same time.</p> <p>The news service is the official source for independent and balanced coverage of the Olympic Games.</p>
On Venue Results (OVR)	<p>The systems, services and technicians responsible for timing and scoring data. OVR produces start lists, results and other competition related rankings, statistics and analysis for the sport discipline. This includes distribution to clients and use by other services, e.g. scoreboards, TV Graphics, INFO, ODF, etc.</p>
Own goals	<p>A goal is classified as an own goal when a player plays the ball directly into his own net and/or a player redirects an opponent's shot wide of target into his own goal.</p>
Penalty area	<p>A penalty area is defined at each end of the field as follows: two lines are drawn at right angles to the goal line 16.5m from the inside of each goal post. These lines extend into the field of play for a distance of 16.5m and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.</p>
Penalty shoot-out	<p>If no goal is scored in extra time, a penalty shoot-out will be held to decide the winner, in accordance with the procedure laid down by the International Football Association Board and published by FIFA.</p>
Penalty shot/penalty kick	<p>An unimpeded shot taken by player at the 11m spot upon the signal of a referee. It is awarded as a result of a penalty foul.</p>
Pending yellow card	<p>The term used when a player starts a match having already received a single yellow card in a previous match in the same phase of the competition; a second single yellow card in the next match would lead to automatic suspension.</p> <p>Single yellow cards are not carried over to the next competition phase or next FIFA competition.</p>
Rank	<p>Placing in an event. Teams are ranked according to FIFA rules.</p>
Red card	<p>A player is sent off and shown the red card if he commits any of the following offences:</p> <ul style="list-style-type: none"> • Is guilty of serious foul play • Is guilty of violent conduct • Spits at an opponent or any other person • Denies the opposing team a goal or an obvious goal scoring position by deliberately handling the ball • Denies an obvious goal scoring opportunity to an opponent moving towards the players goal by an offence punishable by a free kick or penalty kick • Uses offensive, insulting or abusive language • Receives a second caution in the same match
Referee	<p>Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed. The decisions of the referee regarding facts connected with play are final.</p>

Term	Definition
Regulations	The rules by which a specific competition is organised; distinct from the Laws of the Game.
Reserve assistant referee	The reserve assistant referee in a match replaces the assistant referee in the event of injury.
Results System Code (RSC)	<p>The Result System Code is a nine character code structured as follows: DDGEEPUU, where:</p> <ul style="list-style-type: none"> • DD: Discipline code • G: Gender • EEE: Event Code • P: Phase • UU: Event Unit
Shot	Any shot directed at the goal (the ball may then be blocked by the defence or saved by the goalkeeper, may go out of the goal or a goal may be scored).
Shot on goal	Any shot directed to the goal (inside goal frame). The ball may then be blocked by the defence or saved by the goalkeeper, or a goal may be scored.
Sport	A sport is administered by an International Federation and may be composed of one or more disciplines.
Sport Entries and Qualification (SEQ)	A service provided by the OC sports department responsible for processing and managing the entries received from the NOCs, according to the guidelines of the Olympic Charter and the qualification systems defined by the International Federations, which are approved by the IOC.
Starting line-ups	Starting line-ups represent the ten players and the goalkeeper of each team starting the match.
Statistics	Statistics evaluate the performance of the teams and players.
Substitutes	Up to a maximum of three substitutes may be used in any match played in an official competition organised under the auspices of FIFA.
Suspended player	A player barred for a match due to a red card or second yellow card in the previous match(es).
Team colours	Each team shall wear its official colours as declared on the official entry form. In addition to the official outfit, each team shall have a reserve outfit (reserve colours), which shall also be declared on the entry form and shall contrast with the colours of the official outfit.
Team roster	List of not more than 18 players to be submitted to the Organising Committee eight (8) days before the first match of the tournament, using the official form for this purpose. Only these 18 players (except in cases of force majeure recognised by the Organising Committee) will be permitted to compete in the Olympic tournament.
Team standings	Placement in order of achievement of the teams by points and goals.
Technical Committee	The Technical Committee is the liaison between the Organising Committee and FIFA.

Term	Definition
Venue Results Manager (VRM)	The Venue Results Manager coordinates all stages of On Venue Results in preparation for the Games as well as during the Games (e.g. coordination with other functional areas, software testing, interaction with the International Federation, etc.).
World Cup/Championships/Olympic Games	The entire meeting including the Opening Ceremony, Closing Ceremony, official training, competition and other official activities.
Yellow card	<p>A player is cautioned and shown the yellow card if he commits any of the following offences:</p> <ul style="list-style-type: none"> • Is guilty of unsporting behaviour • Shows dissent by word or action • Persistently infringes the Laws of the Game • Delays the restart of play • Fails to respect the required distance when play is restarted with a corner kick or free kick • Enters or re-enters the field of play without the referee's permission • Deliberately leaves the field of play without the referee's permission

2 Specifications

2.1 Participants

In the following table, several different participant types may apply to the same sport/discipline depending on the event competition format.

Participant Type	Defining Characteristics	Sports / Disciplines	Code
Individual	Individuals	<ul style="list-style-type: none">Cycling, Rowing (singles), Swimming (except relays), Triathlon, etc.	I
Group - Indivisible	Individual athlete results are not recognised as part of the group results (crew, teams, pairs, duets, etc.)	<ul style="list-style-type: none">Bobsleigh, Figure Skating (couples), Synchronised Swimming, Rowing (crew), Athletics (relays), etc.	IG
Group - Divisible	Individual athlete results are recognised as part of the group results (teams, doubles, etc.)	<ul style="list-style-type: none">Artistic Gymnastics (team), Equestrian (team), etc.	G
Team	Team competition (group of players forming one side in Team sports)	<ul style="list-style-type: none">Basketball, Curling, Football, Handball, Hockey, Volleyball, Football, etc.	T

2.2 Progression Types

Progression	Definition	Disciplines / Events
Seeding or Qualification	All participants are ranked after an initial phase. All of the participants (Seeding), or a limited number of the participants (Qualification), advance to the next event phase/unit based on this ranking.	<ul style="list-style-type: none">Seeding: Archery, Cycling BMX, Snowboard (Snowboard-Cross), etc.Qualification: Athletics (Long Jump), Canoe Sprint, Rowing, etc.
Single phase	All participants compete for a ranking in one event phase/unit	<ul style="list-style-type: none">Cycling Mountain Bike, Cycling Road, Swimming Marathon, Triathlon, etc.
Combined	All participants compete in one or more event units, in a single phase, or in multiple phases	<ul style="list-style-type: none">Disciplines: Athletics (Decathlon), Equestrian, Modern Pentathlon, etc.Races: Alpine Skiing (for the 1+ run events), Bobsleigh, Cycling Track, Luge, Sailing, Skeleton, etc.

2.3 Competition Format Types

Type	Definition	Results Type
In-line	Participants compete under the same conditions to achieve a result which will lead to a ranking from 1 to n	<ul style="list-style-type: none"> Measurements (time, weight, distance, height, etc.) Scores Judges' decisions (points, etc.).
Pool	Group of several participants, competing against each other in a round robin	<ul style="list-style-type: none"> Points
Bracket	Competition in which participants compete in heats or head-to-head. Winner(s) progress in a bracket towards the gold medal, loser(s) are eliminated or redirected	<ul style="list-style-type: none"> Win/Loss
	Bracket types: <ul style="list-style-type: none"> Bracket with direct elimination (e.g. Boxing) Bracket with direct elimination, classification and finals (e.g. Water Polo) Bracket with direct elimination and finals (e.g. Tennis) Bracket with direct elimination, repechage and finals (e.g. Judo) 	
Cumulative	Results achieved in different stages of competition, contributing to the participant's event results (e.g. Athletics combined events, Sailing fleet racing)	<ul style="list-style-type: none"> Addition of results (points, times)

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Appendix B - Abbreviations

The following abbreviations are used in the ORIS Football document with the exception of:

- Results codes, see Appendix C - Rules for Data Formats and Presentation
- Distribution Availability Codes, see end of Section 2 - Distribution Rules

Code	Description
AFC	Asian Football Confederation
CAF	Confédération Africaine de Football
CIS	Commentator Information System
cm	centimetre
CM	Organising Committee Competition Management
CONCACAF	Confederation of North, Central American and Caribbean Association Football
CONMEBOL	Confederación Sudamericana de Fútbol
D	Desirable - users found this information useful for their work and if an organiser can provide it, it would be appreciated but is not compulsory
Da	Desirable, but only if such data is available
Dc	Desirable under conditions which are explained in the column for comments
DRM	Delegation Registration Meeting
FB	Football
FIFA	Fédération Internationale de Football Association
ft	feet
FWC	FIFA World Cup™
ID	Identification number
IDS	Information Diffusion System
IF	International Federation
in	inch
IOC	International Olympic Committee
IRM	Invalid Result Mark
kg	kilogramme
lb	pound
m	metre
M	Mandatory
Ma	Mandatory - if applicable
Mc	Mandatory - required under conditions which are explained in the column for comments
MMC	Main Media Centre
MPC	Main Press Centre
N/A	Not Applicable
NOC	National Olympic Committee
OC	Organising Committee
ODF	Olympic Data Feed
OFC	Oceania Football Confederation

Code	Description
OG	Olympic Games
ONS	Olympic News Service
ORIS	Olympic Results and Information Services
OVR	On Venue Results system
SEQ	Sport Entries and Qualification
TAO	IOC Technology Assistance and Observation team
TBD	To be defined
TD	Technical Delegate
U17	FIFA U-17 World Cup
U17W	FIFA U-17 Women's World Cup
U20	FIFA U-20 World Cup
U20W	FIFA U-20 Women's World Cup
UEFA	Union des Associations Européennes de Football
VPC	Venue Press Centre
VRM	Venue Results Manager
WCW	FIFA Women's World Cup
WNPA	World News Press Agencies

Appendix C - Rules for Data Formats and Presentation

This appendix describes data formats as they should be used in all outputs, unless other formats are specified in the description table or data matrix.

1 Football Specific Rules

Gender abbreviations	Event gender: M (men), W (women) Athlete gender: F (female), M (male)
Traditional Football presentation order	Please see "Football References"
Schedule status options	<p>The following schedule status options are applicable to an event or event unit:</p> <ul style="list-style-type: none">Unscheduled Not visible on the schedule, optional (e.g. tie-breaker if applicable)Scheduled The start time is knownGetting_Ready At time x before start - "x" is defined by Olympic Broadcasting Services (OBS)Running In progressScheduled_Break Planned break (e.g. end of period)Finished All action on the field of play is completeDelayed Did not start as scheduled, should start in the current ticketing sessionPostponed Did not start as scheduled, or has been interrupted, and the expected postponement exceeds the current ticketing session, date and start time are unknown at presentInterrupted Unplanned interruption after the start, and is expected to resume in the current ticketing sessionRescheduled The new date and start time are knownCancelled Will not take place at these Games
Results status options	<ul style="list-style-type: none">Start List Start list has been createdLive In progressIntermediate Updated results at scheduled points or breaks. Results and/or ranks are subject to change.Partial The results and ranking of the teams who have completed their performance are not subject to change by the results of teams still competingUnconfirmed Activity on the field of play is complete but there is no results status update yet. Not applicable for Football.Unofficial Results are available but not approvedOfficial Results are approvedProtested The competition is no longer in progress and a protest has

	been lodged
Invalid Results Marks (IRM)	<ul style="list-style-type: none"> DSQ - Disqualified N - Not eligible to play
IRM presentation order	<ul style="list-style-type: none"> If more than one team was DSQ they should be listed in alphabetical order of their NOC codes If more than one player was DSQ they should be listed in order of their shirt numbers If more than one player was N they should be listed in order of their shirt numbers
General rules for formats	<p>"#" Digit placeholder, suppression of leading zeros #" should be replaced with the corresponding non-zero digit if one is present; otherwise, no digit appears.</p> <p>"0" Zero placeholder "0" should be replaced with the corresponding digit if one is present; otherwise the leading zero remains.</p> <p>E.g. 004.23 in the format ##0.00 becomes 4.23 E.g. 004.23 in the format 00.00 becomes 04.23</p>
Score/Points format	##0
Height/Weight format	<p>Height (metric): Height (imperial):</p> <p>0.00 0'##"</p> <p>If metric and imperial units are used in a single field, the rule is to separate them by a forward slash with a space before and after it " / ". If they are combined, they should be presented as "centred".</p>
FIFA Standardised Timing	<p>#m+##a #m where:</p> <ul style="list-style-type: none"> m - minutes of regular time when an event (goal, substitution, caution or expulsion) occurred a - minutes of additional time when an event (goal, substitution, caution or expulsion) occurred <p>Examples:</p> <p>9 A goal is scored nine (9) minutes into the first half 45+2 A goal is scored two (2) minutes into additional time of the first half 76 A goal is scored thirty one (31) minutes into the second half 90+5 A goal is scored five (5) minutes into additional time of the second half of a match that ends in regular time 90+5 A goal is scored five (5) minutes into additional time of the second half of a match that goes to extra-time 93 A goal is scored three (3) minutes into the first half of extra-time 105+1 A goal is scored one (1) minute into additional time of the first half of extra-time 117 A goal is scored twelve (12) minutes into the second half of extra-time 120+11 A goal is scored eleven (11) minutes into additional time of the second half of extra-time</p>

Results format	<p>Half-time results: hA:hB Examples of half-time results: 0:1 0:0</p> <p>Match results after full time: 0:0 (if no goals scored after full time only) fA:fB (hA:hB) Examples of match results: 0:0 2:1 (0:1) 1:0 (0:0) 1:1 (0:0)</p> <p>Match results with extra time (AET): eA:eB AET (if no goals scored after full time only) eA:eB AET (fA:fB, hA:hB) Examples of match results: 0:1 AET 2:1 AET (1:1, 0:0)</p> <p>Match results with penalty shoot-out competition (PSO): 0:0 pA: pB PSO (if no goals scored after full time only) fA:fB, (hA:hB) pA:pB PSO Example of match results: 0:0 5:4 PSO 1:1 (1:0) 3:2 PSO</p> <p>Match results with extra time (AET) and penalty shoot-out competition (PSO): 0:0 AET pA:pB PSO (if no goals scored after extra time only) eA:eB AET (fA:fB, hA:hB) pA:pB PSO Examples of match results: 0:0 AET 5:4 PSO 1:1 AET (1:1, 0:1) 3:5 PSO</p> <p>where:</p> <ul style="list-style-type: none"> • hA - Goals scored by team A after forty-five (45) minutes played • hB - Goals scored by team B after forty-five (45) minutes played • fA - Goals scored by team A after ninety (90) minutes played • fB - Goals scored by team B after ninety (90) minutes played • eA - Goals scored by team A after extra time • eB - Goals scored by team B after extra time • pA - Goals scored in penalty shoot-out competition by team A • pB - Goals scored in penalty shoot-out competition by team B
Presentation of ties	<p>Results</p> <ul style="list-style-type: none"> • The primary rank (first column) must show a rank (if tied, repeat rank) • Secondary rank(s), if any will be repeated, with an "=" sign if there is sufficient space

2 General Rules

Output description	Gives a short explanation of the output, describing information that is provided
Source	Information identifying the source of data, i.e. which organisational part of which body is responsible for providing it, for example: IOC, FIFA, OC Press Operations, OC Competition Management, etc.
Column data alignment	General: right for numeric and results, left for text. IRMs are aligned as for results. May be adjusted depending on the output layout.
Column titles	Column titles match the alignment of the data columns
Date formats	<ul style="list-style-type: none"> • dd MMM yyyy (e.g. 6 APR 1896) <ul style="list-style-type: none"> • dd: date format, for example: 23 or 5 (presented without leading zero) • Ddd: day of week in abbreviation format - presented as three characters, for example: Mon for Monday (mixed case) • DDD: day of week in abbreviation format - presented as three characters, for example: MON for Monday (upper case) • Mmm: month in abbreviation format - mixed case, for example: Apr for April • MMM: month in abbreviation format - upper case, for example: APR for April • yyyy: year format, for example: 1896 • The "As of date" may reflect one of the following: <ul style="list-style-type: none"> • Date when data has been collected (e.g. world ranking) • Date and time when the actual output was updated (several editions of the same output, e.g. cumulative statistics) • Logical date if applicable • Logical date: If a session continues past midnight (00:00), any outputs produced will be considered as having the logical date on which the session began (e.g. for a session which began at 21:00 on Apr 8 and ended at 1:20 on Apr 9, the output would be dated Apr 8) <p>This date is according to the local time zone at the competition venue.</p>
Page break	<p>Page break applies only for printed outputs.</p> <ul style="list-style-type: none"> • When the complete output fits on a single page, "None, aim for a single page" is written • For multi-page outputs, there are three cases: <ol style="list-style-type: none"> 1. Natural page break: This should be considered as printing without page break. When printing reaches the end of a page a page break will occur and the output will continue printing on the next page. There are three ways in which the headings on subsequent pages will be dealt with. The following texts are used to describe these options in the description table: <ul style="list-style-type: none"> • Not controlled with repeated output headings and column headings • Not controlled with repeated column headings only • Not controlled without repeated output headings and/or column headings

	<p>2. Forced page break by "Group":</p> <p>This should be considered as printing with a page break. Before printing each group on a page the print software must decide if the complete group will fit on that page. If the group will not fit a page break will be forced. The group will then be printed on a new page. There are three ways in which the headings on subsequent pages will be dealt with. The following texts are used to describe these options in the description table:</p> <ul style="list-style-type: none"> • Break at "Group" with repeated output headings and column headings • Break at "Group" with repeated column headings only • Break at "Group" without repeated output headings and/or column headings <p>A "Group" is a logical group of data e.g. NOC/team/relay/rider/paragraph, etc. (e.g. a team with seven members. The result is that each page will contain as many complete teams as can fit on the page).</p> <p>3. Forced page break by "Condition":</p> <p>This should be considered as printing with a page break after a particular condition is reached. When the condition is reached a page break will be forced. The process will repeat when each of the condition(s) is reached. There are three ways in which the headings on subsequent pages will be dealt with. The following texts are used to describe these options in the description table:</p> <ul style="list-style-type: none"> • Break at "Condition" with repeated output headings and column headings • Break at "Condition" with repeated column headings only • Break at "Condition" without repeated report output headings and/or column headings <p>A "Condition" may be any trigger e.g. a new NOC/team/gender/athlete/class of officials, etc. (i.e. each time a new NOC is reached a page break is forced. The result is that each NOC is printed on a separate page).</p> <p>A combination of the above three cases is possible within a single output.</p>
Legend	<p>The description table defines if a legend is required on an output:</p> <ul style="list-style-type: none"> • "None" is specified if no abbreviations are used in the output • If one or more abbreviations may be used in the output the legend will be used to describe them. The following rules apply: <ul style="list-style-type: none"> • Only those abbreviations which appear in a version of the output are shown in the legend (dynamic legend) • If the sample shows all possible abbreviations, "See sample for all possible abbreviations" is specified in the description table • If there are more abbreviations possible than shown in the sample, "Use the following description for abbreviations which appear in the output" is specified in the description table and all possible abbreviations and descriptions are listed • The location of the legend is defined either as "To be displayed at the bottom/top of each page" or "To be displayed at the bottom/top of the last page only"
Notes	<p>Guidelines for any "Note" planned where users will find an explanation of data in the output, reasons for some action related to that output, etc.</p> <p>Each output could contain up to three different types of "Notes":</p> <ol style="list-style-type: none"> 1. Note with static text: <ul style="list-style-type: none"> • If "Note with static text" is not planned, allowed or possible, "None" is written • If text of "Note with static text" is always the same and already presented in the sample, "See sample" is indicated

	<p>2. Note with predefined, but changeable text:</p> <ul style="list-style-type: none"> • If "Note with predefined text" is not planned, allowed or possible, "None" is written • If text of "Note with predefined text" can vary depending on certain conditions, they are listed here, together with text to be used for each condition <p>3. Note with free text:</p> <ul style="list-style-type: none"> • Up to two lines of free text will be reserved at the bottom of the last page of each output in order to provide explanations or other annotations concerning the content of the output
Comments	This section is used for any further explanations and comments on the output, or suggestions to output provider(s). If no comments are needed, "None" is written.

Appendix D - Supporting Documents

This appendix includes the following supporting documents:

- Templates for the output "Official Communication" (C67)
- Results, Medals and Diplomas
- Data to be Captured

1 Templates for Official Communication

In order to support OC Technology as much as possible and to guarantee a smooth process and appropriate wording, a collection of possible templates to be used during the Games is useful. The most common templates are included in this chapter and should be stored in the OC Technology system well before the Games.

The Official Communication template should include the following fields:

Event	Affected event name (see "References" for list of events)
Gender	Event gender indication (men, women), if applicable
Phase	Affected stage of competition (e.g. Quarterfinals Round, etc.), if applicable
Unit	Specification of the phase (e.g. match, etc.), if applicable
Subtitle	One line space for describing the reason for the Official Communication
Summary	Multiple lines for the body of the Official Communication. Only non-formatted text can be included here (no graphics, no tables, etc.)
Details	Multiple lines for describing details. Here, formatted text (font size, style, colour, graphics, tables, etc.) can be included. This field is not mandatory.
Issued by	Initiator's (name and) function
Date	Date of decision as provided by the person issuing the Official Communication
Time	Time of decision as provided by the person issuing the Official Communication
Note	If needed, contact details for further information can be added here (as a Note)
Signature	Signature of the initiator, needed in order to release the Official Communication

Affects Results:

Affects Schedules:

Affects Others:

Please note for the row "Details": At the moment of creating the templates for the most common situations, it is almost impossible to add appropriate details. If needed, the details should be communicated to OC Technology at the same time as all other details for the Official Communication.

OFFICIAL COMMUNICATION (empty form)

Event			Gender	
Phase		Unit		
Subtitle				
Summary				
Details				
Issued by				
Date	(dd MMM yyyy)	Time	(HH:MM)	
Further information				
Signature				

Affects Results:

Affects Schedules:

Affects Others:

OFFICIAL COMMUNICATION (possible templates)

Subtitle	A	Match has been delayed
	B	Match has been postponed
	C	Match has been interrupted
	D	Match has been rescheduled
	E	Match has been cancelled
	F	FIFA decision: <...>
	G	FIFA Committee decision: <...>
	H	Accident of FAMILYNAME Givenname (NOC)
	I	Football: IOC disqualifies FAMILYNAME Givenname (NOC)
	J	Football: IOC disqualifies <team name> (NOC)
	K	...

Summary	1	The <...> had to be delayed due to <...>. It is expected that the delay should not be longer than nn minutes.
	2	The <...> had to be postponed due to <...>. The new start time of the <...> is unknown at the moment. Further details will be communicated as soon as available.
	3	The <...> had to be interrupted due to <...>. Further details will be communicated by the FIFA as soon as available.
	4	The <...> had to be rescheduled due to <...>. The new date and start time is dd?? Mmm?? yyyy?? at HH:MM.
	5	The <...> had to be cancelled due to <...>. The <...> will not be held during these Games.
	6	<team name> (NOC) submitted a protest related to <...>
	7	FAMILYNAME Givenname (NOC), Shirt No. <...> was disqualified for <...> (FIFA rule <...>)
	8	FAMILYNAME Givenname (NOC), Shirt No. <...> was suspended for <...> (FIFA rule <...>)
	9	<team name> (NOC) was disqualified for <...> (FIFA rule <...>)
	10	The IOC Disciplinary Commission decided on dd?? Mmm?? yyyy??? to disqualify FAMILYNAME Givenname (NOC), member of team <team name> (NOC). According to the FIFA rules, this disqualification only impacts this specific athlete and does not affect the team's achievements as such. The remaining team members keep their ranking. Further details regarding the IOC Disciplinary Commission decision can be found at: www.olympic.org
	11	The IOC Disciplinary Commission decided on dd?? Mmm?? yyyy??? to disqualify team <team name> (NOC). Results have been amended accordingly. Further details regarding the IOC Disciplinary Commission decision can be found at: www.olympic.org <i>If the disqualified team is among medallists:</i> The IOC Disciplinary Commission decided on dd?? Mmm?? yyyy??? to disqualify team <team name> (NOC). Results have been amended accordingly. The medallists are now: <team name> (NOC), gold, <team name> (NOC), silver, and <team name> (NOC), bronze. Further details regarding the IOC Disciplinary Commission decision can be found at: www.olympic.org

Issued by	I	FIFA
	II	Football Competition Manager

Further information	i	For more details contact the FIFA Office
	ii	For more details contact the Football Competition Manager

	iii	For more details contact the OC Competition Manager
	iv	For more details consult www.olympic.org

Note: Authors of this ORIS document do not imply that this is a complete list of Official Communications templates.

2 Results, Medals and Diplomas

2.1 General

The Olympic Charter states that International Federations have the responsibility "to establish the final results and ranking of Olympic competitions."

Medals and diplomas will be allocated based upon these final results. Should any changes occur affecting medallists and/or diploma recipients, the IOC will decide on the new medal and diploma allocation.

2.2 Expected Number of Medals and Diplomas

The information included in this chapter should serve as a support for the medal and diploma allocation in Football.

Eligible athletes:

- Women's/Men's Tournament: Athletes listed on the roster

The following table indicates the regular medal and diploma allocation:

Medal Type/ Diploma	Event Type	
	Team	
Gold	• 18	
Silver	• 18	
Bronze	• 18	
Diploma	• 144	

2.3 New Classification after Disqualification

In case of disqualification among the medallists or diploma recipients in an event, the following rules will apply:

Initial Rank	New Rank	Name	NOC Code
If the gold medallist is disqualified			
4		NOC name 1	NOC 1
2	1	NOC name 2	NOC 2
3	2	NOC name 3	NOC 3
4	3	NOC name 4	NOC 4
5	4	NOC name 5	NOC 5
6	5	NOC name 6	NOC 6
7	6	NOC name 7	NOC 7
8	7	NOC name 8	NOC 8
9	8	NOC name 9	NOC 9
10	9	NOC name 10	NOC 10
11	10	NOC name 11	NOC 11
12	11	NOC name 12	NOC 12

Note: All teams ranked after the disqualified team will be ranked one place higher.

ORIS reference output:

- Competition Summary (C76)

Note: The software must be flexible enough to handle medal allocations as decided by FIFA and/or the IOC.

3 Data to be Captured

In addition to the information provided by Accreditation, the following data elements should be provided to OVR in order to fulfil the requirements listed in this document:

Data	Formats / Values	Captured by	Comments
Players:			
FIFA ID	Numeric	SEQ	Provided by FIFA
"P" alternate athlete	<ul style="list-style-type: none"> • Yes • No 	SEQ	
Shirt number	Numeric	SEQ	
Shirt name	Text	SEQ	
Playing position	<ul style="list-style-type: none"> • Defender • Forward • Goalkeeper • Midfielder 	SEQ	
Current club - Name	Text	SEQ	
Current club - Country	Text	SEQ	FIFA Trigramme
International "A" matches caps (matches played)	Numeric	SEQ	Women's only
International "A" matches goals	Numeric	SEQ	Women's only
Team:			
First uniform - Shirt colour	Text	SEQ	
First uniform - Shorts colour	Text	SEQ	
First uniform - Socks colour	Text	SEQ	
Second uniform - Shirt colour	Text	SEQ	
Second uniform - Shorts colour	Text	SEQ	
Second uniform - Socks colour	Text	SEQ	
Third uniform - Shirt colour	Text	SEQ	
Third uniform - Shorts colour	Text	SEQ	
Third uniform - Socks colour	Text	SEQ	
Team Officials:			
Coach	<ul style="list-style-type: none"> • Yes • No 	SEQ	
Coach	<ul style="list-style-type: none"> • Yes • No 	SEQ	

Document Control

Version History

Release 6 Version 1.3 11 Sep 2015	Approved version Updated with Change Request 7130 and the latest information received from FIFA
Release 6 Version 1.2 17 Mar 2015	Approved version Updated with Change Request 4639 and 4951 after the final Consolidation meeting, 13-14 Nov 2014, Montreux
Release 6 Version 1.1 3 Feb 2014	Approved (signed-off) version Sign-off letters from both FIFA (24 Mar 2014) and Rio 2016 (3 Apr 2014) have been received by the IOC. No further changes will be made to this document without Change Management except topics highlighted in yellow (pending FIFA/IOC decision).
Release 6 Version 1.1 3 Feb 2014	Submitted for sign-off Updated with comments received in the review period after the ORIS meeting
Release 6 Version 1.0 13 Dec 2013	Submitted for review Submitted for review after the ORIS Football meeting, 12-14 Nov 2013. Based on the ORIS Football meeting minutes as of 14 Nov 2013.
Release 6 Version 0 14 Oct 2013	Draft Updated based on ORIS document release 5 and the analysis of the London Questionnaire

Release 6 - Version 1.3 - 11 Sep 2015

Pending Action Items

The following sections contain text highlighted in yellow:

- References (topic "Participation references", last bullet), Procedures (chapters 2.1.2.4 and 2.5.2.2)
- The text will be updated after IOC decision (due date: open date)
- Procedures (chapter 2.5.3.2), C76, C84A, C84B
- FIFA should provide the ORIS team with the information regarding team disqualification after the Regulations for the Olympic Football tournament have been approved (due date: 30 Apr 2014)
- C85A
- Rio 2016 should provide the ORIS team with possible additional statistics for the output Individual Statistics (C85A) based on the feedback received during the FIFA World Cup 2014 (due date: 31 Aug 2014)

Section 1 - Outputs

Outputs

- C07, C08, C51, C58, C67, C68, C73, N87A, N89, N90A and N90B:
- Outputs have been modified to show two times (Rio time followed by the Manaus time in brackets) for all trainings/matches in Manaus. An explanation

<p>(free text note) "Time in brackets represents the time at Manaus" has been added.</p>
<p>Appendix C - Rules for Data Formats and Presentation</p> <ul style="list-style-type: none"> • Chapter 1, topic FIFA Standardised Timing: Text "Round seconds of minutes when an event (goal, substitution, caution or expulsion) occurred as follows: 0 to 29 rounded down, 30 to 59 rounded up (e.g. if a goal is scored after 8 minutes and 30 seconds, the goal was scored in minute 9)." has been deleted

Release 6 - Version 1.2 - 17 Mar 2015

Global Changes

1. The output "Minimum / Maximum" (N86G) has been removed throughout the document.
Affected files: Procedures, Distribution Rules.
2. All appropriate references to "Live screens in INFO" have been adjusted to "On Screen Results Presentation".
Affected files: Executive Summary, Distribution Rules above main distribution table, Introduction to Section 3, On Screen Results Presentation (former section title "Live Screens in INFO").

Pending Action Items

The following sections contain text highlighted in yellow:

- | | |
|---|---|
| References (topic "Participation references", last bullet), Procedures (chapters 2.1.2.4 and 2.5.2.2) | <ul style="list-style-type: none"> • The text will be updated after IOC decision (due date: open date) |
| Procedures (chapter 2.5.3.2), C76, C84A, C84B | <ul style="list-style-type: none"> • FIFA should provide the ORIS team with the information regarding team disqualification after the Regulations for the Olympic Football tournament have been approved (due date: 30 Apr 2014) |
| C85A | <ul style="list-style-type: none"> • Rio 2016 should provide the ORIS team with possible additional statistics for the output Individual Statistics (C85A) based on the feedback received during the FIFA World Cup 2014 (due date: 31 Aug 2014) |

Executive Summary

Chapter 2.2.4:

- In the second paragraph, the text has been updated regarding the presentation of column headings in outputs

Chapter 4:

- Steering Committee: The name of the IOC Sports Director has been changed to Mr Kit McCONNELL, the name of the Rio 2016 Sport Director has been changed to Mr Rodrigo GARCIA and Ms Flavia MELLO has been replaced by Ms Françoise PERROUD
- The department names for Mr Anthony EDGAR and Ms Françoise PERROUD have been adjusted
- Members of the Rio 2016 ORIS Management Team: The names and functions have been adjusted as follows:
 - Ms Isabella BURCZAK, IOC Sports, Head of Sport Projects
 - Mr Pierre FRATTER-BARDY, IOC Sports, Head of Summer Sports and IF Relations
- Members of the ORIS Football Working group have been updated

Football References

Chapter 1 - Specifications

- Events: progression and competition format types: In the column "Event Phase", all appropriate event phase names have been spelt out in full
- Events: progression and competition format types: In the last bullet below the table, the reference sentence has been adjusted

Procedures

Chapter "Schedules":

- The time to produce the output "Competition Schedule" (C08) has been changed to four (4) weeks before the Opening Ceremony

Chapter "Entries and Participant Data":

- The paragraph has been modified

Chapter "After the Sport Entry Deadline":

- The first paragraph has been modified

Chapter "Competition Officials":

- The text has been modified

Chapter "Substitution of a Games participant":

- The title has been changed to "Replacement of an athlete"

Chapter "Late athlete replacement":

- The text in the chapter has been modified

Chapter "Alternates":

- The title has been adjusted to "P" alternate athletes

- The text in the chapter has been modified

Chapter "News Service and Background information":

- Last paragraph: The wording has been adjusted from "Olympic Closing Ceremony" to "Closing Ceremony"

Section 1 - Outputs

General

- Description table, Page break for multiple page outputs: The text has been modified to state that output headings and column headings should always be repeated
- For N-outputs: All titles above tables or any other sub titles have been written in mixed case

Outputs

C31T:

- Sample: The athlete status for all athletes from an NOC has been adjusted to be all the same ("ENT" or "CNF")
- Indications of "P" alternate athletes (and possible related code "A") have been deleted

C33:

- The first sample with the replaced player has been modified

C38:

- Under column "Identification" a field "Status" with value "P" alternate athlete has been added
- For TV names: Family names have been written in upper case (related CR 4933)
- Description table, Comments: The reference to the OBS requirements document "TV Name Formats" has been added
- Description table, Comments: The reference has been adjusted to "ODF General Messages Interface Document"

C38C:

- Scoreboard name: The max. character field "25" has been replaced by "30" (according to the "NOC long and short names document")

C39:

- For TV names: Family names have been written in upper case (related CR 4933)

	<ul style="list-style-type: none"> • Description table, Comments: The reference to the OBS requirements document "TV Name Formats" has been added • Description table, Comments: The reference has been adjusted to "ODF General Messages Interface Document" <p>N15:</p> <ul style="list-style-type: none"> • The table has been divided into two tables. The first table shows "Two or more gold medals" and the second table shows "Two or more medals". <p>N17A:</p> <ul style="list-style-type: none"> • The presentation order has been adjusted to chronologically (descending), previous Games listed last <p>N20:</p> <ul style="list-style-type: none"> • In the Description table, the following comment has been added "For Major Achievements show only the levels of competitions relevant for that athlete." <p>N21:</p> <ul style="list-style-type: none"> • In the Description table, the following comment has been added "For Major Achievements show only the levels of competitions relevant for that coach." <p>N22:</p> <ul style="list-style-type: none"> • In the Description table, the following comment has been added "For Major Achievements show only the levels of competitions relevant for that team." <p>N86B:</p> <ul style="list-style-type: none"> • The sample has been updated with the latest FIFA information
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Section 2 - Distribution Rules

Main distribution table:

- Distribution to the Press Stands, VPC and MPC has been updated based on the information provided by Rio 2016
- For C08: The value in the "Produced by" column has been changed from "VRM/IDS" to "OVR (VRM)"
- For C35 and C35B: The value in the "Produced by" column has been changed from "VRM" to "IDS (VRM)"
- Below the Legend of the main distribution table, under "Officials" the reference to Protocol/Ceremonies and the Doping Control Officer has been added

Section 3 - Real Time Information

Scoreboards

Chapter "NOC Names":

- The entire bracket in the last sentence has been deleted

Chapter "Technical Specifications":

- A last sentence has been added: "The content of the scoreboard screens are defined in ORIS. The detailed layout of the scoreboard screens is the responsibility of OVR, and will be confirmed during the Homologation Test, subject to FIFA's approval."

Part "During the Victory Ceremony":

- The medal screen titles has been adjusted from "MEDALS" to "VICTORY CEREMONY"

Sport Specific Real Time data

- New section

Appendix A - Glossary

Chapter "Terms"

- The following new terms have been included: "Athlete preferred name", "Common Codes", "Initial Download" and "Results System Code (RSC)"
- The term "Alternate" has been modified to "P alternate athlete" and the definition has been updated
- Term "Disqualification": The definition has been updated
- Term "INFO": The definition has been updated

Chapter "Competition Format Types"

- Different types of bracket format have been added

Appendix C - Rules for Data Formats and Presentation

"Schedule status options" and "Results Status Options":

- Status options which are not applicable for a sport discipline should have the comment "Not applicable for Football" added.
- "Schedule status options": "Live" has been changed to "Running"
- "Results status options": "Intermediate" definition has been modified with "and/or"
- "Results status options": "Protested" has been included

Appendix D - Supporting Documents

- Page 1: The bullets have been modified
- Chapter "Templates for Official Communication": New possible templates have been added; Under "Summary", "11", the wording regarding the ranking has been deleted
- New chapter "Results, Medals and Diplomas" has been added
- New chapter "Data to be Captured" has been added

Release 6 - Version 1.1 - 3 Feb 2014

Global Changes

- The presentation of NOCs playing each other has been changed to show Team A NOC vs Team B NOC (outputs and scoreboard screens)

Pending Action Items

The following sections contain text highlighted in yellow:

- | | |
|--|---|
| References (topic
"Participation
references", last
bullet), Procedures
(chapters 2.1.2.4
and 2.5.2.2) | • The text will be updated after IOC decision (due date: open date) |
| Procedures
(chapter 2.5.3.2),
C76, C84A, C84B | • FIFA should provide the ORIS team with the information regarding team disqualification after the Regulations for the Olympic Football tournament have been approved (due date: 30 Apr 2014) |
| C85A | • Rio 2016 should provide the ORIS team with possible additional statistics for the output Individual Statistics (C85A) based on the feedback received during the FIFA World Cup 2014 (due date: 31 Aug 2014) |

Executive Summary

Chapter 4: Rio 2016 ORIS Project Participants

- The functions of IOC members have been updated (consolidation)

Procedures

The following chapters have been modified:

- Chapter 2.3.1.7.1: The first paragraph have been changed to read "No later than sixty (60) minutes before the gold medal match the OC Protocol should provide ONS and OC Technology with the names of potential presenter(s) and accompanying person(s)."; The text "No later than thirty (30) minutes before the gold medal match" at the beginning of the second paragraph has been changed to "As soon as the presenters are known by OC Protocol". (consolidation)

- Chapter 2.4.3: The text "and distributed according to the ORIS distribution rules, and also in the case of severe unexpected weather conditions" at the end of the last paragraph has been deleted (consolidation)
- Chapter 2.5.1.3: The first sentence has been changed to read "A match may be subject to an unplanned interruption after it has started." (consolidation)
- Chapter 3.4.2.1: The fourth paragraph has been deleted (consolidation)

Section 1 - Outputs

- | | |
|----------------|--|
| Outputs | <ul style="list-style-type: none"> • modified: <ul style="list-style-type: none"> • C08 and C76 (team group rank codes have been changed to A1, A2, B1, B2, C1, C2, D1, D2, E1, E2, E3, F1, F2, F3, G1, G2, G3) • C31T, C33, C38 and C51 (the description "Personal data protection" of abbreviation "-" has been changed to "Information not available" (consolidation)) • C58 (titles "Res. Asst. Ref.", "Asst. Ref. 1" and "Asst. Ref. 2" have been changed to "Res. Asst. Referee", "Asst. Referee 1" and "Asst. Referee 2" respectively) • C73 (titles "Total" and "Own Goals" in the match statistics tables have been aligned to the right) • C76 and N17A (abbreviation "Pts." changed to "Pts") • C84A (title "Totals" has been aligned to the right. A new column "AS" (Assists) has been added between "GA" and "SG/S" columns, Legend has been updated.) • C85A (the new column "Assists" has been added to the "Goalscorers" table between "Goals" and "Min." columns. Ranking rule for goal scorers has been modified as follows: <ol style="list-style-type: none"> 1. Rank on goals, descending 2. Rank on assists, descending 3. Rank on minutes played 4. Rank on matches played • C89 (the column "Sanction" has been renamed "Disciplinary Measures"; Sample: some table lines (borders) has been deleted.) • N20 (data "Hometown" has been deleted and a new sentence has been added in description table, comments) (consolidation) • N22 (abbreviation "-" (Information not available) has been added to the Legend) (consolidation) |
|----------------|--|

Section 2 - Distribution Rules

- | |
|--|
| <ul style="list-style-type: none"> • Chapter 2: Title has been changed to "Event Related Requirements with Predefined Production Time" (consolidation) • Distribution table: Column "VIP" has been renamed "Olympic Family Lounge" (consolidation) • Distribution of the following outputs has been modified: <ul style="list-style-type: none"> • C08 (consolidation), C35 (consolidation), C35B (consolidation) and N91B (consolidation) • C58 (availability in screen format has been added) • Distribution availability code: <ul style="list-style-type: none"> • added: WPC (When presenters are confirmed) (consolidation) • deleted: xDBDIO (consolidation) and xMBG (consolidation) |
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Appendix C - Rules for Data Formats and Presentation

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| <ul style="list-style-type: none"> • Chapter 1: "Schedule status options" has been split into "Schedule status options" and "Results status options". New options have been included. |
|--|

Release 6 - Version 1.0 - 13 Dec 2013

Global Changes

- The following output has been added and all affected sections have been updated:
 - Medallists from previous Olympic Games (N10)
- The abbreviation of the term "International" has been changed to "Int."

Pending Action Items

The following sections contain text highlighted in yellow:

- References (topic "Participation references", last bullet), Procedures (chapters 2.1.2.4 and 2.5.2.2)
- The text will be updated after IOC decision (due date: open date)
- Procedures (chapter 2.5.3.2), C76, C84A, C84B
- FIFA should provide the ORIS team with the information regarding team disqualification after the Regulations for the Olympic Football tournament have been approved (due date: 30 Apr 2014)
- C85A
- Rio 2016 should provide the ORIS team with possible additional statistics for the output Individual Statistics (C85A) based on the feedback received during the FIFA World Cup 2014 (due date: 31 Aug 2014)

Cover page

- The FIFA address has been changed to "FIFA-Strasse 20, Postfach 8044 Zurich, Switzerland"

Football References

Chapter 2 - Competition

- Tie Break Rules have been modified according to the text provided by FIFA
- Venue type
 - The second bullet has been changed to read: "Multi-venue (five venues)"
- Participation references
 - The third bullet has been changed to read "Athletes per team on the Team Long List: 33"
 - Bullet "Alternates/Substitutes": The text has been highlighted in yellow

Chapter 3 - Documents

- The date of the relevant FIFA Laws of the Game has been changed to 2015/2016

Procedures

The following chapters have been

- added: 2.5.4
- deleted: 2.3.1.6, 2.3.1.7 and 2.5.2.4
- modified:
 - Chapter 2.1.1: Text regarding the production of C08 has been modified
 - Chapter 2.1.2.2: The text "Technical Delegate or the designated person" has been replaced with "the FIFA Documentation" in the third paragraph. The text "first day of competition" has been replaced with "Team Arrival Meeting" in the fourth paragraph.
 - Chapter 2.1.2.3: The text "At least three (3) months" at the beginning of the first paragraph has been changed to "One (1) month"
 - Chapter 2.1.2.4: The text has been modified and highlighted in yellow
 - Chapter 2.3.1.1: The text "Forty-eight (48) to twenty-four (24) hours before each match" at the beginning of the paragraph has been changed to "Forty-eight (48) to twenty-four (24) hours before the first match of the

- competition day"
- Chapter 2.3.1.3: The eleventh paragraph has been changed to read "If any change takes place in the output "Match Report" (C73) (e.g. FIFA Technical Study Group changed the identity of a goal scorer, referee changed the identity of a cautioned player, etc.), the output:
 - Match Report (C73)
- will be corrected, marked as "REVISED" and redistributed. All related statistics affected by the change will be updated and re-issued too.". The twelfth paragraph has been deleted.
- Chapter 2.3.1.5: The third paragraph has been deleted
 - Chapter 2.5.2.2: The text "four players" in the first sentence has been highlighted in yellow
 - Chapter 2.5.3: The text has been modified and partly highlighted in yellow (chapter 2.5.3.2)
 - Chapter 2.7: Output N02 has been added to the Results book
 - Chapter 3: The text has been modified
 - renamed/renumbered:
 - Chapter 2.2.2 has been renumbered 2.3.1.1 and all chapters to the end of 2.3.1
 - Chapter 2.5.2.3 has been renamed "Player suspension"
 - Chapter 2.5.3 has been renamed "Disqualification"
 - Chapter 2.5.3.3 has been renumbered 2.5.4

Section 1 - Outputs

Outputs	<p>The following outputs have been</p> <ul style="list-style-type: none"> • added: N10 • modified: <ul style="list-style-type: none"> • C08 (first sample "Competition schedule before the draw" has been deleted; Sort by has been changed to "1 - Date 2 - Start time 3 - Match number") • C31T (column "FIFA Popular Name" has been deleted; data in the column "Name" has been changed to show the FIFA popular name; column "Shirt Name" has been moved after the column "Name") • C33, C51, N20 and N22: Country of club has been changed to FIFA Trigramme • C33 (column "Shirt Name" has been added after the column "Name") • C38 and C39 ("FIFA Popular Name" has been deleted; The sentence "All preferred names are based on the FIFA popular name." has been added to the Note) • C38 (maximum length of "Shirt Name" has been set to 18 characters; Abbreviations "Int. - International" and "OG/Goals - Participation and goals scored in Olympic Games" have been deleted from Description table, Legend) • C38C (maximum lengths of "Print Name long" and "Print Name short" have been set to 35 and 18 characters respectively) • C51 and C73 (function "General Coordinator" has been moved left below the "Match Commissioner"; The function "Reserve Assistant Referee" has been added after the "Assistant Referee 2") • C58 (function "Reserve Asst. Ref." (Reserve Assistant Referee) has been added after the "4th Official"; Sort by has been changed to "1 - Gender 2 - Start time 3 - Match number") • C73 (first sample "Match report after half-time" has been deleted; Sample: In the statistics table, for the field player who replaced the goalkeeper, the appropriate statistics have been modified (initial playing position remains the same). Part penalty shoot-out: The sample has been modified to show the players who start the penalty shoot-out on the same line. Description table, Comments: The seventh paragraph has been deleted. The tenth paragraph has been changed to read "Identification for replacement of injured goalkeeper during the penalty shoot-out competition (-PSO, +PSO)." The thirteenth paragraph has been changed
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	<p>to read "If a substitute player who did not enter the match receives a card (yellow, red), his/her name should be shown in the statistics, with a blank in minutes played, in the group of substitutes.". Data matrix, level 16.1.1 (n): The comment has been deleted.)</p> <ul style="list-style-type: none"> • C76 (group tables: the prefix "+" (plus sign) has been added for the positive values of goal difference (column "GD"); Brackets: the match date has been shown for completed matches. The text "forfeit" has been added after the match result for forfeited matches. The IRM indicator "(DSQ)" has been added after the NOC code for disqualified teams. The texts "Gold medallist", "Silver medallist" and "Bronze medallist" has been changed to "Gold", "Silver" and "Bronze" respectively; Final standings: the rank for the disqualified team has been changed to show blank and the IRM indicator "(DSQ)" has been added after the NOC code; Sample (page 7): The NOC codes in the right table have been adjusted to match the left table.) • C76 and C84B (samples: data related to disqualified team has been highlighted in yellow) • C84A (row "Own Goals" has been inserted above the row "Total" in the team statistics table. Items "Own Goals" and "Own Goal Against" have been deleted; Sample: data related to disqualified player has been highlighted in yellow) • C85A (the table "Goalscorers": a column "Min." has been added. The order of the columns has been changed to "Goals", "Min.", "MP". The players who scored own goals and disqualified players have been deleted from the table. Description table, Comments: the ranking rules for the goal scorers have been changed to 1. Goals (descending) 2. Minutes played 3. Matches played; the table "Shots on Goals": the order of columns has been changed to "SG", "MP", "Avg." The disqualified players have been deleted from the table; Table and references in description table/data matrix have been highlighted in yellow. The table "Shots": the order of columns has been changed to "S", "MP", "Avg." The disqualified players have been deleted from the table. Table and references in the description table/data matrix have been highlighted in yellow. • C85C (the Note has been deleted) • C89 (the output layout and content have been extensively modified) • C93 (the shirt number has been added) • N02 (sample has been updated to reflect the changes in the References) • N17A (group tables: the prefix "+" (plus sign) has been added for the positive values of goal difference (column "GD") • N18B: the achievement "Most Matches Undefeated" has been added to the table "All Olympic Games" • N20: data "Residence", "Member of the national team since:" and "Previous clubs:" have been deleted. Data "International debut" has been replaced with ""A" match debut". Data "Shirt name" has been added.
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Section 2 - Distribution Rules

Distribution of the following outputs has been

- added: N10
- modified: C08, C33, C35B, C58, C76, C84A, C84B, C85A, C89

Distribution availability code "xHBC" has been replaced with "xHBMC" (X (x) hour(s) before the first match of a competition day)

Distribution code "X" has been replaced with suffix "x" (Printed and distributed at every Football venue (other outputs will be distributed at the discretion of the venue competition manager or venue press manager))

Section 3 - Real Time Information

Scoreboards	The following chapters have been modified: <ul style="list-style-type: none"> • 2.4.2 (reserve assistant referee has been added after 4th official)
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- 2.4.3 (layout has been changed to show a goalkeeper first and other players sorted by shirt number (two per line); coach has been added at the bottom)
- 2.4.4 (layout has been changed to show a goalkeeper first and other players sorted by shirt number (two per line); layout has been changed to show coach function and name on the same line)
- 2.5.1 ("What": text "Match period name is: "FIRST HALF", "SECOND HALF", "EXTRA TIME 1ST HALF" or "EXTRA TIME 2ND HALF". " has been added, score separator has been changed to ":". Sample has been adjusted)
- 2.5.2 ("What": text "Match period name is: "FIRST HALF", "SECOND HALF", "EXTRA TIME 1ST HALF" or "EXTRA TIME 2ND HALF". " has been added, score separator has been changed to ":". Sample has been adjusted)
- 2.5.4 (layout has been changed to show team players in two groups of columns as follows: the shirt numbers (right aligned), scoreboard name (left aligned) and result of the penalty kicks (centre aligned). The result of penalty kick "0" (not scored) has been changed to "-".)

Appendix A - Glossary

- The terms "FIFA Disciplinary", "Own goals", "Reserve Assistant Referee" and "Suspended player" have been added
- The term "Counter Attack" has been deleted

Appendix C - Rules for Data Formats and Presentation

- FIFA Standardised Timing: the following sentence has been added after the first paragraph "Round seconds of minutes when an event (goal, substitution, caution or expulsion) occurred as follows: 0 to 29 rounded down, 30 to 59 rounded up (e.g. if a goal is scored after 8 minutes and 30 seconds, the goal was scored in minute 9)."

Appendix D - Supporting Documents

Possible templates for the output "Official Communication" (C67) have been modified:

- Heading: "Match forfeited" has been added
- Summary: "FAMILYNAME Givenname (NOC), Shirt No. <...> was suspended for <...> (FIFA rule <...>)" has been added

Release 6 - Version 0 - 14 Oct 2013

Executive Summary

- Some text has been modified

Football References

- "Specifications" chapter with appropriate table has been added

Procedures

The following chapters have been

- added: 2.4.2
- deleted: 2.8.1, 2.8.2, 2.8.3, 2.8.4
- modified: 2.1.2, 2.2.2, 2.2.3, 2.3, 2.4.1, 2.5, 2.6, 2.7
- renamed/renumbered: 2.6, 3

Section 1 - Outputs

Introduction

- Text has been reworded

Outputs

General:

Description table and data matrix have been adjusted by referring to Appendix C

<p>for formats to be used</p> <p>The following outputs have been</p> <ul style="list-style-type: none"> • added: C38C, C68, N18A, N18B, N24, N87B and N90C • modified: <ul style="list-style-type: none"> • C07 (column header "Estimated Finish Time" renamed "Finish Time") • C08, C58, C85A, C85C and C89 (abbreviation "No." (Number) added to Legend) • C31T (column "Substitute" deleted, abbreviation "A" (Alternate) added to Legend, abbreviation "S" (Substitute) deleted from Legend) • C33 and N22 (third set of team colour added) • C33, C51, C73, C84A and N22 (abbreviation "No." (Shirt number) added to Legend) • C58 (abbreviation "Asst. Ref." (Assistant Referee) added to Legend) • C08, C51, C58, C73 and C85C (comment "Venue should include city name in format "Venue name, City name"" added to description table) • C76 (place of match result in brackets changed (match date has been replaced with match result for completed match)) • renamed/renumbered: C31T, C89, N17C, N86A, N86B, N86C, N86D, N86E, N86F, N86G and N87A

Section 2 - Distribution Rules

Introduction	<ul style="list-style-type: none"> • Text has been reworded <p>Distribution of the following outputs has been</p> <ul style="list-style-type: none"> • added: C38C, C68, N18A, N18B, N24, N87B and N90C • modified: C07, C08, and C73
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Section 3 - Real Time Information

Introduction	<ul style="list-style-type: none"> • Text has been reworded
Scoreboards	<p>The following chapters have been</p> <ul style="list-style-type: none"> • added: 2.1 and 2.2 • modified: 2.7
Live Screens in INFO	<ul style="list-style-type: none"> • New part containing references required for the development of live screens in INFO

Appendix A - Glossary

- Some terms and their appropriate descriptions have been updated
- Chapter 2 "Specifications" has been added

Appendix B - Abbreviations

- Codes and their appropriate descriptions have been updated

Appendix C - Rules for Data Formats and Presentation

- Height format has been added

Appendix D - Supporting Documents

- New appendix containing templates for the output "Official Communication" (C67)

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