



INTERNATIONAL
OLYMPIC
COMMITTEE

Olympic Results and Information Services (ORIS)

Requirements Document

Rio 2016 - Games of the XXXI Olympiad

Basketball



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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 Technical Delegate, 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 Basketball. It includes information on the following topics: introduction, document content, cycle and participants.

2.2.2 Basketball 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, FIBA 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 FIBA, 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 FIBA, 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 FIBA 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 Basketball 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. Sport specific scoreboards are also defined, when required by the FIBA rules.

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, FIBA 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 Basketball draft document, based on:
 - The last version of the ORIS Basketball 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 Basketball meeting, the draft will be made available to the ORIS Basketball 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 Basketball Working Group
- Based on agreements reached during the ORIS meeting, the ORIS Basketball document version 1.0 will be produced and published on the IOC ORIS extranet for review. The ORIS Basketball 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 Basketball 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

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

For FIBA, 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 Basketball 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 FIBA or the OC requests any change which has an impact on the ORIS Basketball 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 Basketball 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 (FIBA, media, teams, etc.)
- To prepare required changes to the ORIS Basketball 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 Basketball 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 FIBA 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 Basketball 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

FIBA, 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 FIBA and WNPA reports. Those documents are then sent to the OC, FIBA, 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 FIBA, 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 Basketball 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 Basketball 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 Basketball project is managed and supervised by different committees and groups. It is coordinated by the IOC and composed of representatives of FIBA, 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
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- **Mr Namik DJUMISIC**, IOC ORIS Project Manager and Sport Coordinator
- **Ms Françoise PERROUD**, Rio 2016 Technology Results Manager, Rio 2016 ORIS Liaison

The ORIS Basketball Working Group:

- Attends the ORIS meeting to discuss and agree on the Basketball 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 Basketball 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 Basketball Working Group are:

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- **Mr Thierry FONTANNAZ**, FIBA IT Senior Manager
- **Mr Paulo VILLAS BOAS ALMEIDA**, Rio 2016 Sport Manager for Basketball
- **Mr Patrick MORAES**, Rio 2016 ONS Manager
- **Mr Tassos KOUTSOGIANNIS**, Rio 2016 Cluster Venue Results Manager
- **Ms Cécile RAFFY**, Atos IDS Sports Specialist
- **Mr Martin KUENSTLING**, OMEGA STVM
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The ORIS project is supported by:

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Basketball References

1 Specifications

- Events: progression and competition format types

Event	Event Phase	Progression Type	Competition Format Type
Men Women	Preliminary round: <ul style="list-style-type: none">2 groups of 6 teams	Qualification	Pool
	Final round: <ul style="list-style-type: none">Quarterfinal, Semifinal, Bronze Medal Game / Gold Medal Game	Qualification	Bracket with direct elimination and finals

- A full overview of Progression and Competition Format types is included in Appendix A - Glossary

2 Competition

- Competition format

- Men's and Women's events have the same format and rules. In the preliminary round (group matches) 12 teams are divided into two groups of six teams. Each team plays every other team in the group (single round robin).

The top four teams in each group will proceed to the quarterfinals, while the remaining four teams are eliminated from the competition. The winners of the quarterfinals will proceed to the semifinals and the losers are eliminated. The winners of the semifinals will play for the gold and silver medals. The losers of the semifinals will play for the bronze medal.

- Classification and tie break rules

- Classification during the preliminary round:

During the preliminary round, before all teams have played all of their games, if two or more teams have the same win/loss record, they will be ranked by goal difference of all completed games. If still tied, all tied teams will share the same rank.

- Classification at the end of the preliminary round:

- At the end of the preliminary round, after all the teams have played one game against every team in the group, they will be classified according to their win/loss record; two points for each game won, one point for each game lost (including lost by default) and zero points for a game lost by forfeit.

- If two or more teams have the same win/loss record of all games in the group, the game(s) between these teams will decide on the classification. If the teams have the same win/loss record in the games between them, further criteria will be applied in the following order:

- Higher goal difference in the games between them
- Higher number of goals scored in the games between them
- Higher goal difference in all games in the group
- Higher number of goals scored in all games in the group

If two or more teams remain tied, a draw will decide on the classification.

3. If at any level of these criteria one or more team(s) can be classified, procedure 2. will be repeated from the beginning for the remaining tied teams.

- Final standings:

The teams placed sixth in each group will be classified for the 11th and 12th places according to win/loss record in their preliminary round group. If both teams have the same win/loss record the higher goal difference of all games of these teams played in their respective group will decide on the classification. If still tied, all tied teams will share the same rank.

The teams placed fifth in each group will be classified for the 9th and 10th places according to the same principles as for the 11th and 12th places.

The four teams eliminated in the quarterfinals will be classified for the 5th to 8th places according to win/loss record in their preliminary round group. If two or more teams have the same win/loss record the higher standings of the teams in their respective group will decide on the classification. If two teams have the same standings the higher goal difference of all games of these teams played in their respective group will decide on the classification. If still tied, all tied teams will share the same rank.

- Game:

If the score is tied at the end of playing time for the fourth period, the game will continue with as many extra periods of five (5) minutes as is necessary to break the tie.

- **Venue type**

- Indoor
- Multi-venue

- **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: 144 female / 144 male
- Teams: 12 women's and 12 men's teams, teams are made up of 12 athletes
- Athletes per team on the Team Long List: up to 24
- Athletes: on roster 12, on court 5, on bench 7

3 Documents

- Olympic Charter in force
- IOC-Rio 2016 Host City Contract
- FIBA Official Basketball Rules 2014
- FIBA Official Statistics Manual
- FIBA Statutes
- FIBA Internal Regulations

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 Basketball 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 FIBA Sports Director 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 FIBA and 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 Basketball 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".

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 FIBA 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 OC Competition Management for checking and approval.

The OC Competition Management is responsible for the verification of data for all participants and will return the approved/corrected outputs to OC Technology no later than one (1) day before the Technical Meeting.

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

In Basketball, 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.

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 (Technical Officials) (C35A) and "FIBA Referees" (C35B).

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

- Competition Officials (Technical Officials) (C35A)
- FIBA 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 FIBA 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. At the same time, the replaced athlete should be removed from the entries and the entry output(s) updated accordingly.

This procedure must be completed before the Technical Meeting.

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.

2.1.2.5 FIBA unique athlete identification

FIBA maintains a unique athlete identification (FIBA ID). The FIBA ID is currently an alphanumeric value with a total of 16 characters.

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

2.2 Pre-Competition Activities

After FIBA 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 Technical Meeting, 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 FIBA 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.

2.2.2 Technical Meeting

There will be one Technical Meeting with the teams for both the women's and men's tournament. FIBA and OC Competition Management will provide the list of the 12 player names on each team roster to OC Technology before the Technical Meeting. The Technical Meeting will take place no later than midday on the day before the first day of competition. During the Technical Meeting, all participating teams must confirm the final list of 12 players with the assigned uniform number for each player; teams will also confirm their uniform colours, team captain, head coach and assistant coaches. This is the last opportunity for the teams to validate data on the output "Team Roster" (C33). After checking and approval, the FIBA Technical Delegate will give this list to OC Technology to enter into the OC computer system.

No later than two (2) hours after the end of the Technical Meeting, the final version of the output:

- Team Roster (C33)

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

2.3 Results Processing

2.3.1 Results Processing for the Men's and Women's Tournament

The scouting of statistics should be carried out in accordance with the FIBA Official Statistics Manual.

2.3.1.1 Referee/umpires/commissioner assignments

No later than 18:00 on the day before a game, FIBA will assign the officials (one referee, two umpires and one commissioner) for the next day's games.

The output:

- Daily Schedule (C58)

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

The output:

- Start List (C51)

for all games on the next day of competition will be available in INFO.

2.3.1.2 Before the first game of the day

No later than sixty (60) minutes prior to the scheduled start of the first game of the day, the output:

- Start List (C51)

for all games on that day will be printed and distributed by OC Technology according to the ORIS distribution rules.

2.3.1.3 Before, during and after all games

No later than ten (10) minutes prior to the scheduled start of the game, information about starting line-ups should be available for broadcasters and scoreboard production.

The Score/Statistics verifier (nominated by the OC Competition Management and approved by FIBA) will check the scores and look for conflicting data in the outputs "Play by Play" (C69) and "Results" (C73). If discrepancies with the official score sheet are found, the outputs will be corrected. A thorough check of statistics will be carried out after the game and if discrepancies with the official score sheet are found, the related outputs will be corrected and redistributed.

During the game all statistics will be entered as soon as they occur.

No later than one (1) minute after the end of each period, the output:

- Intermediate Results (C70)

should be printed and distributed to the coaches of playing teams. The output should be clearly marked "NOT VALIDATED".

No later than two (2) minutes after the end of each period, the outputs:

- Play by Play (C69)
- Intermediate Results (C70)

will be available in INFO. These outputs should be clearly marked "NOT VALIDATED".

If a referee decides to verify whether the last shot was made within the playing time, the OVR will await his decision before releasing the outputs "Play by Play" (C69) and "Intermediate Results" (C70).

No later than two (2) minutes after the results of a game are officialised, the outputs:

- Play by Play (C69)
- Results (C73)
- Shot Chart (C77A)
- Line-Up Analysis (C77B)

- Tournament Summary (C76A1)
- Preliminary Round - Comparative Ranking (C76A2), only during the preliminary round
- Cumulative Statistics (C84A)
- Overall Team Statistics (C84B)
- Team Statistics (C84C)
- Individual Statistics (C85A)
- Attendance Summary (C85C)

will be available in INFO.

No later than five (5) minutes after the results of a game are officialised, the output:

- Results (C73)

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

2.3.1.4 After the last game of the day

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

- Tournament Summary (C76A1)

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

2.3.1.5 Before the end of the preliminary round

FIBA requires the output:

- Potential Group Ranking (C66)

to be produced after competition days three and four, and after each game of competition day five except the last game. These outputs will be provided to the ONS for the production of the output Event Preview Progression (N89).

2.3.1.6 After the end of the preliminary round

No later than thirty (30) minutes after the end of the last game of the preliminary round, FIBA will decide on the order for the quarterfinal games. The output:

- Tournament Summary (C76A1) (updated with teams for the quarterfinal games)

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

2.3.1.7 After the end of the quarterfinals

No later than thirty (30) minutes after the end of the last game of the quarterfinals, FIBA will decide on the order for the semifinal games. The output:

- Tournament Summary (C76A1) (updated with teams for the semifinal games)

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

2.3.1.8 After the end of the semifinals

No later than five (5) minutes after the last game of the semifinals, the output:

- Tournament Summary (C76A1)) (updated with teams for the bronze and gold medal games)

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

2.3.1.9 Additional procedure after a bronze medal game

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

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

- Medal Standings (C95)

and distribute them according to the ORIS distribution rules.

2.3.1.10 Additional procedure before and after a gold medal game

2.3.1.10.1 Before a gold medal game

No later than sixty (60) minutes before the gold medal game 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.

2.3.1.10.2 After a gold medal game

No later than five (5) minutes after the end of a gold medal game, the output:

- Tournament Summary (C76A1)

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

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

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

and distribute them according to the ORIS distribution rules.

There is no requirement for FIBA verification of these outputs.

2.4 Common Sport Functions

2.4.1 Official Communications

FIBA 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 FIBA Technical Delegate 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 FIBA Press Officer 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 FIBA, 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.

2.5 Exceptional Situations Handling

For any of the following exceptional situations, FIBA or the designated person 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 (game):

2.5.1.1 Delayed

A delay may occur if a game 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 game 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 game 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 game may be subject to an unplanned interruption after it has started.

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

2.5.1.4 Rescheduled

A game 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.

For additional actions see chapter 2.5.2.1 "Rescheduling of a game".

2.5.1.5 Cancelled

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

In such a case the IOC and FIBA 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 Rescheduling of a game

The FIBA Technical Delegate may decide to reschedule either a scheduled or an interrupted game. Should this occur, the OC computer system must be able to handle any of the possible FIBA decisions:

- Resumption of the game from the point at which it was stopped
- Replaying the entire game from the beginning

If the game is resumed from the point at which it was stopped, the outputs:

- Play by Play (C69)
- Intermediate Results (C70)

will be maintained.

If the entire game is replayed from the beginning, the outputs:

- Play by Play (C69)
- Intermediate Results (C70)

will be removed from INFO, and the output "Start List" (C51) should be reissued as "REVISED".

The outputs "Competition Schedule" (C08) and "Daily Schedule" (C58) should be updated with the new date and time for the rescheduled game(s).

2.5.2.2 Game officials

One referee and two umpires are assigned to each game. In addition there is a standby who is available to replace either the referee or an umpire if one of the appointed officials is not able to perform his duties. A minimum of one game official is required to finish a game. The officials appointed for the game will be listed on the outputs "Intermediate Results" (C70) and "Results" (C73). If any substitution occurs, an explanation (free text note) of the substitution should be displayed.

2.5.2.3 Player suspension

If a player is suspended for one or more games the following actions should be taken:

- "Start List" (C51) - The player should appear at the bottom of the list, with an "S" in place of the uniform number
- "Intermediate Results" (C70) and "Results" (C73) - The player should appear at the bottom of the list, with an "S" in place of the uniform number and without any game data
- "Cumulative Statistics" (C84A) and "Individual Statistics" (C85A) - The tournament statistics for the player should be maintained and reported appropriately for the duration of the tournament

2.5.3 Disqualifications

2.5.3.1 Player disqualification

A player may be disqualified from the tournament as a result of unsportsmanlike behaviour, breach of major sport ethics rules (e.g. tested positive for drugs) or a breach of other FIBA rules. For players 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 "DSQ" in place of the uniform number. A "REVISED" stamp should be displayed as well as an explanation (free text note) of the disqualification.
- "Start List" (C51), "Play by Play" (C69), "Intermediate Results" (C70), "Results" (C73), Shot Chart (C77A) and Line-Up Analysis (C77B) - From this point on, the player should not appear in these outputs
- "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" in the place of the uniform number. An explanation (free text note) of the disqualification should be displayed.

The disqualified player should not appear on the output "Individual Statistics" (C85A), and additionally if the disqualified player was among medallists on the outputs "Medallists (Team)" (C92C) and "Medallists by Event" (C93).

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

2.5.3.2 Team disqualification

A team may be disqualified either for infringement of major recognised sport ethics and rules (e.g. more than one team member tested positive for drugs); or due to a breach of other FIBA rules.

If a team is disqualified from the tournament, the action that must be taken by OC Technology is different, depending on the point of progression of the tournament at which the disqualification occurs.

2.5.3.2.1 Team disqualification during the preliminary round

If a team is disqualified during or after the preliminary round but before the first game of the quarterfinals has been started (allowing FIBA to re-organise the quarterfinals excluding the disqualified team):

- All the preliminary round games of the disqualified team will be lost by forfeit (0-20)
- The team and player statistics for all games involving the disqualified team will be deleted
- All "N" related outputs of all games played must be updated and redistributed
- The outputs "Team Roster" (C33), "Play by Play" (C69), "Intermediate Results" (C70), "Results" (C73), Shot Chart (C77A), Line-Up Analysis (C77B) for all games played and "Cumulative Statistics" (C84A) for the disqualified team will be removed from INFO
- The outputs "Tournament Summary" (C76A1), "Preliminary Round - Comparative Ranking" (C76A2) and "Cumulative Statistics" (C84A) (for the remaining teams in the same group as the disqualified team), "Overall Team Statistics" (C84B), "Team Statistics" (C84C) and "Individual Statistics" (C85A) are recalculated (removing the statistics for all individual players in the disqualified team and for the disqualified team). A "REVISED" stamp should be displayed as well as an explanation (free text note) of the disqualification.
- The output "Attendance Summary" (C85C) will be maintained
- The disqualified team will be listed last without a rank and with "DSQ" in the outputs "Tournament Summary" (C76A1) and "Preliminary Round - Comparative Ranking" (C76A2). An explanation (free text note) of the disqualification should be displayed.
- The outputs "Competition Schedule" (C08) and "Daily Schedule" (C58) will be updated accordingly

2.5.3.2.2 Team disqualification during the final phase

If a team is disqualified during the final phase:

- The output "Tournament Summary" (C76A1) will be reissued showing the result of the game of a disqualified team as forfeit 0-20). An explanation (free text note) of the disqualification should be displayed.
- All "N" related outputs of the game played must be updated and redistributed
- The outputs "Team Roster" (C33), "Play by Play" (C69), "Intermediate Results" (C70), "Results" (C73), Shot Chart (C77A), Line-Up Analysis (C77B) for the game played and "Cumulative statistics" (C84A) for the disqualified team will be removed from INFO
- "Overall Team Statistics" (C84B) and "Team Statistics" (C84C) - The team statistics will be maintained. The disqualified team will be listed last without a rank, with "DSQ" and with statistics achieved. An explanation (free text note) of the disqualification should be displayed.
- Players from the disqualified team should no longer show up in the output "Individual Statistics" (C85A)
- The output "Attendance Summary" (C85C) will be maintained
- If a team from one of the quarterfinal games is disqualified, the opposing team will play in the semifinal game.
- If a team from one of the semifinal games is disqualified, the opposing team will play in the gold medal game. The bronze medal game will be cancelled. The loser of the second semifinal will be awarded the bronze medal. The outputs "Competition Schedule" (C08) and "Daily Schedule" (C58) will be updated accordingly.
- If the disqualified team was among medallists, the disqualified team should not appear on any of the outputs "Medallists (Team)" (C92C), "Medallists by Event" (C93), "Medal Standings" (C95).
- The disqualified team should be shown at the bottom of the final standings without rank and with "DSQ" following the NOC. The final rankings will be adjusted moving all teams ranked after the disqualified team one rank up.

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 FIBA Sport Director or his representative before distribution.

2.5.3.4 Disqualification more than three days after the Closing Ceremony

Starting from the fourth day after the Games Closing Ceremony, FIBA will become responsible for updating the results if necessary. Disqualifications may come from either the IOC or FIBA. FIBA 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, FIBA, OC Competition Management and OC Technology will be informed following the established IOC procedure.

The FIBA Sport Director or his representative 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: 9, Issued by: I, Further information: iv. For team: Subtitle: J, Summary: 10, 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 the FIBA Sport Director or his representative, 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 FIBA Sport Director or his representative 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 Basketball competition ends, and the period after the Games end (up to three (3) days after the Closing Ceremony). Travel by the FIBA Sport Director 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 FIBA 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:
 - Potential Group Ranking (C66)
 - Intermediate Results (C70)
 - Tournament Summary (C76A1)
 - Preliminary Round - Comparative Ranking (C76A2)
 - Cumulative Statistics (C84A)
 - Overall Team Statistics (C84B)
 - Team Statistics (C84C)
 - Individual Statistics (C85A)
 - Attendance Summary (C85C)
 - Medallists (Team) (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:

- Basketball 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 FIBA events (women, followed by men):

- Medallists (Team) (C92C)
- Tournament Summary (C76A1)
- Team Roster (C33) (ordered alphabetically)
- Results (C73) (ordered chronologically)
- Cumulative Statistics (C84A) (ordered by final standings)
- Overall Team Statistics (C84B)
- Team Statistics (C84C)
- Individual Statistics (C85A)
- Attendance Summary (C85C)
- Official Communication (C67) - only those affecting the results
- Competition Officials (Technical Officials) (C35A)
- FIBA Referees (C35B)

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 Basketball competition has finished.

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

- The IOC
- FIBA
- 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 the 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.

FIBA is currently not planning to deliver any data related to historical results and biographies.

There is no requirement for data validation by FIBA.

The provider will update data after final delivery as required (corrections, information updates, etc.).

The IOC will act as a facilitator between 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 FIBA 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)
- Multi-Medallists (N15)
- Results in Last Olympic Cycle (N17A)
- Current FIBA World Ranking (N17B)
- Individual Achievements / Records (N18A)
- Team Achievements / Records (N18B)
- Head to Head (N62)

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 Basketball Background Information

Data for the Basketball background information will be developed by ONS, in cooperation with the OC Competition Management and the FIBA Communications Director 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 - FIBA - 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 FIBA Communications Director 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 FIBA Communications Director 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 FIBA Communications Director 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 FIBA Communications Director 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 Basketball Working Group recommends that ONS at the Basketball 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 the preliminary round, 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 Basketball 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:

- Game Review (N89)
- Daily Review (N89)
- Sport 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 which show the required information and how it should be presented in each output. Emphasis is placed on using data which is as realistic as possible. However, athletes' data may be modified to focus on the necessary types of data (e.g. actual results changed to show ties, IRMs, etc.), venue names used in the samples may differ from the actual Games venues, etc.

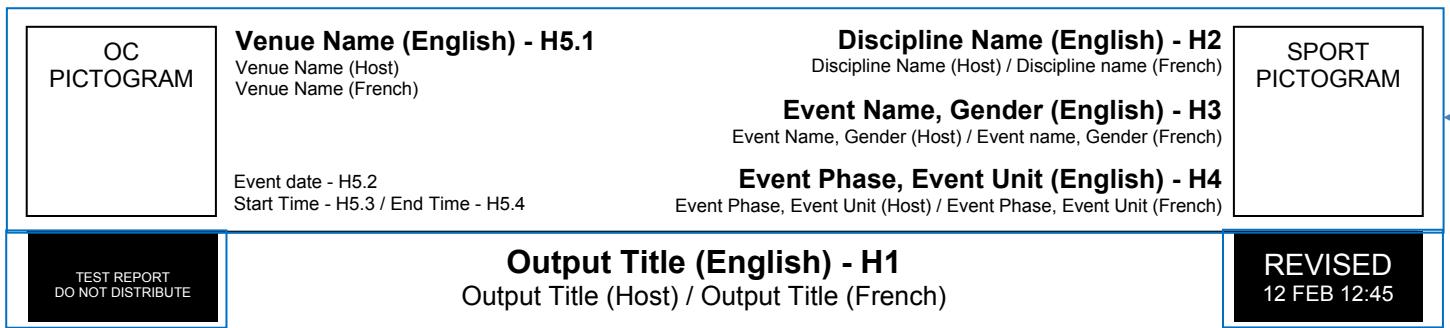
As it is impossible to find samples where all variations of data are used in the same output, in a number of samples some fields or data elements are missing. It should be **particularly noted** that schedule and quota data used in this document do **not** accurately reflect actual schedules and quotas.

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		
Referee	SKAARDAL Atle	FIS		
Chief of Race	HOLLIDAY Bruce	CAN		
Start Referee	KLAMMER Herbert	ITA		
Finish Referee	PALOVICOVA Jana	SVK		

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
BASKETBALL
MEN

As of 4 AUG 2016 at 15:07

Date	Start Time	Finish Time	Training Session - Teams	Location	Media Access
FRI 5 AUG	7:30	8:30	RUS	Youth Arena	Open
	8:30	9:30	ANG	Carioca Arena 1	Open
	9:30	10:30	CAN	Youth Arena	Open
	10:30	11:30	NZL	Carioca Arena 1	Open
	11:30	12:30	CRO	Youth Arena	Open
	12:30	13:30	CHN	Carioca Arena 1	Open
	13:30	14:30	ESP	Youth Arena	Open
	14:30	15:30	USA	Carioca Arena 1	Open
	15:30	16:30	ITA	Youth Arena	Closed
	16:30	17:30	AUS	Carioca Arena 1	Open
	17:30	18:30	SRB	Youth Arena	Open
	18:30	19:30	LTU	Carioca Arena 1	Open
SAT 6 AUG	7:30	8:30	NZL	Youth Arena	Open
	8:30	9:30	ANG	Carioca Arena 1	Open
	9:30	10:30	ITA	Youth Arena	Open
	10:30	11:30	CAN	Carioca Arena 1	Open
	11:30	12:30	RUS	Youth Arena	Open
	12:30	13:30	ESP	Carioca Arena 1	Open
	13:30	14:30	LTU	Youth Arena	Closed
	14:30	15:30	CRO	Carioca Arena 1	Closed
	15:30	16:30	CHN	Youth Arena	Open
	16:30	18:30	AUS	Carioca Arena 1	Open
	18:30	19:30	SRB	Youth Arena	Open
	19:30	20:30	USA	Carioca Arena 1	Open

C07 - Training Schedule

Description	Detailed schedule of training times for each day
Source	FIBA and OC Competition Management
Sort by	1 - Date 2 - Location 3 - 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	None
IRM rules	None
Comments	Each day should be separated by a blank line. 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.).

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIBA 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 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	M	Time - in the format defined in the OC Look and Feel standard or text
7.2.2	Finish time	M	Time - in the format defined in the OC Look and Feel standard or "-" if unknown
7.2.3	Training session - Teams	M	Text - general description of session
7.2.4	Location	M	Text
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

BASKETBALL

As of 29 JUL 2016 at 12:04

Date	Start Time	Estimated Finish Time	Teams	Gender	Phase	Game No.	Location
FRI 5 AUG	9:30	11:15	RUS vs AUS	Women	Preliminary Round Group A	1	Youth Arena
	11:30	13:15	BRA vs GRE	Women	Preliminary Round Group A	2	Youth Arena
	14:30	16:15	USA vs ESP	Women	Preliminary Round Group B	3	Youth Arena
	16:30	18:15	CZE vs NZL	Women	Preliminary Round Group B	4	Youth Arena
SAT 6 AUG	9:30	11:15	CHN vs KOR	Women	Preliminary Round Group B	5	Youth Arena
	11:30	13:15	JPN vs NGR	Women	Preliminary Round Group A	6	Youth Arena
	14:30	16:15	KOR vs CZE	Women	Preliminary Round Group B	7	Youth Arena
	14:30	16:15	CRO vs NZL	Men	Preliminary Round Group A	8	Carioca Arena 1
	16:30	18:15	AUS vs JPN	Women	Preliminary Round Group A	9	Youth Arena
	16:30	18:15	ITA vs LTU	Men	Preliminary Round Group A	10	Carioca Arena 1
	19:30	21:15	SRB vs RUS	Men	Preliminary Round Group B	11	Carioca Arena 1
	21:30	23:15	CAN vs AUS	Men	Preliminary Round Group B	12	Carioca Arena 1
SUN 7 AUG	9:30	11:15	ESP vs CHN	Women	Preliminary Round Group B	13	Youth Arena
	11:30	13:15	NGR vs BRA	Women	Preliminary Round Group A	14	Youth Arena
	14:30	16:15	GRE vs RUS	Women	Preliminary Round Group A	15	Youth Arena
	14:30	16:15	ESP vs ANG	Men	Preliminary Round Group B	16	Carioca Arena 1
	16:30	18:15	NZL vs USA	Women	Preliminary Round Group B	17	Youth Arena
	16:30	18:15	CHN vs USA	Men	Preliminary Round Group A	18	Carioca Arena 1
	19:30	21:15	ANG vs CAN	Men	Preliminary Round Group B	19	Carioca Arena 1
	21:30	23:15	NZL vs CHN	Men	Preliminary Round Group A	20	Carioca Arena 1
MON 8 AUG	9:30	11:15	BRA vs AUS	Women	Preliminary Round Group A	21	Youth Arena
	11:30	13:15	CZE vs CHN	Women	Preliminary Round Group B	22	Youth Arena
	14:30	16:15	JPN vs RUS	Women	Preliminary Round Group A	23	Youth Arena
	14:30	16:15	RUS vs ESP	Men	Preliminary Round Group B	24	Carioca Arena 1
	16:30	18:15	NGR vs GRE	Women	Preliminary Round Group A	25	Youth Arena
	16:30	18:15	USA vs ITA	Men	Preliminary Round Group A	26	Carioca Arena 1
	19:30	21:15	LTU vs CRO	Men	Preliminary Round Group A	27	Carioca Arena 1
	21:30	23:15	AUS vs SRB	Men	Preliminary Round Group B	28	Carioca Arena 1
TUE 9 AUG	9:30	11:15	USA vs KOR	Women	Preliminary Round Group B	29	Youth Arena
	11:30	13:15	NZL vs ESP	Women	Preliminary Round Group B	30	Youth Arena
	14:30	16:15	GRE vs JPN	Women	Preliminary Round Group A	31	Youth Arena
	14:30	16:15	ITA vs NZL	Men	Preliminary Round Group A	32	Carioca Arena 1
	16:30	18:15	CHN vs USA	Women	Preliminary Round Group B	33	Youth Arena
	16:30	18:15	CAN vs ESP	Men	Preliminary Round Group B	34	Carioca Arena 1
	19:30	21:15	CHN vs CRO	Men	Preliminary Round Group A	35	Carioca Arena 1
	21:30	23:15	USA vs LTU	Men	Preliminary Round Group A	36	Carioca Arena 1
WED 10 AUG	9:30	11:15	ESP vs CZE	Women	Preliminary Round Group B	37	Youth Arena
	11:30	13:15	KOR vs NZL	Women	Preliminary Round Group B	38	Youth Arena
	14:30	16:15	AUS vs NGR	Women	Preliminary Round Group A	39	Youth Arena
	14:30	16:15	SRB vs ANG	Men	Preliminary Round Group B	40	Carioca Arena 1
	16:30	18:15	RUS vs BRA	Women	Preliminary Round Group A	41	Youth Arena
	16:30	18:15	AUS vs RUS	Men	Preliminary Round Group B	42	Carioca Arena 1
	19:30	21:15	LTU vs CHN	Men	Preliminary Round Group A	43	Carioca Arena 1
	21:30	23:15	ESP vs SRB	Men	Preliminary Round Group B	44	Carioca Arena 1

COMPETITION SCHEDULE

BASKETBALL

As of 29 JUL 2016 at 12:04

Date	Start Time	Estimated Finish Time	Teams	Gender	Phase	Game No.	Location
THU 11 AUG	11:30	13:15	KOR vs ESP	Women	Preliminary Round Group B	45	Youth Arena
	14:30	16:15	AUS vs GRE	Women	Preliminary Round Group A	46	Youth Arena
	14:30	11:15	RUS vs CAN	Men	Preliminary Round Group B	47	Carioca Arena 1
	16:30	18:15	BRA vs JPN	Women	Preliminary Round Group A	48	Youth Arena
	16:30	13:15	ANG vs AUS	Men	Preliminary Round Group B	49	Carioca Arena 1
	19:30	16:15	NZL vs USA	Men	Preliminary Round Group A	50	Carioca Arena 1
	21:30	18:15	CRO vs ITA	Men	Preliminary Round Group A	51	Carioca Arena 1
FRI 12 AUG	11:30	13:15	RUS vs NGR	Women	Preliminary Round Group A	52	Youth Arena
	14:30	16:15	USA vs CZE	Women	Preliminary Round Group B	53	Youth Arena
	16:30	18:15	NZL vs CHN	Women	Preliminary Round Group B	54	Youth Arena
	16:30	18:15	ANG vs RUS	Men	Preliminary Round Group B	55	Carioca Arena 1
	19:30	21:15	NZL vs LTU	Men	Preliminary Round Group A	56	Carioca Arena 1
	21:30	23:15	ITA vs CHN	Men	Preliminary Round Group A	57	Carioca Arena 1
SAT 13 AUG	16:30	18:15	CRO vs USA	Men	Preliminary Round Group A	58	Carioca Arena 1
	19:30	21:15	SRB vs CAN	Men	Preliminary Round Group B	59	Carioca Arena 1
	21:30	23:15	AUS vs ESP	Men	Preliminary Round Group B	60	Carioca Arena 1
SUN 14 AUG			A2 vs B3 B1 vs A4 B2 vs A3 A1 vs B4	Women	Quarterfinal	61	Carioca Arena 1
				Women	Quarterfinal	62	Carioca Arena 1
				Women	Quarterfinal	63	Carioca Arena 1
				Women	Quarterfinal	64	Carioca Arena 1
MON 15 AUG			A2 vs B3 B1 vs A4 B2 vs A3 A1 vs B4	Men	Quarterfinal	65	Carioca Arena 1
				Men	Quarterfinal	66	Carioca Arena 1
				Men	Quarterfinal	67	Carioca Arena 1
				Men	Quarterfinal	68	Carioca Arena 1
TUE 16 AUG			Winner 61 vs Winner 62 Winner 63 vs Winner 64	Women	Semifinal	69	Carioca Arena 1
				Women	Semifinal	70	Carioca Arena 1
WED 17 AUG			Winner 65 vs Winner 66 Winner 67 vs Winner 68	Men	Semifinal	71	Carioca Arena 1
				Men	Semifinal	72	Carioca Arena 1
THU 18 AUG	19:30	21:15	Loser 69 vs Loser 70	Women	Bronze Medal Game	73	Carioca Arena 1
	21:30	23:15	Winner 69 vs Winner 70	Women	Gold Medal Game	74	Carioca Arena 1
FRI 19 AUG	19:30	21:15	Loser 71 vs Loser 72	Men	Bronze Medal Game	75	Carioca Arena 1
	21:30	23:15	Winner 71 vs Winner 72	Men	Gold Medal Game	76	Carioca Arena 1

Note:

The schedule of the quarterfinal games will be available at the latest one hour after the last game of the preliminary round. The schedule of the semifinal games will be available at the latest one hour after the last game of the quarterfinals.

Legend:

Ax	x (x=1-4) ranked team from group A	Bx	x (x=1-4) ranked team from group B	No.	Number
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COMPETITION SCHEDULE

BASKETBALL

As of 13 AUG 2016 at 23:36

Date	Start Time	Estimated Finish Time	Teams	Gender	Phase	Game No.	Location
FRI 5 AUG	9:30	11:15	RUS vs AUS	Women	Preliminary Round Group A	1	Youth Arena
	11:30	13:15	BRA vs GRE	Women	Preliminary Round Group A	2	Youth Arena
	14:30	16:15	USA vs ESP	Women	Preliminary Round Group B	3	Youth Arena
	16:30	18:15	CZE vs NZL	Women	Preliminary Round Group B	4	Youth Arena
SAT 6 AUG	9:30	11:15	CHN vs KOR	Women	Preliminary Round Group B	5	Youth Arena
	11:30	13:15	JPN vs NGR	Women	Preliminary Round Group A	6	Youth Arena
	14:30	16:15	KOR vs CZE	Women	Preliminary Round Group B	7	Youth Arena
	14:30	16:15	CRO vs NZL	Men	Preliminary Round Group A	8	Carioca Arena 1
	16:30	18:15	AUS vs JPN	Women	Preliminary Round Group A	9	Youth Arena
	16:30	18:15	ITA vs LTU	Men	Preliminary Round Group A	10	Carioca Arena 1
	19:30	21:15	SRB vs RUS	Men	Preliminary Round Group B	11	Carioca Arena 1
	21:30	23:15	CAN vs AUS	Men	Preliminary Round Group B	12	Carioca Arena 1
SUN 7 AUG	9:30	11:15	ESP vs CHN	Women	Preliminary Round Group B	13	Youth Arena
	11:30	13:15	NGR vs BRA	Women	Preliminary Round Group A	14	Youth Arena
	14:30	16:15	GRE vs RUS	Women	Preliminary Round Group A	15	Youth Arena
	14:30	16:15	ESP vs ANG	Men	Preliminary Round Group B	16	Carioca Arena 1
	16:30	18:15	NZL vs USA	Women	Preliminary Round Group B	17	Youth Arena
	16:30	18:15	CHN vs USA	Men	Preliminary Round Group A	18	Carioca Arena 1
	19:30	21:15	ANG vs CAN	Men	Preliminary Round Group B	19	Carioca Arena 1
	21:30	23:15	NZL vs CHN	Men	Preliminary Round Group A	20	Carioca Arena 1
MON 8 AUG	9:30	11:15	BRA vs AUS	Women	Preliminary Round Group A	21	Youth Arena
	11:30	13:15	CZE vs CHN	Women	Preliminary Round Group B	22	Youth Arena
	14:30	16:15	JPN vs RUS	Women	Preliminary Round Group A	23	Youth Arena
	14:30	16:15	RUS vs ESP	Men	Preliminary Round Group B	24	Carioca Arena 1
	16:30	18:15	NGR vs GRE	Women	Preliminary Round Group A	25	Youth Arena
	16:30	18:15	USA vs ITA	Men	Preliminary Round Group A	26	Carioca Arena 1
	Cancelled		LTU vs CRO	Men	Preliminary Round Group A	27	Carioca Arena 1
	21:30	23:15	AUS vs SRB	Men	Preliminary Round Group B	28	Carioca Arena 1
TUE 9 AUG	9:30	11:15	USA vs KOR	Women	Preliminary Round Group B	29	Youth Arena
	11:30	13:15	NZL vs ESP	Women	Preliminary Round Group B	30	Youth Arena
	14:30	16:15	GRE vs JPN	Women	Preliminary Round Group A	31	Youth Arena
	14:30	16:15	ITA vs NZL	Men	Preliminary Round Group A	32	Carioca Arena 1
	16:30	18:15	CHN vs USA	Women	Preliminary Round Group B	33	Youth Arena
	16:30	18:15	CAN vs ESP	Men	Preliminary Round Group B	34	Carioca Arena 1
	19:30	21:15	CHN vs CRO	Men	Preliminary Round Group A	35	Carioca Arena 1
	21:30	23:15	USA vs LTU	Men	Preliminary Round Group A	36	Carioca Arena 1
WED 10 AUG	9:30	11:15	ESP vs CZE	Women	Preliminary Round Group B	37	Youth Arena
	11:30	13:15	KOR vs NZL	Women	Preliminary Round Group B	38	Youth Arena
	14:30	16:15	AUS vs NGR	Women	Preliminary Round Group A	39	Youth Arena
	14:30	16:15	SRB vs ANG	Men	Preliminary Round Group B	40	Carioca Arena 1
	16:30	18:15	RUS vs BRA	Women	Preliminary Round Group A	41	Youth Arena
	16:30	18:15	AUS vs RUS	Men	Preliminary Round Group B	42	Carioca Arena 1
	19:30	21:15	LTU vs CHN	Men	Preliminary Round Group A	43	Carioca Arena 1
	21:30	23:15	ESP vs SRB	Men	Preliminary Round Group B	44	Carioca Arena 1

COMPETITION SCHEDULE

BASKETBALL

As of 13 AUG 2016 at 23:36

Date	Start Time	Estimated Finish Time	Teams	Gender	Phase	Game No.	Location
THU 11 AUG	11:30	13:15	KOR vs ESP	Women	Preliminary Round Group B	45	Youth Arena
	14:30	16:15	AUS vs GRE	Women	Preliminary Round Group A	46	Youth Arena
	14:30	11:15	RUS vs CAN	Men	Preliminary Round Group B	47	Carioca Arena 1
	16:30	18:15	BRA vs JPN	Women	Preliminary Round Group A	48	Youth Arena
	16:30	13:15	ANG vs AUS	Men	Preliminary Round Group B	49	Carioca Arena 1
	19:30	16:15	NZL vs USA	Men	Preliminary Round Group A	50	Carioca Arena 1
	21:30	18:15	CRO vs ITA	Men	Preliminary Round Group A	51	Carioca Arena 1
FRI 12 AUG	11:30	13:15	RUS vs NGR	Women	Preliminary Round Group A	52	Youth Arena
	14:30	16:15	USA vs CZE	Women	Preliminary Round Group B	53	Youth Arena
	16:30	18:15	NZL vs CHN	Women	Preliminary Round Group B	54	Youth Arena
	16:30	18:15	ANG vs RUS	Men	Preliminary Round Group B	55	Carioca Arena 1
	19:30	21:15	NZL vs LTU	Men	Preliminary Round Group A	56	Carioca Arena 1
	21:30	23:15	ITA vs CHN	Men	Preliminary Round Group A	57	Carioca Arena 1
SAT 13 AUG	16:30	18:15	CRO vs USA	Men	Preliminary Round Group A	58	Carioca Arena 1
	19:30	21:15	SRB vs CAN	Men	Preliminary Round Group B	59	Carioca Arena 1
	21:30	23:15	AUS vs ESP	Men	Preliminary Round Group B	60	Carioca Arena 1
SUN 14 AUG	14:30	16:15	RUS vs CZE	Women	Quarterfinal	61	Carioca Arena 1
	16:30	18:15	USA vs GRE	Women	Quarterfinal	62	Carioca Arena 1
	19:30	21:15	ESP vs BRA	Women	Quarterfinal	63	Carioca Arena 1
	21:30	23:15	AUS vs NZL	Women	Quarterfinal	64	Carioca Arena 1
MON 15 AUG	14:30	16:15	USA vs RUS	Men	Quarterfinal	65	Carioca Arena 1
	16:30	18:15	CAN vs CRO	Men	Quarterfinal	66	Carioca Arena 1
	19:30	21:15	LTU vs SRB	Men	Quarterfinal	67	Carioca Arena 1
	21:30	23:15	ITA vs AUS	Men	Quarterfinal	68	Carioca Arena 1
TUE 16 AUG		Winner 61 vs Winner 62	Women	Semifinal		69	Carioca Arena 1
		Winner 63 vs Winner 64	Women	Semifinal		70	Carioca Arena 1
WED 17 AUG		Winner 65 vs Winner 66	Men	Semifinal		71	Carioca Arena 1
		Winner 67 vs Winner 68	Men	Semifinal		72	Carioca Arena 1
THU 18 AUG	19:30	21:15	Loser 69 vs Loser 70	Women	Bronze Medal Game	73	Carioca Arena 1
	21:30	23:15	Winner 69 vs Winner 70	Women	Gold Medal Game	74	Carioca Arena 1
FRI 19 AUG	19:30	21:15	Loser 71 vs Loser 72	Men	Bronze Medal Game	75	Carioca Arena 1
	21:30	23:15	Winner 71 vs Winner 72	Men	Gold Medal Game	76	Carioca Arena 1

Note:

The schedule of the quarterfinal games will be available at the latest one hour after the last game of the preliminary round. The schedule of the semifinal games will be available at the latest one hour after the last game of the quarterfinals.

Legend:

No.	Number
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Game No. 27 LTU vs CRO cancelled due to ...

C08 - Competition Schedule

Description	Schedule of all competitions
Source	FIBA and OC Competition Management
Sort by	1 - Date 2 - Start time 3 - Gender (Women first)
Page break	Break at "Group = Date" on a new page with repeated output headings and column headings
Notes	<p>Note with static text (for PDF only): See sample</p> <p>Note with predefined text: None</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>Ax - x (x=1-4) ranked team from group A</p> <p>Bx - x (x=1-4) ranked team from group B</p> <p>No. - Number</p> <p>To be displayed at the bottom of the last page.</p>
IRM rules	None
Comments	<p>Samples:</p> <ol style="list-style-type: none"> 1. Competition schedule before the tournament start 2. Competition schedule after the end of the preliminary round updated with teams and start times for quarterfinal games <p>Each day should be separated by a blank line.</p> <p>This output defines the requirements for the PDF version.</p> <p>Team group rank code: A1 - 1st in Group A, A2 - 2nd in Group A, A3 - 3rd in Group A, A4 - 4th in Group A, B1 - 1st in Group B, B2 - 2nd in Group B, B3 - 3rd in Group B and B4 - 4th in Group B.</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/time (H6)	M	Date/time - 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 match during the day	--	
7.2.1	Start time	M	Time - in the format defined in the OC Look and Feel standard, blank or text - "Cancelled"
7.2.2	Estimated finish time	M	Time - in the format defined in the OC Look and Feel standard or blank
7.2.3	Teams	--	
7.2.3.1	Home team	M	Standard IOC NOC code, team group rank code (see comments), text - "Winner 65", "Winner 67", ... "Loser 71", "Winner 71"
7.2.3.2	Visiting team	M	Standard IOC NOC code, team group rank code (see comments), text - "Winner 66", "Winner 68", ... "Loser 72", "Winner 72"
7.2.4	Gender	M	Text - "Men" or "Women"
7.2.5	Phase name	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
7.2.6	Game number	M	Numeric
7.2.7	Location	M	Text

Level	Data Item	M/D	Comments
8	Note with static text	Mc	Text - for PDF only
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 ENTRIES
BASKETBALL
MEN

As of 29 JUN 2016

CRO - Croatia

Name	Status	Date of Birth	Height m / ft in	Weight kg / lbs	Playing Position	Club - Season 2015/2016
ALANOVIC Vladan	ENT	3 JUL 1969	1.93 / 6'4"	81 / 179	PG	Cibona (CRO), A1
ARAPOVIC Franjo	ENT	2 JUN 1965	2.11 / 6'11"	120 / 265	C	Cibona (CRO), A1
* GREGOV Alan	ENT	1 APR 1970	1.90 / 6'3"	87 / 192	PG	Zadar (CRO), A1
KOMAZEC Arjan	ENT	23 JAN 1970	2.01 / 6'7"	98 / 216	SF	Buckler (ITA), Lega Basket Serie A
KUKOC Toni	ENT	18 SEP 1968	2.08 / 6'10"	87 / 192	SF/PF	Chicago Bulls (USA), NBA
MARCELIC Davor	ENT	20 MAY 1969	1.98 / 6'6"	89 / 196	SF	Cibona (CRO), A1
* MRSIC Veljko	ENT	13 APR 1971	2.01 / 6'7"	100 / 220	SF	Cibona (CRO), A1
MULAOMEROVIC Damir	ENT	19 SEP 1974	1.96 / 6'5"	88 / 194	PG	Cibona (CRO), A1
* NAGLIC Aramis	ENT	28 AUG 1965	2.03 / 6'8"	106 / 234	C	Croatia Insurance (CRO), A1
PERASOVIC Velimir	ENT	9 FEB 1965	1.96 / 6'5"	82 / 181	SG	Taugres (ESP), ACB
RADJA Dino	ENT	24 APR 1967	2.11 / 6'11"	105 / 231	C	Boston Celtics (USA), NBA
RIMAC Slaven	ENT	19 DEC 1974	1.96 / 6'5"	85 / 187	SG	Cibona (CRO), A1
SESR Josip	ENT	17 JAN 1978	1.98 / 6'6"	92 / 202	F/PG	Zagreb (CRO), A1
TABAK Zan	ENT	15 JUN 1970	2.11 / 6'11"	117 / 258	C	Toronto Raptors (CAN), NBA
VRANKOVIC Josip	ENT	26 OCT 1968	1.98 / 6'6"	94 / 207	F/G	Croatia Insurance (CRO), A1
VRANKOVIC Stojan	ENT	22 JAN 1964	2.16 / 7'1"	115 / 254	C	Panathinaikos (GRE), GBL
...
...
...

Coach SKANSI Petar

Assistant Coach REPESA Jasmin

Assistant Coach ANTUNOVIC-NOVOSELAC Mirjana (SLO)

Note:

* - In accordance with FIBA Internal Regulations, each national team may have only 1 player who has acquired the nationality of the given country by naturalization or by any other means after reaching the age of 16 on the final list of 12 players.

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:

*	Naturalised player	C	Centre	ENT	Entered	F	Forward
G	Guard	PF	Power Forward	PG	Point Guard	SF	Small Forward
SG	Shooting Guard						

C31T - Team Entries

Description	List of all potential and confirmed athletes and team officials for the Games by NOC
Source	Sport Entries and Qualification
Sort by	1 - NOC code Within athletes: 1 - Family name 2 - Given name Within team officials: 1 - Function (Coach, Assistant Coach) 2 - Order provided by NOC (no sort applies)
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: "* - In accordance with FIBA Internal Regulations, each national team may have only 1 player who has acquired the nationality of the given country by naturalization or by any other means after reaching the age of 16 on the final list of 12 players.". To be displayed if one player, or more, in the team's long list has the * indicating he was naturalised after reaching the age of 16. 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 * - Naturalised player C - Centre CNF - Confirmed ENT - Entered F - Forward G - Guard PF - Power Forward PG - Point Guard SF - Small Forward SG - Shooting Guard To be displayed at the bottom of the last page.
IRM rules	None
Comments	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 Basketball. 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 FIBA 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	Naturalised player identification	Mc	Code - "***"
7.3.2	Family name	M	Text
7.3.3	Given name	M	Text
7.3.4	Status	M	Code - "CNF" or "ENT"
7.3.5	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.3.6	Height	M	Height format or "-" or blank
7.3.7	Weight	M	Weight format or "-" or blank

Level	Data Item	M/D	Comments
7.3.8	Playing position	M	Code - "C", "F", "G", "PF", "PG", "SF", "SG" or combination of two codes e.g. "F/G"
7.3.9	Club - season 2015/2016	--	
7.3.9.1	Club name	M	Text
7.3.9.2	NOC code of the club location	M	Standard IOC NOC code
7.3.9.3	League	M	Text
7.4 (n)	For each team official	--	
7.4.1	Function	M	Text - "Coach" or "Assistant Coach"
7.4.2	Family name	M	Text
7.4.3	Given name	M	Text
7.4.4	NOC code of citizenship	Mc	Standard IOC NOC code, show only if different than the team
8	Note with static text	M	Text
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

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TEAM ROSTER
BASKETBALL
MEN

As of 4 AUG 2016 at 14:35

CRO - Croatia

No.	Name	Playing Position	Height m / ft in	Date of Birth	Age	Club - Season 2015/2016	Int. Games Played
00	VRANKOVIC Josip	F/G	1.98 / 6'6"	26 OCT 1988	27	Croatia Insurance (CRO), A1	22
0	PERASOVIC Velimir	SG	1.96 / 6'5"	9 FEB 1985	31	Taugres (ESP), ACB	57
6	KOMAZEC Arijan	SF	2.01 / 6'7"	23 JAN 1990	26	Buckler (ITA), Lega Basket Serie A	54
7	KUKOC Toni	SF/PF	2.08 / 6'10"	18 SEP 1988	27	Chicago Bulls(USA), NBA	36
8	ALANOVIC Vladan	PG	1.93 / 6'4"	3 JUL 1989	27	Cibona (CRO), A1	65
9	RIMAC Slaven	SG	1.96 / 6'5"	19 DEC 1994	21	Cibona (CRO), A1	1
10	TABAK Zan	C	2.11 / 6'11"	15 JUN 1990	26	Toronto Raptors (CAN), NBA	43
11	VRANKOVIC Stojan (C)	C	2.16 / 7'1"	22 JAN 1984	32	Panathinaikos (GRE), GBL	63
12	MULAOMEROVIC Damir	PG	1.96 / 6'5"	19 SEP 1994	21	Cibona (CRO), A1	5
13	MRSIC Veljko	SF	2.01 / 6'7"	13 APR 1991	25	Cibona (CRO), A1	52
14	RADJA Dino	C	2.11 / 6'11"	24 APR 1987	29	Boston Celtics (USA), NBA	57
99	MARCELIC Davor	SF	1.98 / 6'6"	20 MAY 1989	27	Cibona (CRO), A1	8
Team Average			2.02 / 6' 7"		26.6		38.6

Coach SKANSI Petar

Team Uniform Colour

Assistant Coach REPESA Jasmin

Light: white

Assistant Coach ANTUNOVIC-NOVOSELAC Mirjana (SLO)

Dark: red

Note:

Number of games played at the official FIBA/FIBA continental championships for senior men/women (provided by FIBA).

Legend:

(C)	Captain	C	Centre	F	Forward	G	Guard
Int.	International	No.	Uniform Number	PF	Power Forward	PG	Point Guard
SF	Small Forward	SG	Shooting Guard				

TEAM ROSTER
BASKETBALL
MEN

As of 11 AUG 2016 at 22:09

CRO - Croatia

No.	Name	Playing Position	Height m / ft in	Date of Birth	Age	Club - Season 2015/2016	Int. Games Played
00	VRANKOVIC Josip	F/G	1.98 / 6'6"	26 OCT 1988	27	Croatia Insurance (CRO), A1	22
0	PERASOVIC Velimir	SG	1.96 / 6'5"	9 FEB 1985	31	Taugres (ESP), ACB	57
6	KOMAZEC Arijan	SF	2.01 / 6'7"	23 JAN 1990	26	Buckler (ITA), Lega Basket Serie A	54
7	KUKOC Toni	SF/PF	2.08 / 6'10"	18 SEP 1988	27	Chicago Bulls(USA), NBA	36
9	RIMAC Slaven	SG	1.96 / 6'5"	19 DEC 1994	21	Cibona (CRO), A1	1
10	TABAK Zan	C	2.11 / 6'11"	15 JUN 1990	26	Toronto Raptors (CAN), NBA	43
11	VRANKOVIC Stojan (C)	C	2.16 / 7'1"	22 JAN 1984	32	Panathinaikos (GRE), GBL	63
12	MULAMEROVIC Damir	PG	1.96 / 6'5"	19 SEP 1994	21	Cibona (CRO), A1	5
13	MRSIC Veljko	SF	2.01 / 6'7"	13 APR 1991	25	Cibona (CRO), A1	52
14	RADJA Dino	C	2.11 / 6'11"	24 APR 1987	29	Boston Celtics (USA), NBA	57
99	MARCELIC Davor	SF	1.98 / 6'6"	20 MAY 1989	27	Cibona (CRO), A1	8
Team Average			2.03 / 6' 8"		26.5		36.2
DSQ	ALANOVIC Vladan	PG	1.93 / 6'4"	3 JUL 1989	27	Cibona (CRO), A1	65

Coach SKANSI Petar

Assistant Coach REPESA Jasmin

Assistant Coach ANTUNOVIC-NOVOSELAC Mirjana (SLO)

Team Uniform Colour

Light: white

Dark: red

Note:

Number of games played at the official FIBA/FIBA continental championships for senior men/women (provided by FIBA).

Legend:

(C)	Captain	C	Centre	DSQ	Disqualified	F	Forward
G	Guard	Int.	International	No.	Uniform Number	PF	Power Forward
PG	Point Guard	SF	Small Forward	SG	Shooting Guard		

Player ALANOVIC Vladan disqualified due to ...

C33 - Team Roster

Description	List of team members (players and team officials)
Source	OC Technology
Sort by	For each player: 1 - Uniform number 2 - Family name 3 - Given name For each disqualified player: 1 - Family name 2 - Given name For each team official: Before Technical Meeting sequence of officials as on NOC entry form (no sort applies), after Technical Meeting sequence of officials as reported by team (no sort applies)
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	<p>Use the following description for abbreviations which appear in the output: "-" - Information not available (C) - Captain C - Centre DSQ - Disqualified F - Forward G - Guard Int. - International No. - Uniform Number PF - Power Forward PG - Point Guard SF - Small Forward SG - Shooting Guard</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. Team roster (regular case) 2. Team roster with a disqualified player <p>Team average height is rounded to two decimal places. Team average age round to one decimal place. Team average of international games played round to one decimal place. A disqualified player is not included in the calculation of team averages.</p> <p>Disqualified player(s) should be separated by a blank line.</p> <p>List of team officials: Coach, assistant coach and up to five officials with one of following functions: Team manager, doctor, physiotherapist, statistician and interpreter. Order assistant coaches as they are presented on NOC entry form.</p> <p>Club information should come from National Basketball Federation through the entry process and is finalised by Rio 2016 Press.</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 FIBA 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	Team	--	
7.1	Team NOC code	M	Standard IOC NOC code
7.2	Team NOC	M	Standard IOC NOC name
7.3 (n)	For each player	--	

Level	Data Item	M/D	Comments
7.3.1	Uniform number or disqualification identification	M	Numeric or code - "DSQ"
7.3.2	Family name	M	Text
7.3.3	Given name	M	Text
7.3.4	Captain identification	Mc	Code - "(C)"
7.3.5	Playing position	M	Code - "C", "F", "G", "PF", "PG", "SF", "SG" or combination of two codes e.g. "F/G"
7.3.6	Height	M	Height format or "-"
7.3.7	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.3.8	Age	M	Numeric
7.3.9	Club - season 2015/2016	--	
7.3.9.1	Club name	M	Text
7.3.9.2	NOC code of the club location	M	Standard IOC NOC code
7.3.9.3	League	M	Text
7.3.10	International games played	M	Numeric or blank if no game played
7.4	Team averages	--	
7.4.1	Team average height	M	Height format or "-"
7.4.2	Team average age	M	Numeric (1 decimal place)
7.4.3	Team average of international games played	M	Numeric (1 decimal place)
7.5 (n)	For each disqualified player	--	
7.5.1	Disqualification identification	M	Code - "DSQ"
7.5.2	Family name	M	Text
7.5.3	Given name	M	Text
7.5.4	Playing position	M	Code - "C", "F", "G", "PF", "PG", "SF", "SG" or combination of two codes e.g. "F/G"
7.5.5	Height	M	Height format or "-"
7.5.6	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.5.7	Age	M	Numeric
7.5.8	Club - season 2015/2016	--	
7.5.8.1	Club name	M	Text
7.5.8.2	NOC code of the club location	M	Standard IOC NOC code
7.5.8.3	League	M	Text
7.5.9	International games played	M	Numeric or blank if no game played
7.6 (n)	For each team official	--	
7.6.1	Function	M	Text - "Coach" or "Assistant Coach"
7.6.2	Family name	M	Text
7.6.3	Given name	M	Text
7.6.4	NOC code of the citizenship	Mc	Standard IOC NOC code, show only if different than team
7.7	Team uniform colour	--	
7.7.1	Light	M	Text
7.7.2	Dark	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	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

COMPETITION OFFICIALS

BASKETBALL

As of 24 JUL 2016

Function	Name	Gender	NOC
Technical Delegate	KOTLEBA Lubomir	M	SVK - Slovakia
Assistant Technical Delegate	GARCIA Anibal	M	PUR - Puerto Rico
Jury Members	BRAZAUSKAS Romualdas	M	LTU - Lithuania
	BRENSCHEIDT Wolfgang	M	GER - Germany
	DA'ADOUCH Mohamad Kassem	M	UAE - UA Emirates
	FONTANA Geraldo Miguel	M	BRA - Brazil
	HASHIMOTO Nobuo	M	JPN - Japan
	IRUNG Justine Kawang	M	COD - DR Congo
	ISLEY Nelson Guilliam	M	USA - United States
	JONES William	M	GBR - Great Britain
	KORALEWSKI Krzysztof	M	POL - Poland
	LANDON Lorraine	F	AUS - Australia
	LEE Jaemin	M	KOR - Korea
	MANJOUR Abderraouf	M	TUN - Tunisia
	MILDENHALL William Stanley	M	AUS - Australia
	RIGAS Costas	M	GRE - Greece
	VIROVNIK Reuven	M	ISR - Israel

Legend:
F Female

M Male

C35A - Competition Officials (Technical Officials)

Description	List of the technical officials from FIBA involved in running the competition during the Games
Source	FIBA and OC Competition Management
Sort by	Sequence of members as provided by FIBA (no sort applies)
Page break	Break at "Group = Function" on a new page with repeated output headings and column headings
Notes	<p>Note with static text: None</p> <p>Note with predefined text: None</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>F - Female</p> <p>M - Male</p> <p>To be displayed at the bottom of the last page.</p>
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 FIBA
7.2 (n)	For each official	--	
7.2.1	Title	Ma	Text - as provided by FIBA
7.2.2	Family name	M	Text
7.2.3	Given name	M	Text
7.2.4	Gender	M	Code - "F" or "M"
7.2.5	NOC code	M	Standard IOC NOC code
7.2.6	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	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

FIBA REFEREES

BASKETBALL

As of 24 JUL 2016

Name	Gender	Age	Years as FIBA Referee	NOC
ABAAKIL Samir	M	46	12	MAR - Morocco
ANKARALI Recep	M	48	21	TUR - Turkey
ARTEAGA Juan	M	52	17	ESP - Spain
AYLEN Michael	M	46	19	AUS - Australia
BELOSEVIC Ilija	M	44	19	SRB - Serbia
BENDKE Snehal	F	32	8	IND - India
CARRION Jose Anibal	M	43	16	PUR - Puerto Rico
CEREBUCH Guerrino	M	52	21	ITA - Italy
CHERNOVA Elena	F	43	11	RUS - Russian Fed.
CHRISTODOULOU Christos	M	50	16	GRE - Greece
DELAUNE Carole	F	39	11	FRA - France
ESTEVEZ Pablo Alberto	M	49	15	ARG - Argentina
FORNIES BENITO Marcos	M	44	12	BRA - Brazil
GODE Vitalis Odhiambo	M	52	18	KEN - Kenya
GRINTER Felicia Andrea	F	47	11	USA - United States
JUNGEBRAND Carl	M	51	30	FIN - Finland
KENNEDY William Gene	F	49	10	USA - United States
LAMONICA Luigi	M	50	20	ITA - Italy
LATISEVS Olegs	M	36	13	LAT - Latvia
LOTTERMOSER Robert	M	40	12	GER - Germany
MARANHO Cristiano Jesus	M	42	18	BRA - Brazil
MAYBERRY Vaughan Charles	M	44	16	AUS - Australia
NOUJAIM Rabah	M	40	10	LIB - Lebanon
PENG Ling	M	44	12	CHN - China
PUKL Sasa	M	45	12	SLO - Slovenia
RYZHYK Borys	M	39	19	UKR - Ukraine
SAMPIETRO Fernando Jorge	M	48	20	ARG - Argentina
SEIBEL Stephen	M	45	11	CAN - Canada
SUGURO Shoko	F	44	13	JPN - Japan
VAZQUEZ Jorge	M	41	13	PUR - Puerto Rico

Legend:

	Female		Male
--	--------	--	------

C35B - FIBA Referees

Description	List of the FIBA referees
Source	FIBA
Sort by	1 - Family name 2 - Given name
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	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	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 (n)	For each referee	--	
7.1	Title	Ma	Text - as provided by FIBA
7.2	Family name	M	Text
7.3	Given name	M	Text
7.4	Gender	--	Code - "F" or "M"
7.5	Age	M	Numeric
7.6	Years as FIBA referee	M	Numeric
7.7	NOC code	M	Standard IOC NOC code
7.8	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	Mc	Code
10.2	Description of abbreviation	Mc	Text
11	Free text	Ma	Text

ENTRY DATA CHECKLIST
BASKETBALL
MEN

As of 29 JUL 2016

CRO - Croatia

Identification	Personal	Sport Specific	Preferred Names (max. characters)		Corrections
Accreditation Number 0123317	Gender Male	FIBA ID A31231	Print Name long (35) Print Name initial (18) TV Name long (35)	ALANOVIC Vladan ALANOVIC V Vladan ALANOVIC	
Function Player	Date of Birth 3 JUL 1979	Playing Position PG	TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15)	V. ALANOVIC ALANOVIC VLADAN ALANOVIC VLADAN	
	Height (m / ft in) 1.93 / 6' 4"	Club - Season 2015/2016 Cibona (CRO), A1	Scoreboard Name (10) Family Name (25) Given Name (25)	ALANOVIC V Alanovic Vladan	*
	Weight (kg / lbs) 81 / 179	Int. Games Played 65			
Accreditation Number 0124741	Gender Male	FIBA ID A32145	Print Name long (35) Print Name initial (18) TV Name long (35)	MULAOMEROVIC Damir MULAOMEROVIC D Damir MULAOMEROVIC	
Function Player	Date of Birth 19 SEP 1974	Playing Position PG	TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15)	D. MULAOMEROVIC MULAOMEROVIC DAMIR MULAOMEROVIC DA	
	Height (m / ft in) 1.96 / 6' 5"	Club - Season 2015/2016 Cibona (CRO), A1	Scoreboard Name (10) Family Name (25) Given Name (25)	MULAOMEROV Mulaomerovic Damir	*
	Weight (kg / lbs) 88 / 194	Int. Games Played 5			

...
...
...

Identification	Personal	Sport Specific	Preferred Names (max. characters)	Corrections
Accreditation Number 0125172	Gender Female	FIBA ID B31249	Print Name long (35) Print Name initial (18) TV Name long (35) Mirjana ANTUNOVIC-NOVOSELAC	ANTUNOVIC-NOVOSELAC Mirjana * ANTUNOVIC-NOVOSELA * M. ANTUNOVIC-NOVOS * ANTUNOVIC-NOVOSELAC MIRJA *
Function Assistant Coach	Date of Birth 17 NOV 1961		TV Name initial (18) Scoreboard Name (25) Scoreboard Name (15) Scoreboard Name (10) Family Name (25) Given Name (25)	ANTUNOVIC-NOVOS * ANTUNOVIC-NOVOSELAC * ANTUNOVIC-NOVOS * ANTUNOVIC- Antunovic-Novoselac Mirjana
Citizenship SLO				

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.

Legend:

C	Centre	F	Forward	G	Guard	Int.	International
PF	Power Forward	PG	Point Guard	SF	Small Forward	SG	Shooting Guard

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, Coach, Assistant 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 C - Centre F - Forward G - Guard Int. - International PF - Power Forward PG - Point Guard SF - Small Forward SG - Shooting Guard To be displayed at the bottom of the last page of each NOC.
IRM rules	None
Comments	All name items must initially conform to the FIBA/OC names policy for the competition. However, names may be changed, as required, to allow for personal preferences and other considerations. Truncated names should be indicated with an * for manual checking. 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). For TV names please refer to the OBS requirements document "TV Name Formats". For scoreboard names: The technical characteristics of the scoreboard may require that scoreboard names of several different maximum lengths be defined. 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"). Need ability to print the output for a single NOC. Only list those team officials who appear on at least one output or in an interface message. 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)	M	Standard FIBA 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	--	

Level	Data Item	M/D	Comments
7.3.1	Identification	--	
7.3.1.1	Accreditation number	M	Numeric
7.3.1.2	Function	M	Text
7.3.1.3	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
7.3.2.4	Weight	Mc	Weight format or "-" - for athletes only
7.3.3	Sport specific	--	
7.3.3.1	FIBA ID	Mc	Alphanumeric
7.3.3.2	Playing position	M	Code - "C", "F", "G", "PF", "PG", "SF", "SG" or combination of two codes e.g. "F/G" - for athletes only
7.3.3.3	Club - season 2015/2016	--	
7.3.3.3.1	Club name	Mc	Text - for athletes only
7.3.3.3.2	NOC code of the club location	Mc	Standard IOC NOC code - for athletes only
7.3.3.3.3	League	Mc	Text - for athletes only
7.3.3.4	International games played	Mc	Numeric - for athletes only
7.3.4	Preferred names	--	
7.3.4.1 (n)	For each name type	--	
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

BASKETBALL

As of 29 JUL 2016

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

BASKETBALL

As of 29 JUL 2016

Identification	Personal	Sport Specific	Preferred Names (max. characters)	Corrections
Accreditation Number 1212761	Gender Male	FIBA ID 1155217	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)	SOARES DE CAMPOS Antonio SOARES DE CAMPOS A Antonio SOARES DE CAMPOS A. SOARES DE CAMPO SOARES DE CAMPOS ANTONIO SOARES DE CAMPO SOARES DE Soares De Campos Antonio
NOC Code ANG	Date of Birth 6 NOV 1965	Function Referee		*
Accreditation Number 1212769	Gender Male	FIBA ID 1155109	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)	BUTLER Michael BUTLER M Michael BUTLER M. BUTLER BUTLER MICHAEL BUTLER MICHAEL BUTLER M Butler Michael
NOC Code AUS	Date of Birth 1 APR 1971	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.

C39 - Entry Data Checklist - Competition Officials

Description	Detailed list of competition officials for Basketball. 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 (Jury Members, Referees) 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 FIBA/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	FIBA ID	M	Alphanumeric
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.
7.4.1.3	Name	M	Text

Level	Data Item	M/D	Comments
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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START LIST
BASKETBALL
MEN
PRELIMINARY ROUND GROUP B
CARIOLA ARENA 1 SUN 7 AUG 2016 Start Time 19:30

Game 17

Referee: RUSH Eddie (USA)
Umpires: AYLEN Michael (AUS); AYLEN Michael (MOZ)

Commissioner: LEE Kak-Kuan (KOR)

ESP - ANG**ESP - Spain**

No.	Name	Playing Position	Height m / ft in	Age	Current Games Statistics								
					GP	PPG	+/-PG	FG%	3FG%	FT%	RPG	APG	MPG
00	GASOL Pau	C	2.15 / 7'1"	28									
0	FERNANDEZ Rudy	SG	1.95 / 6'5"	23									
1	RUBIO Ricky	PG	1.90 / 6'3"	17									
7	NAVARRO Juan Carlos	SG	1.92 / 6'4"	28									
8	CALDERON Jose Manuel	PG	1.91 / 6'3"	26									
9	REYES Felipe	PF	2.06 / 6'9"	28									
10	JIMENEZ Carlos (C)	SF	2.01 / 6'7"	32									
11	LOPEZ Raul	PG	1.84 / 6'0"	28									
12	RODRIGUEZ Berni	F/G	1.98 / 6'6"	28									
13	GASOL Marc	C	2.13 / 7'0"	23									
14	MUMBRU Alex	SF	2.02 / 6'8"	29									
99	GARBAJOSA Jorge	PF	2.04 / 6'8"	30									
Team			1.99 / 6'6"	26.7									
Coach	GARCIA Aito												
Assistant Coach	COSTA Joaquin												

ESP Played		
PR	ANG	29 JUL
PR	RUS	31 JUL
PR	CAN	2 AUG
PR	SRB	4 AUG
PR	AUS	6 AUG

ANG - Angola

No.	Name	Playing Position	Height m / ft in	Age	Current Games Statistics								
					GP	PPG	+/-PG	FG%	3FG%	FT%	RPG	APG	MPG
0	CIPRIANO Olimpio	SF	1.94 / 6'4"	26									
5	COSTA Armando	SG	1.92 / 6'4"	25									
6	MORAIS Carlos	SF	1.90 / 6'3"	22									
7	BARROS Milton	PG	1.83 / 6'0"	24									
8	COSTA Luis	SF	1.90 / 6'3"	30									
9	JERONIMO Vladimir	PF	1.93 / 6'4"	29									
10	GOMES Joaquim	C	2.00 / 6'7"	27									
11	AMBROSIO Felizardo	PF	2.01 / 6'7"	20									
12	MOUSSA Abdel	C	2.04 / 6'8"	28									
13	ALMEIDA Carlos (C)	SF	1.92 / 6'4"	31									
14	PAULO Leonel	PF	1.98 / 6'6"	22									
99	MINGAS Eduardo	C	1.96 / 6'5"	29									
Team			1.94 / 6'4"	26.1									
Coach	CARVALHO Alberto (POR)												
Assistant Coach	MOREIRA Anibal de Jesus				BARROS Artur Casimiro								

ANG Played		
PR	ESP	29 JUL
PR	CAN	31 JUL
PR	SRB	2 AUG
PR	AUS	4 AUG
PR	RUS	6 AUG

	ESP	ANG
Points from Turnovers		
Points in the Paint		
Second Chance Points		
Fast Break Points		
Bench Points		

Legend:							
+/-PG	Plus-Minus per Game	(C)	Captain	3FG%	3-Point Field Goals %	APG	Assists per Game
C	Centre	F	Forward	FG%	Field Goals %	FT%	Free Throws %
G	Guard	GP	Games Played	MPG	Minutes Played per Game	No.	Uniform Number
PF	Power Forward	PG	Point Guard	PPG	Points per Game	PR	Preliminary Round
RPG	Rebounds per Game	SF	Small Forward	SG	Shooting Guard		

START LIST
BASKETBALL
MEN
GOLD MEDAL GAME
CARIOCA ARENA 1 SUN 21 AUG 2016 Start Time 13:30

Game 76

Referee: BETANCOUR LEON Miguel (ESP)
Umpires: REYES RONFINI Jose (MEX); CHAVEZ Raul (ARG)

Commissioner: KOTLEBA Lubomir (SVK)

SRB - USA**SRB - Serbia**

No.	Name	Playing Position	Height m / ft in	Age	Current Games Statistics								
					GP	PPG	+/-PG	FG%	3FG%	FT%	RPG	APG	MPG
4	BODIROGA Dejan	SG	2.05 / 6'8"	23	7	9.6	1.8	64	29	54	2.7	2.4	19:42
5	DANILOVIC Predrag	SF/PF	2.01 / 6'7"	26	7	17.7	3.0	63	29	83	2.7	3.3	29:06
6	OBRADOVIC Sasa	PG	1.98 / 6'5"	27	7	6.3	2.9	33	25	83	1.1	2.1	17:24
7	LONCAR Nikola	PG	2.00 / 6'6"	24	5	4.8	-3.0	47	56		0.3	1.6	9:48
8	PASPALJ Zarko (C)	SF	2.08 / 6'9"	30	6	6.9	2.4	50	50	54	1.4	1.0	14:24
9	BERIC Miroslav	PG	1.98 / 6'5"	23	6	6.8	-0.6	58	45	64	0.6	1.8	11:24
10	DJORDJEVIC Aleksandar	G	1.88 / 6'2"	29	7	11.0	4.6	53	40	87	3.0	5.6	22:54
11	REBRACA Zeljko	C	2.11 / 6'11"	24	7	11.6	2.7	86		60	3.9	0.5	20:18
12	DIVAC Vlade	C	2.16 / 7'1"	28	7	7.0	3.2	47	40	79	6.7	2.7	22:24
14	TOMASEVIC Dejan	PF	2.06 / 6'9"	23	7	7.2	-0.9	67	0	80	4.6	1.2	10:48
15	TOPIC Milenko	PF	2.05 / 6'8"	27	6	2.8	3.1	50	33	33	4.5	1.0	14:18
S	SAVIC Zoran	C	2.09 / 6'10"	30	7	11.6	2.4	72	0	58	5.1	2.0	20:24
Team			2.04 / 6'8"	26.2		96.0		59	35	71	32.3	23.9	
Coach	OBRADOVIC Zelimir												
Assistant Coach	RUSSO Darko												NIKOLIC Miroslav (MNE)

SRB Played		
PR	RUS	71-63
PR	AUS	91-68
PR	ANG	118-65
PR	ESP	101-82
PR	CAN	97-86
QF	LTU	68-61
SF	CAN	66-58

USA - United States

No.	Name	Playing Position	Height m / ft in	Age	Current Games Statistics								
					GP	PPG	+/-PG	FG%	3FG%	FT%	RPG	APG	MPG
00	BARKLEY Charles	F/C	1.98 / 6'5"	33	6	13.2	2.4	81	50	73	7.2	2.5	19:00
5	HILL Grant	SF/PF	2.03 / 6'7"	23	5	9.7	2.1	61	33	75	2.8	3.5	21:18
6	HARDAWAY Anfernee	G	2.01 / 6'7"	24	7	7.9	2.9	56	25	67	2.7	4.4	16:54
7	ROBINSON David (C)	C	2.16 / 7'1"	30	7	9.7	3.0	64		69	4.3		12:54
8	PIPPEN Scottie	SF/PF	2.01 / 6'7"	30	7	12.0	2.4	52	36	55	3.9	3.4	21:42
9	RICHMOND Mitch	PG	1.96 / 6'5"	31	7	10.3	1.8	47	43	84	1.7	1.4	18:18
10	MILLER Reggie	SG	2.01 / 6'7"	30	5	10.1	4.6	51	41	100	1.0	1.9	20:18
11	MALONE Karl	F/C	2.06 / 6'9"	33	7	9.6	2.7	60		60	4.4	1.6	18:24
12	STOCKTON John	PG	1.85 / 6'0"	34	7	3.7	3.2	50	50	78	0.9	2.1	11:06
13	O'NEAL Shaquille	C	2.16 / 7'1"	24	7	10.3	2.6	61		52	6.0	1.0	16:54
14	PATTON Gary	G	1.93 / 6'3"	28	7	5.6	3.1	39	43	53	3.3	4.9	17:18
15	OLAJUWON Hakeem	C	2.13 / 6'11"	33	6	4.3	2.4	52		67	2.4	1.3	10:36
Team			2.02 / 6'7"	29.4		103.0		56	39	67	39.1	27.0	
Coach	WILKENS Lenny												
Assistant Coach	CREMINS Bobby												SLOAN Jerry

USA Played		
PR	CHN	96-68
PR	ITA	87-54
PR	LTU	104-82
PR	NZL	133-70
PR	CRO	102-81
QF	RUS	98-75
SF	ITA	101-73

	SRB	USA
Points from Turnovers	14.0	10.8
Points in the Paint	35.0 (140/247) 57%	28.5 (114/195) 58%
Second Chance Points	9.6	8.1
Fast Break Points	4.9	6.9
Bench Points	33.6	28.5

Legend:

+/-PG	Plus-Minus per Game	(C)	Captain	3FG%	3-Point Field Goals %	APG	Assists per Game
C	Centre	F	Forward	FG%	Field Goals %	FT%	Free Throws %
G	Guard	GP	Games Played	MPG	Minutes Played per Game	No.	Uniform Number
PF	Power Forward	PG	Point Guard	PPG	Points per Game	PR	Preliminary Round
QF	Quarterfinal	RPG	Rebounds per Game	S	Suspended	SF	Semifinal
SF	Small Forward	SG	Shooting Guard				

Player SAVIC Zoran (SRB) suspended for one game due to brutality in the game CAN vs SRB.

C51 - Start List

Description	Start list contains the same data as the official score sheet before the start of a game. This output also contains results and statistics from previous games in the tournament.
Source	OC Technology
Sort by	For each umpire: 1 - Order as provided by FIBA (no sort applies) For each team: 1 - Home team, visiting team For each player: 1 - Uniform number or suspension identification 2 - Family name 3 - Given name; sort suspended players to the bottom of the list For each assistant coach: Order as they are presented on team roster (no sort applies) For each game played in Olympic tournament: 1 - Chronologically
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>"-" - Information not available (C) - Captain +/-PG - Plus-Minus per Game 3FG% - 3-Point Field Goals % APG - Assists per Game C - Centre F - Forward FG% - Field Goals % FT% - Free Throws % G - Guard GP - Games Played MPG - Minutes Played per Game No. - Uniform Number PF - Power Forward PG - Point Guard PPG - Points per Game PR - Preliminary Round QF - Quarterfinal RPG - Rebounds per Game S - Suspended SF - Semifinal SF - Small Forward SG - Shooting Guard</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. Start List for a game of the first tournament day 2. Start List for the last game of the tournament <p>Player's age should be calculated for scheduled date of game. For all percentages round to nearest whole number. For all averages except team average height round to one decimal place. Team average height is rounded to two decimal places.</p> <p>Coach and up to two assistant coaches will be presented on the start list (already defined on team roster).</p> <p>The two tables including the games played (next to the team roster tables) for each NOC should be created to show all games, those that have been played and those that are scheduled to be played. For example, when the output is created for the first game (no other games have been played), these tables should show all the scheduled preliminary games for the two participating NOCs. For games played: the game result is shown. For scheduled games: The date should be shown (e.g. "4 AUG").</p> <p>Recommendation: To deliver a stapled set of start lists for all games on that day to the VPC.</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 FIBA event name
4	Phase & event unit (H4)	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
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	Game number	M	Numeric
8	Teams	--	
8.1	Home team NOC code	M	Standard IOC NOC code
8.2	Visiting team NOC code	M	Standard IOC NOC code
9	Game officials	--	
9.1	Referee	--	
9.1.1	Name	--	
9.1.1.1	Family name	M	Text
9.1.1.2	Given name	M	Text
9.1.2	NOC code	M	Standard IOC NOC code
9.2	Umpires	--	
9.2.1 (2)	For each umpire	--	
9.2.1.1	Name	--	
9.2.1.1.1	Family name	M	Text
9.2.1.1.2	Given name	M	Text
9.2.1.2	NOC code	M	Standard IOC NOC code
9.3	Commissioner	--	
9.3.1	Name	--	
9.3.1.1	Family name	M	Text
9.3.1.2	Given name	M	Text
9.3.2	NOC code	M	Standard IOC NOC code
10 (2)	For each team	--	First - home team, second - visiting team
10.1	Team NOC code	M	Standard IOC NOC code
10.2	Team NOC	M	Standard IOC NOC name
10.3 (n)	For each player	--	
10.3.1	Uniform number or suspension identification	M	Numeric or code - "S"
10.3.2	Name	--	
10.3.2.1	Family name	M	Text
10.3.2.2	Given name	M	Text
10.3.2.3	Captain identification	Mc	Code - "(C)"
10.3.3	Playing position	M	Code - "C", "F", "G", "PF", "PG", "SF", "SG" or combination of two codes e.g. "F/G"
10.3.4	Height	M	Height format or "-"
10.3.5	Age	M	Numeric (dynamically updated during competition)
10.3.6	Current Games statistics	--	
10.3.6.1	GP - Games played	M	Numeric or blank if zero
10.3.6.2	PPG - Points per game (average)	M	Numeric (1 decimal place) or blank if zero
10.3.6.3	+/-PG - Plus-minus points per game	--	
10.3.6.3.1	Prefix	M	Blank or code - "-" (minus sign) if negative points
10.3.6.3.2	Points	M	Numeric (1 decimal place)
10.3.6.4	FG% - Field goals shooting percentage	M	Numeric or blank if no attempts
10.3.6.5	3FG% - 3-Point field goals shooting percentage	M	Numeric or blank if no attempts
10.3.6.6	FT% - Free throws shooting percentage	M	Numeric or blank if no attempts
10.3.6.7	RPG - Rebounds per game (average)	M	Numeric (1 decimal place) or blank if zero
10.3.6.8	APG - Assists per game (average)	M	Numeric (1 decimal place) or blank if zero
10.3.6.8	MPG - Minutes played per game (average)	M	Time played format or blank if zero

Level	Data Item	M/D	Comments
10.4	Team averages and percentages	--	
10.4.1	Team average height	M	Height format or "-"
10.4.2	Team average age	M	Numeric (1 decimal place)
10.4.3	Current Games statistics	--	
10.4.3.1	PPG - Points per game (average)	M	Numeric (1 decimal place) or blank if zero
10.4.3.2	FG% - Field goals shooting percentage	M	Numeric or blank if no attempts
10.4.3.3	3FG% - 3-Point field goals shooting percentage	M	Numeric or blank if no attempts
10.4.3.4	FT% - Free throws shooting percentage	M	Numeric or blank if no attempts
10.4.3.5	RPG - Rebounds per game (average)	M	Numeric (1 decimal place) or blank if zero
10.4.3.6	APG - Assists per game (average)	M	Numeric (1 decimal place) or blank if zero
10.5	Team official	--	
10.5.1	Coach	--	
10.5.1.1	Name	--	
10.5.1.1.1	Family name	M	Text
10.5.1.1.2	Given name	M	Text
10.5.1.2	NOC code	Mc	Standard IOC NOC code, show only if citizenship is different than team
10.5.2 (2)	For each assistant coach	--	
10.5.2.1	Name	--	
10.5.2.1.1	Family name	M	Text
10.5.2.1.2	Given name	M	Text
10.5.2.2	NOC code	Mc	Standard IOC NOC code, show only if citizenship is different than team
10.6 (n)	For each game scheduled/played in Olympic tournament	--	
10.6.1	Phase	M	Code - "PR", "QF" or "SF"
10.6.2	Opponent team NOC code	M	Standard IOC NOC code
10.6.3	Game scheduled date or game result	M	Game scheduled date - in the format defined in the OC Look and Feel standard if game not yet played. Game result in results format (team score - opponent team score) for completed game.
11	Box statistics	--	
11.1 (2)	For each team	--	First column home team, second column visiting team
11.1.1	Team NOC code	M	Standard IOC NOC code
11.1.2	Points from turnovers per game	M	Numeric (1 decimal place) or blank if zero
11.1.3	Points in the paint	--	
11.1.3.1	Points per game	M	Numeric (1 decimal place) or blank if zero
11.1.3.2	Made	M	Numeric or blank if no attempts
11.1.3.3	Attempts	M	Numeric or blank if zero
11.1.3.4	Shooting percentage	M	Numeric or blank if no attempts
11.1.4	Second chance points per game	M	Numeric (1 decimal place) or blank if zero
11.1.5	Fast break points per game	M	Numeric (1 decimal place) or blank if zero
11.1.6	Bench points per game	M	Numeric (1 decimal place) or blank if zero
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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DAILY SCHEDULE

BASKETBALL

MON 8 AUG 2016

Start Time	Teams	Gender	Phase	Game No.	Location	Function	Game Officials Name
9:30	BRA vs AUS	W	Preliminary Round Group A	21	Youth Arena	Referee Umpire Umpire Commissioner	BATTOCK Stanley (NZL) BRAZAUSKAS Romualdas (LTU) CHAVEZ Raul (ARG) HOPENHEYM Mario (URU)
11:30	CZE vs CHN	W	Preliminary Round Group B	22	Youth Arena	Referee Umpire Umpire Commissioner	DORIZON Pascal (FRA) FIGUEROA Juan (PUR) GILLESPIE Carolyn (AUS) DOUVIS Stavros (GRE)
14:30	JPN vs RUS	W	Preliminary Round Group A	23	Youth Arena	Referee Umpire Umpire Commissioner	LO Moussa (SEN) THOMPSON Mike (CAN) JUNGEBRAND Carl (FIN) MAJDOUN Mudar (JOR)
14:30	RUS vs ESP	M	Preliminary Round Group B	24	Carioca Arena 1	Referee Umpire Umpire Commissioner	JONES David (USA) PITSILKAS Nikos (GRE) ZANCANELLA Tiziano (ITA) STROHER Manfred (GER)
16:30	NGR vs GRE	W	Preliminary Round Group A	25	Youth Arena	Referee Umpire Umpire Commissioner	CHAVEZ Raul (ARG) FIGUEROA Juan (PUR) BRAZAUSKAS Romualdas (LTU) HOPENHEYM Mario (URU)
16:30	USA vs ITA	M	Preliminary Round Group A	26	Carioca Arena 1	Referee Umpire Umpire Commissioner	DEGAGNE Rick (CAN) GORSHKOV Alexander (RUS) DE CAMPOS Antonio (ANG) SUURKASK Valdu (EST)
19:30	LTU vs CRO	M	Preliminary Round Group A	27	Carioca Arena 1	Referee Umpire Umpire Commissioner	SANTOS Renato (BRA) LARREA Juan (CUB) LO Moussa (SEN) NICHOLS Henry (USA)
21:30	AUS vs SRB	M	Preliminary Round Group B	28	Carioca Arena 1	Referee Umpire Umpire Commissioner	THOMPSON Mike (CAN) DE CAMPOS Antonio (ANG) JUNGEBRAND Carl (FIN) MAJDOUN Mudar (JOR)

Legend:**M** Men**No.** Number**W** Women

DAILY SCHEDULE

BASKETBALL

MON 8 AUG 2016

Start Time	Teams	Gender	Phase	Game No.	Location	Function	Game Officials Name
9:30	BRA vs AUS	W	Preliminary Round Group A	21	Youth Arena	Referee Umpire Umpire Commissioner	BATTOCK Stanley (NZL) BRAZAUSKAS Romualdas (LTU) CHAVEZ Raul (ARG) HOPENHEYM Mario (URU)
11:30	CZE vs CHN	W	Preliminary Round Group B	22	Youth Arena	Referee Umpire Umpire Commissioner	DORIZON Pascal (FRA) FIGUEROA Juan (PUR) GILLESPIE Carolyn (AUS) DOUVIS Stavros (GRE)
14:30	JPN vs RUS	W	Preliminary Round Group A	23	Youth Arena	Referee Umpire Umpire Commissioner	LO Moussa (SEN) THOMPSON Mike (CAN) JUNGEBRAND Carl (FIN) MAJDOUN Mudar (JOR)
14:30	RUS vs ESP	M	Preliminary Round Group B	24	Carioca Arena 1	Referee Umpire Umpire Commissioner	JONES David (USA) PITSILKAS Nikos (GRE) ZANCANELLA Tiziano (ITA) STROHER Manfred (GER)
16:30	NGR vs GRE	W	Preliminary Round Group A	25	Youth Arena	Referee Umpire Umpire Commissioner	CHAVEZ Raul (ARG) FIGUEROA Juan (PUR) BRAZAUSKAS Romualdas (LTU) HOPENHEYM Mario (URU)
16:30	USA vs ITA	M	Preliminary Round Group A	26	Carioca Arena 1	Referee Umpire Umpire Commissioner	DEGAGNE Rick (CAN) GORSHKOV Alexander (RUS) DE CAMPOS Antonio (ANG) SUURKASK Valdu (EST)
21:30	AUS vs SRB	M	Preliminary Round Group B	28	Carioca Arena 1	Referee Umpire Umpire Commissioner	THOMPSON Mike (CAN) DE CAMPOS Antonio (ANG) JUNGEBRAND Carl (FIN) MAJDOUN Mudar (JOR)

Legend:							
M	Men	No.	Number	W	Women		

Game No. 27 LTU vs CRO cancelled.

C58 - Daily Schedule

Description	Daily competition schedule
Source	FIBA and OC Competition Management
Sort by	For each game during the day: 1 - Start time 2 - Gender (women first) For each umpire: 1 - Order as provided by FIBA (no sort applies)
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: M - Men No. - Number W - Women To be displayed at the bottom of the page.
IRM rules	None
Comments	Samples: 1. Daily Schedule (regular case) 2. Daily Schedule with a cancelled game If a game is cancelled delete all information related to the game. A note (as free text) describing the situation ("Game No. xx NOC vs NOC cancelled" where xx denotes game number and NOC denotes the NOC codes of the teams in that game) should be added to the bottom of the page.

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)	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	Start time	M	Time - in the format defined in the OC Look and Feel standard
7.2	Teams	--	
7.2.1	Home team	M	Standard IOC NOC code
7.2.2	Visiting team	M	Standard IOC NOC code
7.3	Gender	--	Code - "M" or "W"
7.4	Phase name	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
7.5	Game number	M	Numeric
7.6	Location	M	Text (venue name)
7.7	Game officials	--	
7.7.1	Referee	--	
7.7.1.1	Function	M	Text - "Referee"
7.7.1.2	Name	--	
7.7.1.2.1	Family name	M	Text
7.7.1.2.2	Given name	M	Text
7.7.1.3	NOC code	M	Standard IOC NOC code
7.7.2	Umpires	--	
7.7.2.1 (2)	For each umpire	--	
7.7.2.1.1	Function	M	Text - "Umpire"
7.7.2.1.2	Name	--	
7.7.2.1.2.1	Family name	M	Text

Level	Data Item	M/D	Comments
7.7.2.1.2.2	Given name	M	Text
7.7.2.1.3	NOC code	M	Standard IOC NOC code
7.7.3	Commissioner	--	
7.7.3.1	Function	M	Text - "Commissioner"
7.7.3.2	Name	--	
7.7.3.2.1	Family name	M	Text
7.7.3.2.2	Given name	M	Text
7.7.3.3	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

POTENTIAL GROUP RANKING
BASKETBALL
MEN

As of 12 AUG 2016 at 18:23

Group A

Last group games

Phase	Teams	Date	Start Time	Location	Final
Preliminary Round Group A	BRA vs EGY	12 AUG	16:30	Carioca Arena 1	128-65
Preliminary Round Group A	IRI vs FRA	12 AUG	19:30	Carioca Arena 1	
Preliminary Round Group A	SRB vs ESP	12 AUG	21:30	Carioca Arena 1	

Group A								Games			Points			Class. Points
Rank		BRA	ESP	SRB	FRA	IRI	EGY	Played	Won	Lost	For	Against	Diff.	
1	BRA	63-82	81-73	65-63	79-50	128-65		5	4	1	416	333	+83	9
2	ESP	82-63		12 AUG	88-64	90-60	91-54	4	4	0	351	241	+110	8
3	SRB	73-81	12 AUG		73-74	83-70	85-64	4	2	2	314	289	+25	6
4	FRA	63-65	64-88	74-73		12 AUG	94-55	4	2	2	295	281	+14	6
5	IRI	50-79	60-90	70-83	12 AUG		88-73	4	1	3	268	325	-57	5
6	EGY	65-128	54-91	64-85	55-94	73-88		5	0	5	311	486	-175	5

Potential Cases

	1 st (Q)	2 nd (Q)	3 rd (Q)	4 th (Q)	5 th	6 th
1	BRA beats EGY, IRI beats FRA, SRB beats ESP	ESP	BRA	SRB	IRI	FRA
2	BRA beats EGY, IRI beats FRA, ESP beats SRB	ESP	BRA	Tie case A: IRI, FRA, SRB		EGY
3	BRA beats EGY, FRA beats IRI, SRB beats ESP	ESP	BRA	FRA	SRB	IRI
4	BRA beats EGY, FRA beats IRI, ESP beats SRB	ESP	BRA	FRA	SRB	IRI
5	EGY beats BRA, IRI beats FRA, SRB beats ESP					EGY
6	EGY beats BRA, IRI beats FRA, ESP beats SRB					not possible anymore
7	EGY beats BRA, FRA beats IRI, SRB beats ESP					not possible anymore
8	EGY beats BRA, FRA beats IRI, ESP beats SRB					not possible anymore

Tie cases

A IRI, FRA, SRB with 7 pts for ranks 3-4-5 (if IRI beats FRA, ESP beats SRB)

Tie-breaking game: IRI vs FRA

Case A: Tie breaking game: IRI beats FRA

- A.01 with not more 6 points margin
- A.02 with at least 7 points margin and not more than 21
- A.03 25 points margin at least 86-61
- A.04 25 points margin at least 87-62
- A.05 with at least 25 points margin

1 st (Q)	2 nd (Q)	3 rd (Q)	4 th (Q)	5 th	6 th
SRB	FRA	IRI			
SRB	IRI	FRA			
SRB	IRI	FRA			
IRI	SRB	FRA			
IRI	SRB	FRA			

POTENTIAL GROUP RANKING
BASKETBALL
MEN

As of 12 AUG 2016 at 18:23

Group A

Potential Ranks by Team

Team	Rank	Description
BRA	Q 2	
EGY	6	
ESP	Q 1	
FRA	Q 3	FRA beats IRI
	Q 4	ESP beats SRB and IRI beats FRA with not more than 6 points margin
	5	IRI beats FRA and SRB beats ESP or ESP beats SRB and IRI beats FRA with at least 7 points margin
IRI	Q 3	ESP beats SRB and IRI beats FRA with at least 26 points margin
	Q 3-4	ESP beats SRB and IRI beats FRA with 25 points margin depending on game score, see Tie case A: IRI, FRA, SRB
	Q 4	IRI beats FRA and SRB beats ESP or ESP beats SRB and IRI beats FRA with at least 7 and not more than 24 points
	5	FRA beats IRI or ESP beats SRB and IRI beats FRA with not more than 6 points margin
SRB	Q 3	IRI beats FRA and SRB beats ESP or ESP beats SRB and IRI beats FRA with not more than 24 points margin
	Q 3-4	ESP beats SRB and IRI beats FRA with 25 points margin depending on game score, see Tie case A: IRI, FRA, SRB
	Q 4	FRA beats IRI or ESP beats SRB and IRI beats FRA with at least 26 points margin

Legend:			
Class.	Classification	Diff.	Difference
		Q	Qualification Rank

C66 - Potential Group Ranking

Description	Competition schedule, results of each game, standings and comparative ranking
Source	OC Technology
Sort by	Today's games - For each played game: 1 - Game start time For each team in group: 1 - Rank 2 - Team NOC code; sort teams with IRMs to the bottom of the list For each potential case: 1 - Case number For each tie case: 1 - Tie case letter For each tie breaking game: 1 - Tie case letter For each team: 1 - Team NOC code
Page break	Not controlled on a new page with repeated output headings and group name (level 7)
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: Class. - Classification Diff. - Difference DSQ - Disqualified Q - Qualification Rank To be displayed at the bottom of the last page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
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 FIBA 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 according to the OC Look and Feel standard
7	Group name	M	Text
8	Last group games	--	
8.1 (n)	For each played game	--	
8.1.1	Phase name	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
8.1.2	Teams	--	
8.1.2.1	Home team NOC code	M	Standard IOC NOC code
8.1.2.2	Visiting team NOC code	M	Standard IOC NOC code
8.1.3	Game date	M	Date - in the format defined in the OC Look and Feel standard
8.1.4	Game start time	M	Time - in the format defined in the OC Look and Feel standard
8.1.5	Location	M	Text
8.1.6	Game final result	--	
8.1.6.1	Home team score	M	Score/Points format
8.1.6.2	Visiting team score	M	Score/Points format
9	Group	--	
9.1	Group name	M	Text
9.2 (n)	For each team in group	--	
9.2.1	Rank	M	Numeric or blank if team has not completed at least one match or disqualified
9.2.2	Team NOC code	M	Standard IOC NOC code
9.2.3 (n)	For each team in group	--	

Level	Data Item	M/D	Comments
9.2.3.1	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).
9.2.3.2	Game date or game result	M	Game date - in the format defined in the OC Look and Feel standard if game not yet played. Game result in format (team score - opponent team score) for completed game.
9.2.4	Number of games played	M	Numeric
9.2.5	Number of games won	M	Numeric
9.2.6	Number of games lost	M	Numeric
9.2.7	Points for	M	Numeric
9.2.8	Points against	M	Numeric
9.2.9	Point difference	--	
9.2.9.1	Prefix	M	Code - "+" (plus sign) if positive point difference or "-" (minus sign) if negative point difference
9.2.9.2	Point difference	M	Numeric
9.2.10	Classification points or disqualification identification	M	Score/Points format or "DSQ"
10	Potential Cases	--	
10.1 (n)	For each potential case	--	
10.1.1	Case number	M	Numeric
10.1.2	Case description	M	Text, strike through the text if case is not possible anymore
10.1.3	First ranked team (qualified)	M	Standard IOC NOC code or text (see sample)
10.1.4	Second ranked team (qualified)	M	Standard IOC NOC code or text (see sample)
10.1.5	Third ranked team (qualified)	M	Standard IOC NOC code or text (see sample)
10.1.6	Fourth ranked team (qualified)	M	Standard IOC NOC code or text (see sample)
10.1.7	Fifth ranked team	M	Standard IOC NOC code or text (see sample)
10.1.8	Sixth ranked team	M	Standard IOC NOC code or text (see sample)
11	Tie cases	--	
11.1 (n)	For each tie case	--	
11.1.1	Tie case letter	Mc	Letter
11.1.2	Tie case description	Mc	Text
12 (n)	For each tie breaking game	--	
12.1	Tie case letter	Mc	Letter
12.1	Tie breaking game description	Mc	Text
12.2 (n)	For each deciding game score	--	
12.2.1	Tie case letter	Mc	Letter
12.2.2	Tie breaking case number	Mc	Tie breaking case number format
12.2.3	Description of the deciding game score	Mc	Text
12.1.3	First ranked team (qualified)	Mc	Standard IOC NOC code or blank
12.1.4	Second ranked team (qualified)	Mc	Standard IOC NOC code or blank
12.1.5	Third ranked team (qualified)	Mc	Standard IOC NOC code or blank
12.1.6	Fourth ranked team (qualified)	Mc	Standard IOC NOC code or blank
12.1.7	Fifth ranked team	Mc	Standard IOC NOC code or blank
12.1.8	Sixth ranked team	Mc	Standard IOC NOC code or blank
13	Potential ranks by team	--	
13.1 (n)	For each team	--	
13.1.1	Team NOC code	M	Standard IOC NOC code
13.1.2 (n)	For each rank	--	
13.1.2.1	Qualification identification	Mc	Code - "Q"
13.1.2.2	Rank(s)	M	Text
13.1.2.4	Description	M	Text
14	Note with static text	--	NOT APPLICABLE
15 (n)	Note for each predefined text	--	
15.1	Predefined text	--	NOT APPLICABLE

Level	Data Item	M/D	Comments
16 (n)	Legend	--	
16.1	Abbreviation	Mc	Code
16.2	Description of abbreviation	Mc	Text
17	Free text	Ma	Text

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**OFFICIAL COMMUNICATION
BASKETBALL
WOMEN
PRELIMINARY ROUND GROUP B - GAME 17**

Item: 3

Schedule change

The Women's Preliminary Round Group B - Game 17 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 9:00 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 Basketball Women's Preliminary Round Group B - Game 17 has been rescheduled to 9:00 tomorrow.

Issued by: FIBA Technical Delegate
Time: 11:00
Date: 7 AUG 2016

This decision affects: Results
Schedule
Other

	X	
--	---	--

Note:

For more details contact the FIBA Office.

C67 - Official Communication

Description	An official release of information concerning the Olympic Games, including IOC decisions, FIBA decisions, OC Competition Management decisions, etc.
Source	FIBA, 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, FIBA Office, FIBA Technical Delegate, Basketball 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 FIBA event name - if applicable
4	Phase - event unit (H4)	Ma	Standard FIBA 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	M	Time as provided by the issuer - in the format defined in the OC Look and Feel standard
14	Date	M	Date as provided by the issuer - in the format defined in the OC Look and Feel standard
15	Affected function/area	--	

Level	Data Item	M/D	Comments
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 BASKETBALL

Item: 7

IOC Rule 50 (Reminder)

Manufacturer identification on clothing and equipment

Summary:

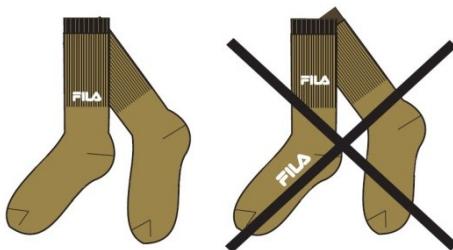
The National clothing must fully comply with IOC rule 50, in all aspects.
This applies to all competition at the Rio 2016 Olympic Games.

Details:

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

Pursuant to the Olympic Charter, FIBA 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: FIBA Technical Delegate
Time: 21:10
Date: 1 August 2016

C68 - Sport Communication

Description	Used to inform a sport specific audience about information or decisions from FIBA and/or the OC Competition Management (e.g. reminders, information, etc.)
Source	FIBA, 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, FIBA Office, FIBA Technical Delegate, Basketball 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 FIBA event name - if applicable
4	Phase - event unit (H4)	Ma	Standard FIBA 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	M	Time as provided by the issuer - in the format defined in the OC Look and Feel standard
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
17 (n)	Legend	--	
17.1	Abbreviation	--	NOT APPLICABLE
17.2	Description of abbreviation	--	NOT APPLICABLE

Level	Data Item	M/D	Comments
18	Free text	Ma	Text

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PLAY BY PLAY
BASKETBALL
MEN
GOLD MEDAL GAME
CARIOCA ARENA 1 SUN 21 AUG 2016 Start Time 13:30

Game 76**SRB 69 vs 95 USA**
(21-16, 17-27, 17-17, 13-8, 1-27)**Attendance: 34,600**
Game Duration: 1:59

Scoring by 5 min intervals: **SRB**
USA

	Q1	Q2	Q3	Q4	OT1
8	21	34	38	47	55
8	16	32	43	51	60

FIRST QUARTER**Quarter Starters:**

SRB	4 BODIROGA D	5 DANILOVIC P	8 PASPALJ Z	10 DJORDJEVIC A	12 DIVAC V
USA	8 PIPPEN S	10 MILLER R	11 MALONE K	14 PAYTON G	15 OLAJUWON H

Game Time	SRB - Serbia	Score	Diff.	USA - United States
10:00	12 DIVAC V Jump ball lost			15 OLAJUWON H Jump ball won
9:17	10 DJORDJEVIC A Personal foul (P1, T1)			
9:17				10 MILLER R Foul drawn
8:34	10 DJORDJEVIC A Steal (1)			10 MILLER R Turnover, Bad pass (1)
8:32	10 DJORDJEVIC A 2PtsFG inside paint, Lay-up blocked			15 OLAJUWON H Blocked shot (1), 11 MALONE K Defensive rebound (1)
8:30				11 MALONE K Offensive foul (P1, T1)
8:30	10 DJORDJEVIC A Foul drawn			
8:19	12 DIVAC V 2PtsFG outside paint, Lay-up missed			
8:19	Offensive Team rebound (1)			
8:13	Team Turnover, 24 seconds			
8:01				8 PIPPEN S Turnover, Backcourt violation (1)
7:55	4 BODIROGA D 2PtsFG inside paint, Jump shot made (2 Pts), 10 DJORDJEVIC A Assist (1)	2-0	2	
7:55				8 PIPPEN S 3PtsFG missed
7:55	Defensive Team rebound (1)			
7:28	8 PASPALJ Z 2PtsFG outside paint, Jump shot made (2 Pts), 10 DJORDJEVIC A Assist (2)	4-0	4	
7:06	8 PASPALJ Z Steal (1)			14 PAYTON G Turnover, Ball handling (1)
7:01	5 DANILOVIC P Turnover, Bad pass (1)			14 PAYTON G Steals (1)
6:54		4-2	2	10 MILLER R 2PtsFG inside paint, Tip-in made (2 Pts)
6:49	8 PASPALJ Z Substitute out, 14 TOMASEVIC D Substitute in			
6:37				14 PAYTON G Unsportsmanlike foul, 2 free throws awarded (P1, T2)
6:37	14 TOMASEVIC D Foul drawn			
6:37	14 TOMASEVIC D Free Throw made 1 of 2 (1 Pts)	5-2	3	
6:37	14 TOMASEVIC D Free Throw missed 2 of 2			
6:12		5-5	0	10 MILLER R 3PtsFG made (5 Pts), 8 PIPPEN S Assist (1)
6:00	4 BODIROGA D 2PtsFG fast break, Lay-up made (4 Pts), 10 DJORDJEVIC A Assist (3)	7-5	2	
6:00				8 PIPPEN S Personal foul, 1 free throw awarded (P1, T3)
6:00	4 BODIROGA D Foul drawn			
6:00				8 PIPPEN S Technical foul, 2 free throws awarded (P2, T4)
6:00	14 TOMASEVIC D Substitute out, 8 PASPALJ Z Substitute in			
6:00	4 BODIROGA D Free Throw made 1 of 1 (5 Pts)	8-5	3	
6:00	8 PASPALJ Z Free Throw missed 1 of 2			
6:00	8 PASPALJ Z Free Throw missed 2 of 2			
6:00				Defensive Team rebound (1)
5:50				Team Turnover, 8 seconds
5:45	5 DANILOVIC P Turnover, Bad pass (2)			14 PAYTON G Steals (2)
5:40		8-8	0	10 MILLER R 3PtsFG fast break made (8 Pts), 4 PAYTON G Assist (1)

PLAY BY PLAY
BASKETBALL
MEN
GOLD MEDAL GAME
CARIOCA ARENA 1 SUN 21 AUG 2016 Start Time 13:30

Game 76**SRB 69 vs 95 USA**

(21-16, 17-27, 17-17, 13-8, 1-27)

Attendance: 34,600**Game Duration: 1:59**

Game Time	SRB - Serbia	Score	Diff.	USA - United States
4:58	8 PASPALJ Z 2PtsFG outside paint, Jump shot made (4 Pts), 10 DJORDJEVIC A Assist (3)	10-8	2	
4:43		10-10	0	15 OLAJUWON H 2PtsFG inside paint, Dunk made (2 Pts), 4 PAYTON G Assist (1)
4:20	10 DJORDJEVIC A Steal (2)			14 PAYTON G Turnover, Ball handling (1)
4:18	10 DJORDJEVIC A 2PtsFG fast break, Lay-up made (2 Pts)	12-10	2	
3:58				8 PIPPEN S 2PtsFG outside paint, Jump shot missed
3:57	12 DIVAC V Defensive rebound (1)			
3:57				11 MALONE K Personal foul (P2, T6)
3:57	10 DJORDJEVIC A Foul drawn			
3:57				Timeout
3:57				11 MALONE K Substitute out, injury, 00 BARKLEY C Substitute in
3:17				8 PIPPEN S Offensive foul (P3, T7)
3:17	5 DANILOVIC P Foul drawn			
3:02	10 DJORDJEVIC A 3PtsFG missed			00 BARKLEY C Defensive rebound (1)
3:01				8 PIPPEN S 2PtsFG fast break, Lay-up missed, 15 OLAJUWON H Offensive rebound (1)
2:47				
2:46		12-12	0	15 OLAJUWON H 2PtsFG inside paint, Jump shot made (4 Pts)
2:27	8 PASPALJ Z 3PtsFG made (7 Pts)	15-12	3	
2:05	Jump ball situation, throw-in			
2:02	12 DIVAC V Turnover, Travelling			
1:58				8 PIPPEN S Substitute out, 9 RICHMOND M Substitute in
1:46	8 PASPALJ Z Turnover, Out of bounds (1)			
1:46				7 ROBINSON D Substitute out, 15 OLAJUWON H Substitute in
1:37				00 BARKLEY C Personal foul, 2 free throws awarded (P2, T8)
1:37	8 PASPALJ Z Foul drawn			
1:37	8 PASPALJ Z Free Throw missed 1 of 2			
1:37	8 PASPALJ Z Free Throw made 2 of 2 (8 Pts)	16-12	4	
1:17		16-14	2	00 BARKLEY C 2PtsFG inside paint, Lay-up made (2 Pts)
0:52				10 MILLER R Personal foul, 3 free throws awarded (P1, T9)
0:52	5 DANILOVIC P Foul drawn			
0:52	5 DANILOVIC P Free Throw made 1 of 3 (1 Pts)	17-14	3	
0:52	5 DANILOVIC P Free Throw made 2 of 3 (2 Pts)	18-14	4	
0:52	5 DANILOVIC P Free Throw made 3 of 3 (3 Pts)	19-14	5	
0:21	5 PASPALJ Z 2PtsFG outside paint, Jump shot made (2 Pts), 10 4 BODIROGA D Assist (1)	21-14	7	
0:08		21-16	5	15 OLAJUWON H 2PtsFG inside paint, Lay-up made (7 Pts), 00 BARKLEY C Assist (1)

SECOND QUARTER**Quarter Starters:**

SRB	4 BODIROGA D	5 DANILOVIC P	8 PASPALJ Z	10 DJORDJEVIC A	12 DIVAC V
USA	00 BARKLEY C	6 HARDAWAY A	7 ROBINSON D	9 RICHMOND M	12 STOCKTON J

Game Time	SRB - Serbia	Score	Diff.	USA - United States
10:00				Jump ball situation, throw-in
9:53				7 ROBINSON D Turnover, Out of bounds (1)
9:46				00 BARKLEY C Personal foul, 2 free throws awarded (P3, T1)

PLAY BY PLAY
BASKETBALL
MEN
GOLD MEDAL GAME
CARIOMA ARENA 1 SUN 21 AUG 2016 Start Time 13:30

Game 76**SRB 69 vs 95 USA**
(21-16, 17-27, 17-17, 13-8, 1-27)**Attendance: 34,600**
Game Duration: 1:59

Game Time	SRB - Serbia	Score	Diff.	USA - United States
9:46	10 DJORDJEVIC A Foul drawn			
9:46	10 DJORDJEVIC A Free Throw made 1 of 2 (3 Pts)	22-16	6	
9:46	10 DJORDJEVIC A Free Throw made 2 of 2 (4 Pts)	23-16	7	
9:29	8 PASPALJ Z Personal foul, 2 free throws awarded (P1, T1)			
9:29			00 BARKLEY C Foul drawn	
9:29		23-17	6	00 BARKLEY C Free Throw made 1 of 2 (3 Pts)
9:29		23-18	5	00 BARKLEY C Free Throw made 2 of 2 (4 Pts)
9:13	10 DJORDJEVIC A 2PtsFG inside paint, Jump shot blocked, 12 DIVAC V Offensive rebound (4)			00 BARKLEY C Blocked shot (2)
9:00	12 DIVAC V 2PtsFG inside paint, Lay-up missed			
9:00			7 ROBINSON D Defensive rebound (1)	
8:43	ORADOVIC, Z Coach technical foul (T2)			
8:43		23-19	4	12 STOCKTON J Free Throw made 1 of 2 (1 Pts)
8:43		23-20	3	12 STOCKTON J Free Throw made 2 of 2 (2 Pts)
8:34		23-22	1	7 ROBINSON D 2PtsFG fast break, Lay-up made (2 Pts), 12 STOCKTON J Assist (1)
8:05	4 BODIROGA D Turnover, Bad pass (1)			12 STOCKTON J Steal (1)
8:01		23-24	1	7 ROBINSON D 2PtsFG fast break, Dunk made (4 Pts), 12 STOCKTON J Assist (2)
7:49	4 BODIROGA D 2PtsFG outside paint, Jump shot made (6 Pts)	25-24	1	
7:11	10 DJORDJEVIC A Offensive foul (P2, T3)			6 HARDAWAY A Foul drawn
....
....
....

Legend:

2PtsFG	2-Point Field Goals	3PtsFG	3-Point Field Goals	Diff.	Difference	OTx	Overtime
Pts	Points	Px	Player Fouls	Qx	Quarter Time	Tx	Team Fouls

C69 - Play by Play

Description	Play by Play shows major events during the game listed chronologically, split by period (quarters and overtime).
Source	OC Technology
Sort by	Scoring by periods: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) Scoring by 5 minute intervals: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) For each 5 minute interval: Game time For each period: Chronologically (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) For each starter: 1 - Uniform number For each game event (action): 1 - Game time when game event (action) occurs (descending)
Page break	Break at "Group = Game event (action) (level 12.3.1)" on a new page with repeated output headings, game number (level 7), game result (level 8 - 8.2.2), scoring by periods (level 9 - 9.2), attendance (level 10), game duration (level 11) 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: 2PtsFG - 2-Point Field Goals 3PtsFG - 3-Point Field Goals Diff. - Difference OTx - Overtime Pts - Points Px - Player Fouls Qx - Quarter Time Tx - Team Fouls To be displayed at the bottom of the last page.
IRM rules	None
Comments	Show scoring by five (5) minute intervals at the top. Show score and point difference in game. Show "NOT VALIDATED" stamp below the "REVISED" stamp. Each quarter should be displayed separately with the starters for that quarter listed. The following actions will be described: <ul style="list-style-type: none"> • Jump ball including who won and who lost (same line) • Jump ball situation (assigned to that team) • 2 pts broken up into distance (inside or outside paint) and 3 pts made, missed or blocked including type for 2 pts shot. The type of 2pts shots are: jump shot, lay-up, dunk and tip-in. Running total of player points scored should follow the shot made. • 2 pts and 3 pts fast break made and missed including type for 2pts shot. The type of 2pts shots are: jump shot, lay-up and dunk. Running total of player points scored should follow the shot made. • Blocked shot with running total of player blocked shots. It should follow the 2 pts or 3pts blocked shot on the same line. • Free throws made and missed (one line for each throw). Running total of player points scored should follow the throw made. • Player rebounds offensive and defensive with running total of player offensive or defensive rebounds. If offensive rebound occurs after missed shot, it should follow the missed shot. If defensive rebound occurs after blocked shot, it should follow the blocked shot. • Team rebounds defensive and offensive with running total of team defensive or offensive rebounds • Fouls with running total of player and team fouls. In the case of a personal, offensive or unsportsmanlike foul the corresponding foul drawn should be on the next line. Other types of fouls are: Technical, disqualifying, coach technical and coach disqualifying. • Assist with running total of player assists. It should follow the successful shot. • Player turnover including type, with running total of player turnovers. The type of player turnovers are: Bad pass, out of bounds, travelling, ball handling, backcourt violation, 3 seconds and 5 seconds.

	<ul style="list-style-type: none"> • Team turnover including type. The type of team turnovers are: 8 seconds and 24 seconds. • Steal with running total of player steals. It should follow the turnover on the same line. • Substitution (who goes out and who goes in), in case of injury describe as "out, injury" • Timeout (assigned to that team) <p>Use team NOC code and team NOC for column headings for "Home team game event (action)" and "Visiting team game event (action)" columns.</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 FIBA event name
4	Phase & event unit (H4)	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
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	Game number	M	Numeric
8	Game result	--	
8.1	Home team	--	
8.1.1	Team NOC code	M	Standard IOC NOC code
8.1.2	Final score	M	Score/Points format
8.2	Visiting team	--	
8.2.1	Final score	M	Score/Points format
8.2.2	Team NOC code	M	Standard IOC NOC code
9 (n)	Scoring by periods (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
9.1	Home team - period score	M	Score/Points format
9.2	Visiting team - period score	M	Score/Points format
10	Attendance	M	Numeric
11	Game duration	M	Game duration format
12 (n)	Scoring by 5 minute intervals (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
12.1	Period code	M	Code -"Q1", "Q2", "Q3", "Q4" or "OTx", where x sequence number of overtime
12.2 (2)	For each team	--	First home team, second visiting team
12.2.1	NOC code	M	Standard IOC NOC code
12.2.2 (n)	For each 5 minute interval	M	Numeric
12.2.2.1	Game cumulative score	M	Score/Points format
13 (n)	For each period (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
13.1	Period name	M	Text
13.2	Starters	--	
13.2.1 (2)	For each team	--	First home team, second visiting team
13.2.1.1	Team NOC code	M	Standard IOC NOC code
13.2.1.2 (5)	For each starter	--	
13.2.1.2.1	Uniform number	M	Numeric
13.2.1.2.2	Family name	M	Text
13.2.1.2.3	Given name (initial)	M	Text
13.3 (n)	For each game event (action)	--	
13.3.1	Game event (action)	--	
13.3.1.1	Game time when game event (action) occurs	M	Time played format
13.3.1.2	Home team game event (action)	--	
13.3.1.2.1	Action and player(s)/team/coach included in the action	M	Text
13.3.1.3	Current score	--	
13.3.1.3.1	Home team current score	Mc	Score/Points format, only if point(s) scored

Level	Data Item	M/D	Comments
13.3.1.3.2	Visiting team current score	Mc	Score/Points format, only if point(s) scored
13.3.1.4	Current point difference	Mc	Numeric, as absolute value only if point(s) scored
13.3.1.5	Visiting team game event (action)	--	
13.3.1.5.1	Action and player(s)/team/coach included in the action	M	Text
14	Note with static text	--	NOT APPLICABLE
15 (n)	Note for each predefined text	--	
15.1	Predefined text	--	NOT APPLICABLE
16 (n)	Legend	--	
16.1	Abbreviation	Mc	Code
16.2	Description of abbreviation	Mc	Text
17	Free text	Ma	Text

INTERMEDIATE RESULTS
BASKETBALL
MEN
GOLD MEDAL GAME
CARIOCA ARENA 1 SUN 21 AUG 2016 Start Time 13:30

NOT
VALIDATED**Game 76****SRB 69 vs 95 USA**

(21-16, 17-27, 17-17, 13-8, 1-27)

Attendance: 34,600
Game Duration: 1:59Referee:
Umpires:BETANCOUR LEON Miguel (ESP)
REYES RONFINI Jose (MEX); CHAVEZ Raul (ARG)

Commissioner:

KOTLEBA Lubomir (SVK)

Scoring by 5 min intervals: **SRB**
USA

	Q1	Q2	Q3	Q4	OT1
8	21	34	38	55	69
8	16	32	43	60	95

SRB - Serbia

No.	Name	MIN	Field Goals		2 Points		3 Points		Free Throws		Rebounds			AS	TO	ST	BS	PF	FD	+/-	PTS
			M/A	%	M/A	%	M/A	%	M/A	%	OR	DR	TOT								
*4	BODIROGA Dejan	30:22	4/7	57	4/6	67	0/1	0	5/7	71	2	3	5	1	1			2	7	5	13
*5	DANILOVIC Predrag	40:00	2/6	33	2/3	67	0/3	0	5/10	50		2	2		4	1		2	8	0	9
6	OBRADOVIC Sasa	15:06	1/2	50			1/2	50	3/5	60		1	1					1	1	-5	6
7	LONCAR Nikola	1:59																		-26	0
*8	PASPALJ Zarko (C)	31:49	8/11	73	7/10	70	1/1	100	2/4	50	1	1	2		4	2		4	2	2	19
9	BERIC Miroslav	DNP																			
*10	DJORDJEVIC Aleksandar	35:31	4/8	50	3/7	43	1/1	100	4/5	80	2	3	5	6	4	1		4	4	-17	13
11	REBRACA Zeljko	18:04	2/6	33	2/6	33			0/2	0	2		2	3	2			5	2	-25	4
*12	DIVAC Vlade	24:40	0/6	0	0/5	0	0/1	0	4/6	67	1	2	3		1	1		5	3	-19	4
14	TOMASEVIC Dejan	1:21							1/2	50		1	1		1			1	1	-26	1
15	TOPIC Milenko	1:08																		-26	0
S	SAVIC Zoran																				
Team/Coach											1	1	2		2			1			
Totals			21/46	46	18/37	49	3/9	33	24/41	59	9	14	23	10	18	5	0	25	28	-26	69
Coach		OBRADOVIC Zelimir																			
Assistant Coach		RUSSO Darko NIKOLIC Miroslav (MNE)																			

USA - United States

No.	Name	MIN	Field Goals		2 Points		3 Points		Free Throws		Rebounds			AS	TO	ST	BS	PF	FD	+/-	PTS	
			M/A	%	M/A	%	M/A	%	M/A	%	OR	DR	TOT									
00	BARKLEY Charles	13:52	2/2	100	2/2	100			4/6	67	1	2	3	2	1	2		4	3	15	8	
5	HILL Grant	DNP																				
6	HARDAWAY Anfernee	23:48	5/8	63	4/7	57	1/1	100	6/7	86	1	1	2	4	1	2		3		21	17	
7	ROBINSON David (C)	26:13	9/11	82	9/11	82			10/14	71		7	7		1	2		1	9	26	28	
*8	PIPPEN Scottie	18:38	2/4	50	2/3	67	0/1	0						4	4	2	2		4	15	4	
9	RICHMOND Mitch	23:32	2/5	40	1/2	50	1/3	33						1	1			1	3	1	25	5
*10	MILLER Reggie	30:14	6/11	55	3/4	75	3/7	43	5/6	83		1	1	4	1	2		3	4	26	20	
*11	MALONE Karl	10:28	0/3	0	0/3	0			0/2	0	3	2	5		1			3	1	14	0	
12	STOCKTON John	19:10	1/1	100	1/1	100			2/2	100					7	2			3	1	21	4
13	O'NEAL Shaquille	5:14	1/1	100	1/1	100												1	1	1	0	2
*14	PATTON Gary	16:12	1/4	25	1/4	25								2	2	2	1		2	2	17	2
*15	OLAJUWON Hakeem	12:39	1/6	17	1/6	17			3/4	75	2	2	4		1	1	1	3	26	5		
Team/Coach											2		2		1							
Totals			30/56	54	25/44	57	5/12	42	30/41	73	11	20	31	21	12	12	2	29	24	26	95	
Coach		WILKENS Lenny																				
Assistant Coach		CREMINS Bobby SLOAN Jerry																				

	SRB	USA
Points from Turnovers	10	25
Points in the Paint	18 (9/17) 53%	40 (20/24) 83%
Second Chance Points	10	16
Fast Break Points	4	3
Bench Points	14	53

	SRB	USA
Biggest Lead	7	27
Biggest Scoring Run	8-0 (10-2)	27-0 (69-95)
Lead Changes		1
Times Tied		6
Time Leading	8:13	30:02

Legend:

%	Shooting Percentage	(C)	Captain	*	Game Starters	+/-	Plus-Minus
AS	Assists	BS	Blocked Shots	DNP	Did Not Play	DR	Defensive Rebounds
FD	Fouls Drawn	M/A	Made/Attempts	MIN	Minutes Played	No.	Uniform Number
OR	Offensive Rebounds	OTx	Overtime	PF	Fouls	PTS	Points
Qx	Quarter Time	S	Suspended	ST	Steals	TO	Turnovers
TOT	Total Rebounds						

C70 - Intermediate Results

Description	This output contains the same data that is shown in the official score sheet and additionally some game statistics data
Source	OC Technology
Sort by	Scoring by periods: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) Scoring by 5 minute intervals: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) For each 5 minute interval: Game time For each umpire: 1 - Order as provided by FIBA (no sort applies) For each team: 1 - Home team, visiting team For each player: 1 - Uniform number or suspension identification 2 - Family name 3 - Given name; sort suspended players to the bottom of the list For each assistant coach: Order as they are presented on team roster (no sort applies)
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: % - Shooting Percentage (C) - Captain * - Game Starters +/- - Plus-Minus AS - Assists BS - Blocked Shots DNP - Did Not Play DR - Defensive Rebounds FD - Fouls Drawn M/A - Made/Attempts MIN - Minutes Played No. - Uniform Number OR - Offensive Rebounds OTx - Overtime PF - Fouls PTS - Points Qx - Quarter Time S - Suspended ST - Steals TO - Turnovers TOT - Total Rebounds To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Show "NOT VALIDATED" stamp below the "REVISED" stamp. Add a box for any overtime. For all percentages round to the nearest whole number. If a player did not play at all: Show all "blank" instead of "0", except "DNP" for minutes played (MIN). If a player played at least one second: Show "0" for total points (PTS). If a player suspended: Show all "blank" instead of "0" The coach and up to two assistant coaches will be presented (already defined on team roster). One referee and two umpires are assigned to each game. In addition there is a standby who is available to replace either the referee or an umpire if one of the appointed officials is not able to perform his duties. A minimum of one game official is required to finish a game. The officials appointed for the game will be listed on this output, if any substitution occurs this will be mentioned in the note (as free text) on the bottom of the 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 FIBA event name
4	Phase & event unit (H4)	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
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	Game number	M	Numeric
8	Game result	--	
8.1	Home team	--	
8.1.1	Team NOC code	M	Standard IOC NOC code
8.1.2	Final score	M	Score/Points format
8.2	Visiting team	--	
8.2.1	Final score	M	Score/Points format
8.2.2	Team NOC code	M	Standard IOC NOC code
9 (n)	Scoring by periods (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
9.1	Home team - period score	M	Score/Points format
9.2	Visiting team - period score	M	Score/Points format
10	Attendance	M	Numeric
11	Game duration	M	Game duration format
12	Game officials	--	
12.1	Referee	--	
12.1.1	Name	--	
12.1.1.1	Family name	M	Text
12.1.1.2	Given name	M	Text
12.1.2	NOC code	M	Standard IOC NOC code
12.2	Umpires	--	
12.2.1 (2)	For each umpire	--	
12.2.1.1	Name	--	
12.2.1.1.1	Family name	M	Text
12.2.1.1.2	Given name	M	Text
12.2.1.2	NOC code	M	Standard IOC NOC code
12.3	Commissioner	--	
12.3.1	Name	--	
12.3.1.1	Family name	M	Text
12.3.1.2	Given name	M	Text
12.3.2	NOC code	M	Standard IOC NOC code
13 (n)	Scoring by 5 minute intervals (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
13.1	Period code	M	Code - "Q1", "Q2", "Q3", "Q4" or "OTx", where x sequence number of overtime
13.2 (2)	For each team	--	First home team, second visiting team
13.2.1	NOC code	M	Standard IOC NOC code
13.2.2 (n)	For each 5 minute interval	M	Numeric
13.2.2.1	Game cumulative score	M	Score/Points format
14 (2)	For each team	--	First home team, second visiting team
14.1	Team NOC code	M	Standard IOC NOC code
14.2	Team NOC	M	Standard IOC NOC name
14.3 (n)	For each player	--	
14.3.1	Starting line-up indicator, uniform number or suspension identification	--	
14.3.1.1	Starting line-up indicator	Mc	Code - "*" or blank if no game starter
14.3.1.2	Uniform number or suspension identification	M	Numeric or code - "S"

Level	Data Item	M/D	Comments
14.3.2	Name	--	
14.3.2.1	Family name	M	Text
14.3.2.2	Given name	M	Text
14.3.2.3	Captain identification	Mc	Code - "(C)"
14.3.3	Minutes played	M	Time played format, code - "DNP" or blank if suspended
14.3.4	Field goals	--	
14.3.4.1	Made	M	Numeric or blank if no attempts
14.3.4.2	Attempts	M	Numeric or blank if zero
14.3.4.3	Shooting percentage	M	Numeric or blank if no attempts
14.3.5	2 Points	--	
14.3.5.1	Made	M	Numeric or blank if no attempts
14.3.5.2	Attempts	M	Numeric or blank if zero
14.3.5.3	Shooting percentage	M	Numeric or blank if no attempts
14.3.6	3 Points	--	
14.3.6.1	Made	M	Numeric or blank if no attempts
14.3.6.2	Attempts	M	Numeric or blank if zero
14.3.6.3	Shooting percentage	M	Numeric or blank if no attempts
14.3.7	Free throws	--	
14.3.7.1	Made	M	Numeric or blank if no attempts
14.3.7.2	Attempts	M	Numeric or blank if zero
14.3.7.3	Shooting percentage	M	Numeric or blank if no attempts
14.3.8	Rebounds	--	
14.3.8.1	Offensive	M	Numeric or blank if zero
14.3.8.2	Defensive	M	Numeric or blank if zero
14.3.8.3	Total	M	Numeric or blank if zero
14.3.9	Assists	M	Numeric or blank if zero
14.3.10	Turnovers	M	Numeric or blank if zero
14.3.11	Steals	M	Numeric or blank if zero
14.3.12	Blocked shots	M	Numeric or blank if zero
14.3.13	Foul	M	Numeric or blank if zero
14.3.14	Fouls drawn	M	Numeric or blank if zero
14.3.15	+/- Plus-minus points	--	
14.3.15.1	Prefix	M	Blank or code - "-" (minus sign) if negative points
14.3.15.2	Points	M	Numeric
14.3.16	Points scored	M	Score/Points format or blank if no game played
14.4	Team/Coach	--	
14.4.1	Rebounds	--	
14.4.1.1	Offensive	M	Numeric or blank if zero
14.4.1.2	Defensive	M	Numeric or blank if zero
14.4.1.3	Total	M	Numeric or blank if zero
14.4.2	Team turnovers	M	Numeric or blank if zero
14.4.3	Coach fouls	M	Numeric or blank if zero
14.5	Team totals	--	
14.5.1	Field goals	--	
14.5.1.1	Made	M	Numeric or blank if no attempts
14.5.1.2	Attempts	M	Numeric or blank if zero
14.5.1.3	Shooting percentage	M	Numeric or blank if no attempts
14.5.2	2 Points	--	
14.5.2.1	Made	M	Numeric or blank if no attempts
14.5.2.2	Attempts	M	Numeric or blank if zero
14.5.2.3	Shooting percentage	M	Numeric or blank if no attempts
14.5.3	3 Points	--	
14.5.3.1	Made	M	Numeric or blank if no attempts
14.5.3.2	Attempts	M	Numeric or blank if zero
14.5.3.3	Shooting percentage	M	Numeric or blank if no attempts
14.5.4	Free throws	--	
14.5.4.1	Made	M	Numeric or blank if no attempts
14.5.4.2	Attempts	M	Numeric or blank if zero
14.5.4.3	Shooting percentage	M	Numeric or blank if no attempts

Level	Data Item	M/D	Comments
14.5.5	Rebounds	--	
14.5.5.1	Offensive	M	Numeric or blank if zero
14.5.5.2	Defensive	M	Numeric or blank if zero
14.5.5.3	Total	M	Numeric or blank if zero
14.5.6	Assists	M	Numeric or blank if zero
14.5.7	Turnovers	M	Numeric or blank if zero
14.5.8	Steals	M	Numeric or blank if zero
14.5.9	Blocked shots	M	Numeric or blank if zero
14.5.10	Foul	M	Numeric or blank if zero
14.3.11	Fouls drawn	M	Numeric or blank if zero
14.5.12	Points scored	M	Score/Points format
14.6	Team official	--	
14.6.1	Coach	--	
14.6.1.1	Name	--	
14.6.1.1.1	Family name	M	Text
14.6.1.1.2	Given name	M	Text
14.6.1.2	NOC code	Mc	Standard IOC NOC code, show only if citizenship is different than team
14.6.2 (2)	For each assistant coach	--	
14.6.2.1	Name	--	
14.6.2.1.1	Family name	M	Text
14.6.2.1.2	Given name	M	Text
14.6.2.2	NOC code	Mc	Standard IOC NOC code, show only if citizenship is different than team
15	Box statistics	--	
15.1 (2)	For each team	--	First column home team, second column visiting team
15.1.1	Team NOC code	M	Standard IOC NOC code
15.1.2	Points from turnovers	M	Numeric or blank if zero
15.1.3	Points in the paint	--	
15.1.3.1	Points	M	Score/Points format
15.1.3.2	Made	M	Numeric or blank if no attempts
15.1.3.3	Attempts	M	Numeric or blank if zero
15.1.3.4	Shooting percentage	M	Numeric or blank if no attempts
15.1.4	Second chance points	M	Numeric or blank if zero
15.1.5	Fast break points	M	Numeric or blank if zero
15.1.6	Bench points	M	Numeric or blank if zero
15.1.6	Biggest lead	M	Numeric or blank if zero
15.1.7	Biggest scoring run	--	
15.1.7.1	Number of points scored	M	Score/Points format or blank if zero
15.1.7.2	Number of points received	M	Score/Points format or blank if zero
15.1.7.3	Current score when biggest scoring run occurs	--	
15.1.7.3.1	Home team current score	M	Score/Points format or blank if zero
15.1.7.3.2	Visiting team current score	M	Score/Points format or blank if zero
15.2	Lead changes	M	Numeric or blank if zero
15.3	Times tied	M	Numeric or blank if zero
15.4 (2)	For each team	--	First column home team, second column visiting team
15.4.1	Time Leading	M	Time played format
16	Note with static text	--	NOT APPLICABLE
17 (n)	Note for each predefined text	--	
17.1	Predefined text	--	NOT APPLICABLE
18 (n)	Legend	--	
18.1	Abbreviation	Mc	Code
18.2	Description of abbreviation	Mc	Text
19	Free text	Ma	Text

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RESULTS
BASKETBALL
MEN
GOLD MEDAL GAME
CARIOCA ARENA 1 SUN 21 AUG 2016 Start Time 13:30

Game 76**SRB 69 vs 95 USA**

(21-16, 17-27, 17-17, 13-8, 1-27)

Attendance: 34,600

Game Duration: 1:59

Referee:
Umpires:BETANCOUR LEON Miguel (ESP)
REYES RONFINI Jose (MEX); CHAVEZ Raul (ARG)

Commissioner:

KOTLEBA Lubomir (SVK)

Scoring by 5 min intervals: **SRB**
USA

	Q1	Q2	Q3	Q4	OT1
	8 21	34 38	47 55	58 68	69
	8 16	32 43	51 60	65 68	95

SRB - Serbia

No.	Name	MIN	Field Goals		2 Points		3 Points		Free Throws		Rebounds			AS	TO	ST	BS	PF	FD	+/-	PTS	
			M/A	%	M/A	%	M/A	%	M/A	%	OR	DR	TOT									
*4	BODIROGA Dejan	30:22	4/7	57	4/6	67	0/1	0	5/7	71	2	3	5	1	1			2	7	5	13	
*5	DANILOVIC Predrag	40:00	2/6	33	2/3	67	0/3	0	5/10	50			2	2				2	8	0	9	
6	OBRADOVIC Sasa	15:06	1/2	50			1/2	50	3/5	60			1	1				1	1	-5	6	
7	LONCAR Nikola	1:59																		-26	0	
*8	PASPALJ Zarko (C)	31:49	8/11	73	7/10	70	1/1	100	2/4	50	1	1	2			4	2		4	2	2	19
9	BERIC Miroslav	DNP																				
*10	DJORDJEVIC Aleksandar	35:31	4/8	50	3/7	43	1/1	100	4/5	80	2	3	5	6	4	1		4	4	-17	13	
11	REBRACA Zeljko	18:04	2/6	33	2/6	33			0/2	0	2		2	3	2			5	2	-25	4	
*12	DIVAC Vlade	24:40	0/6	0	0/5	0	0/1	0	4/6	67	1	2	3		1	1		5	3	-19	4	
14	TOMASEVIC Dejan	1:21							1/2	50			1	1				1	1	-26	1	
15	TOPIC Milenko	1:08																			-26	0
S	SAVIC Zoran																					
Team/Coach											1	1	2			2				1		
Totals			21/46	46	18/37	49	3/9	33	24/41	59	9	14	23	10	18	5	0	25	28	-26	69	

Coach OBRADOVIC Zelimir

Assistant Coach RUSSO Darko NIKOLIC Miroslav (MNE)

USA - United States

No.	Name	MIN	Field Goals		2 Points		3 Points		Free Throws		Rebounds			AS	TO	ST	BS	PF	FD	+/-	PTS	
			M/A	%	M/A	%	M/A	%	M/A	%	OR	DR	TOT									
00	BARKLEY Charles	13:52	2/2	100	2/2	100			4/6	67	1	2	3	2	1	2		4	3	15	8	
5	HILL Grant	DNP																				
6	HARDAWAY Anfernee	23:48	5/8	63	4/7	57	1/1	100	6/7	86	1	1	2	4	1	2		3		21	17	
7	ROBINSON David (C)	26:13	9/11	82	9/11	82			10/14	71			7	7		1	2	1	9	26	28	
*8	PIPPEN Scottie	18:38	2/4	50	2/3	67	0/1	0					4	4	2	2		4		15	4	
9	RICHMOND Mitch	23:32	2/5	40	1/2	50	1/3	33					1	1				1	3	1	25	5
*10	MILLER Reggie	30:14	6/11	55	3/4	75	3/7	43	5/6	83			1	1	4	1	2	3	4	26	20	
*11	MALONE Karl	10:28	0/3	0	0/3	0			0/2	0	3	2	5			1		3	1	14	0	
12	STOCKTON John	19:10	1/1	100	1/1	100			2/2	100					7	2		3	1	21	4	
13	O'NEAL Shaquille	5:14	1/1	100	1/1	100											1	1	1	0	2	
*14	PATTON Gary	16:12	1/4	25	1/4	25							2		2	2	1	2	2	17	2	
*15	OLAJUWON Hakeem	12:39	1/6	17	1/6	17			3/4	75	2	2	4			1	1	1	3	26	5	
Team/Coach											2		2		1							
Totals			30/56	54	25/44	57	5/12	42	30/41	73	11	20	31	21	12	12	2	29	24	26	95	

Coach WILKENS Lenny

Assistant Coach CREMINS Bobby SLOAN Jerry

	SRB	USA
Points from Turnovers	10	25
Points in the Paint	18 (9/17) 53%	40 (20/24) 83%
Second Chance Points	10	16
Fast Break Points	4	3
Bench Points	14	53

	SRB	USA
Biggest Lead	7	27
Biggest Scoring Run	8-0 (10-2)	27-0 (69-95)
Lead Changes		1
Times Tied		6
Time Leading	8:13	30:02

Legend:

%	Shooting Percentage	(C)	Captain	*	Game Starters	+/-	Plus-Minus
AS	Assists	BS	Blocked Shots	DNP	Did Not Play	DR	Defensive Rebounds
FD	Fouls Drawn	M/A	Made/Attempts	MIN	Minutes Played	No.	Uniform Number
OR	Offensive Rebounds	OTx	Overtime	PF	Fouls	PTS	Points
Qx	Quarter Time	S	Suspended	ST	Steals	TO	Turnovers
TOT	Total Rebounds						

C73 - Results

Description	This output contains the same data that is shown in the official score sheet and additionally some game statistics data
Source	OC Technology
Sort by	Scoring by periods: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) Scoring by 5 minute intervals: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) For each 5 minute interval: Game time For each umpire: 1 - Order as provided by FIBA (no sort applies) For each team: 1 - Home team, visiting team For each player: 1 - Uniform number or suspension identification 2 - Family name 3 - Given name; sort suspended players to the bottom of the list For each assistant coach: Order as they are presented on team roster (no sort applies)
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: % - Shooting Percentage (C) - Captain * - Game Starters +/- - Plus-Minus AS - Assists BS - Blocked Shots DNP - Did Not Play DR - Defensive Rebounds FD - Fouls Drawn M/A - Made/Attempts MIN - Minutes Played No. - Uniform Number OR - Offensive Rebounds OTx - Overtime PF - Fouls PTS - Points Qx - Quarter Time S - Suspended ST - Steals TO - Turnovers TOT - Total Rebounds To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Add a box for any overtime. For all percentages round to the nearest whole number. If a player did not play at all: Show all "blank" instead of "0", except "DNP" for minutes played (MIN). If a player played at least one second: Show "0" for total points (PTS). If a player suspended: Show all "blank" instead of "0" The coach and up to two assistant coaches will be presented (already defined on team roster). One referee and two umpires are assigned to each game. In addition there is a standby who is available to replace either the referee or an umpire if one of the appointed officials is not able to perform his duties. A minimum of one game official is required to finish a game. The officials appointed for the game will be listed on this output, if any substitution occurs this will be mentioned in the note (as free text) on the bottom of the 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 FIBA event name
4	Phase & event unit (H4)	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
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	Game number	M	Numeric
8	Game result	--	
8.1	Home team	--	
8.1.1	Team NOC code	M	Standard IOC NOC code
8.1.2	Final score	M	Score/Points format
8.2	Visiting team	--	
8.2.1	Final score	M	Score/Points format
8.2.2	Team NOC code	M	Standard IOC NOC code
9 (n)	Scoring by periods (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
9.1	Home team - period score	M	Score/Points format
9.2	Visiting team - period score	M	Score/Points format
10	Attendance	M	Numeric
11	Game duration	M	Game duration format
12	Game officials	--	
12.1	Referee	--	
12.1.1	Name	--	
12.1.1.1	Family name	M	Text
12.1.1.2	Given name	M	Text
12.1.2	NOC code	M	Standard IOC NOC code
12.2	Umpires	--	
12.2.1 (2)	For each umpire	--	
12.2.1.1	Name	--	
12.2.1.1.1	Family name	M	Text
12.2.1.1.2	Given name	M	Text
12.2.1.2	NOC code	M	Standard IOC NOC code
12.3	Commissioner	--	
12.3.1	Name	--	
12.3.1.1	Family name	M	Text
12.3.1.2	Given name	M	Text
12.3.2	NOC code	M	Standard IOC NOC code
13 (n)	Scoring by 5 minute intervals (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
13.1	Period code	M	Code - "Q1", "Q2", "Q3", "Q4" or "OTx", where x sequence number of overtime
13.2 (2)	For each team	--	First home team, second visiting team
13.2.1	NOC code	M	Standard IOC NOC code
13.2.2 (n)	For each 5 minute interval	M	Numeric
13.2.2.1	Game cumulative score	M	Score/Points format
14 (2)	For each team	--	First home team, second visiting team
14.1	Team NOC code	M	Standard IOC NOC code
14.2	Team NOC	M	Standard IOC NOC name
14.3 (n)	For each player	--	
14.3.1	Starting line-up indicator, uniform number or suspension identification	--	
14.3.1.1	Starting line-up indicator	Mc	Code - "*" or blank if no game starter
14.3.1.2	Uniform number or suspension identification	M	Numeric or code - "S"
14.3.2	Name	--	

Level	Data Item	M/D	Comments
14.3.2.1	Family name	M	Text
14.3.2.2	Given name	M	Text
14.3.2.3	Captain identification	Mc	Code - "(C)"
14.3.3	Minutes played	M	Time played format, code - "DNP" or blank if suspended
14.3.4	Field goals	--	
14.3.4.1	Made	M	Numeric or blank if no attempts
14.3.4.2	Attempts	M	Numeric or blank if zero
14.3.4.3	Shooting percentage	M	Numeric or blank if no attempts
14.3.5	2 Points	--	
14.3.5.1	Made	M	Numeric or blank if no attempts
14.3.5.2	Attempts	M	Numeric or blank if zero
14.3.5.3	Shooting percentage	M	Numeric or blank if no attempts
14.3.6	3 Points	--	
14.3.6.1	Made	M	Numeric or blank if no attempts
14.3.6.2	Attempts	M	Numeric or blank if zero
14.3.6.3	Shooting percentage	M	Numeric or blank if no attempts
14.3.7	Free throws	--	
14.3.7.1	Made	M	Numeric or blank if no attempts
14.3.7.2	Attempts	M	Numeric or blank if zero
14.3.7.3	Shooting percentage	M	Numeric or blank if no attempts
14.3.8	Rebounds	--	
14.3.8.1	Offensive	M	Numeric or blank if zero
14.3.8.2	Defensive	M	Numeric or blank if zero
14.3.8.3	Total	M	Numeric or blank if zero
14.3.9	Assists	M	Numeric or blank if zero
14.3.10	Turnovers	M	Numeric or blank if zero
14.3.11	Steals	M	Numeric or blank if zero
14.3.12	Blocked shots	M	Numeric or blank if zero
14.3.13	Foul	M	Numeric or blank if zero
14.3.14	Fouls drawn	M	Numeric or blank if zero
14.3.15	+/- Plus-minus points	--	
14.3.15.1	Prefix	M	Code - "-" (minus sign) if negative points
14.3.15.2	Points	M	Numeric
14.3.16	Points scored	M	Score/Points format or blank if no game played
14.4	Team/Coach	--	
14.4.1	Rebounds	--	
14.4.1.1	Offensive	M	Numeric or blank if zero
14.4.1.2	Defensive	M	Numeric or blank if zero
14.4.1.3	Total	M	Numeric or blank if zero
14.4.2	Team turnovers	M	Numeric or blank if zero
14.4.3	Coach fouls	M	Numeric or blank if zero
14.5	Team totals	--	
14.5.1	Field goals	--	
14.5.1.1	Made	M	Numeric or blank if no attempts
14.5.1.2	Attempts	M	Numeric or blank if zero
14.5.1.3	Shooting percentage	M	Numeric or blank if no attempts
14.5.2	2 Points	--	
14.5.2.1	Made	M	Numeric or blank if no attempts
14.5.2.2	Attempts	M	Numeric or blank if zero
14.5.2.3	Shooting percentage	M	Numeric or blank if no attempts
14.5.3	3 Points	--	
14.5.3.1	Made	M	Numeric or blank if no attempts
14.5.3.2	Attempts	M	Numeric or blank if zero
14.5.3.3	Shooting percentage	M	Numeric or blank if no attempts
14.5.4	Free throws	--	
14.5.4.1	Made	M	Numeric or blank if no attempts
14.5.4.2	Attempts	M	Numeric or blank if zero
14.5.4.3	Shooting percentage	M	Numeric or blank if no attempts
14.5.5	Rebounds	--	
14.5.5.1	Offensive	M	Numeric or blank if zero

Level	Data Item	M/D	Comments
14.5.5.2	Defensive	M	Numeric or blank if zero
14.5.5.3	Total	M	Numeric or blank if zero
14.5.6	Assists	M	Numeric or blank if zero
14.5.7	Turnovers	M	Numeric or blank if zero
14.5.8	Steals	M	Numeric or blank if zero
14.5.9	Blocked shots	M	Numeric or blank if zero
14.5.10	Foul	M	Numeric or blank if zero
14.3.11	Fouls drawn	M	Numeric or blank if zero
14.5.12	Points scored	M	Score/Points format
14.6	Team official	--	
14.6.1	Coach	--	
14.6.1.1	Name	--	
14.6.1.1.1	Family name	M	Text
14.6.1.1.2	Given name	M	Text
14.6.1.2	NOC code	Mc	Standard IOC NOC code, show only if citizenship is different than team
14.6.2 (2)	For each assistant coach	--	
14.6.2.1	Name	--	
14.6.2.1.1	Family name	M	Text
14.6.2.1.2	Given name	M	Text
14.6.2.2	NOC code	Mc	Standard IOC NOC code, show only if citizenship is different than team
15	Box statistics	--	
15.1 (2)	For each team	--	First column home team, second column visiting team
15.1.1	Team NOC code	M	Standard IOC NOC code
15.1.2	Points from turnovers	M	Numeric or blank if zero
15.1.3	Points in the paint	--	
15.1.3.1	Points	M	Score/Points format
15.1.3.2	Made	M	Numeric or blank if no attempts
15.1.3.3	Attempts	M	Numeric or blank if zero
15.1.3.4	Shooting percentage	M	Numeric or blank if no attempts
15.1.4	Second chance points	M	Numeric or blank if zero
15.1.5	Fast break points	M	Numeric or blank if zero
15.1.6	Bench points	M	Numeric or blank if zero
15.1.6	Biggest lead	M	Numeric or blank if zero
15.1.7	Biggest scoring run	--	
15.1.7.1	Number of points scored	M	Score/Points format or blank if zero
15.1.7.2	Number of points received	M	Score/Points format or blank if zero
15.1.7.3	Current score when biggest scoring run occurs	--	
15.1.7.3.1	Home team current score	M	Score/Points format or blank if zero
15.1.7.3.2	Visiting team current score	M	Score/Points format or blank if zero
15.2	Lead changes	M	Numeric or blank if zero
15.3	Times tied	M	Numeric or blank if zero
15.4 (2)	For each team	--	First column home team, second column visiting team
15.4.1	Time Leading	M	Time played format
16	Note with static text	--	NOT APPLICABLE
17 (n)	Note for each predefined text	--	
17.1	Predefined text	--	NOT APPLICABLE
18 (n)	Legend	--	
18.1	Abbreviation	Mc	Code
18.2	Description of abbreviation	Mc	Text
19	Free text	Ma	Text

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TOURNAMENT SUMMARY

BASKETBALL

WOMEN

As of 12 AUG 2016 at 23:35

Today's Games

Phase	Teams	Start Time	Location	Final	Q1	Q2	Q3	Q4	OT1
Preliminary Round Group A	RUS vs JPN	9:30	Youth Arena	94-71	22-19	25-16	24-19	20-17	
Preliminary Round Group B	NZL vs CHN	11:30	Youth Arena	79-77	18-19	19-17	19-16	13-17	10-8
Preliminary Round Group B	USA vs ESP	14:30	Youth Arena	71-58	18-14	19-17	19-16	15-11	
Preliminary Round Group B	CZE vs KOR	16:30	Youth Arena	97-75	21-20	24-19	22-19	30-17	
Preliminary Round Group A	AUS vs GRE	19:30	Youth Arena	77-40	18-11	25-12	19-9	15-8	
Preliminary Round Group A	BRA vs NGR	21:30	Youth Arena	82-63	20-17	23-19	21-16	18-11	

Group A							Games			Points			Class. Points	
Rank	AUS	BRA	RUS	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.		
1	AUS		14 AUG	75-56	77-40	97-78	85-73	4	4	0	334	247	+87	8
2	BRA	14 AUG		67-77	87-75	128-62	82-63	4	3	1	364	277	+87	7
3	RUS	56-75	77-67		69-62	94-71	14 AUG	4	3	1	296	275	+21	7
4	GRE	40-77	75-87	62-69		14 AUG	83-68	4	1	3	260	301	-41	5
5	JPN	78-97	62-128	71-94	14 AUG		79-73	4	1	3	290	392	-102	5
6	NGR	73-85	63-82	14 AUG	68-83	73-79		4	0	4	277	329	-52	4

Group B							Games			Points			Class. Points	
Rank	USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.		
1	USA		71-58	80-61	99-47	14 AUG	80-57	4	4	0	330	223	+107	8
2	ESP	58-71		80-78	91-57	75-67	14 AUG	4	3	1	304	273	+31	7
3	CZE	61-80	78-80		14 AUG	98-83	97-75	4	2	2	334	318	+16	6
4	NZL	47-99	57-91	14 AUG		79-77	81-73	4	2	2	264	340	-76	6
5	CHN	14 AUG	67-75	83-98	77-79		71-54	4	1	3	298	306	-8	5
6	KOR	57-80	14 AUG	75-97	73-81	54-71		4	0	4	259	329	-70	4

Quarterfinals Semifinals Gold Medal Game**A2**Game 61
16 AUG
B3

Winner 61

B1Game 62
16 AUG
A4Game 69
18 AUG

Winner 62

B2Game 63
16 AUG
A3

Winner 63

A1Game 64
16 AUG
B4Game 70
18 AUG

Winner 64

Winner 69

Game 74
20 AUG

Winner 70

Winner - Gold

Loser - Silver

Bronze Medal Game

Loser 69

Game 73
20 AUG

Loser 70

Winner - Bronze

Loser - 4th

Note:

Detailed explanations of competition are described on output: N02 - Competition Format and Rules.

Legend:

Ax x (x=1-4) ranked team from group A

Class. Classification

Diff.

Difference

Bx x (x=1-4) ranked team from group B

OTx Overtime

Qx Quarter Time

TOURNAMENT SUMMARY

BASKETBALL

WOMEN

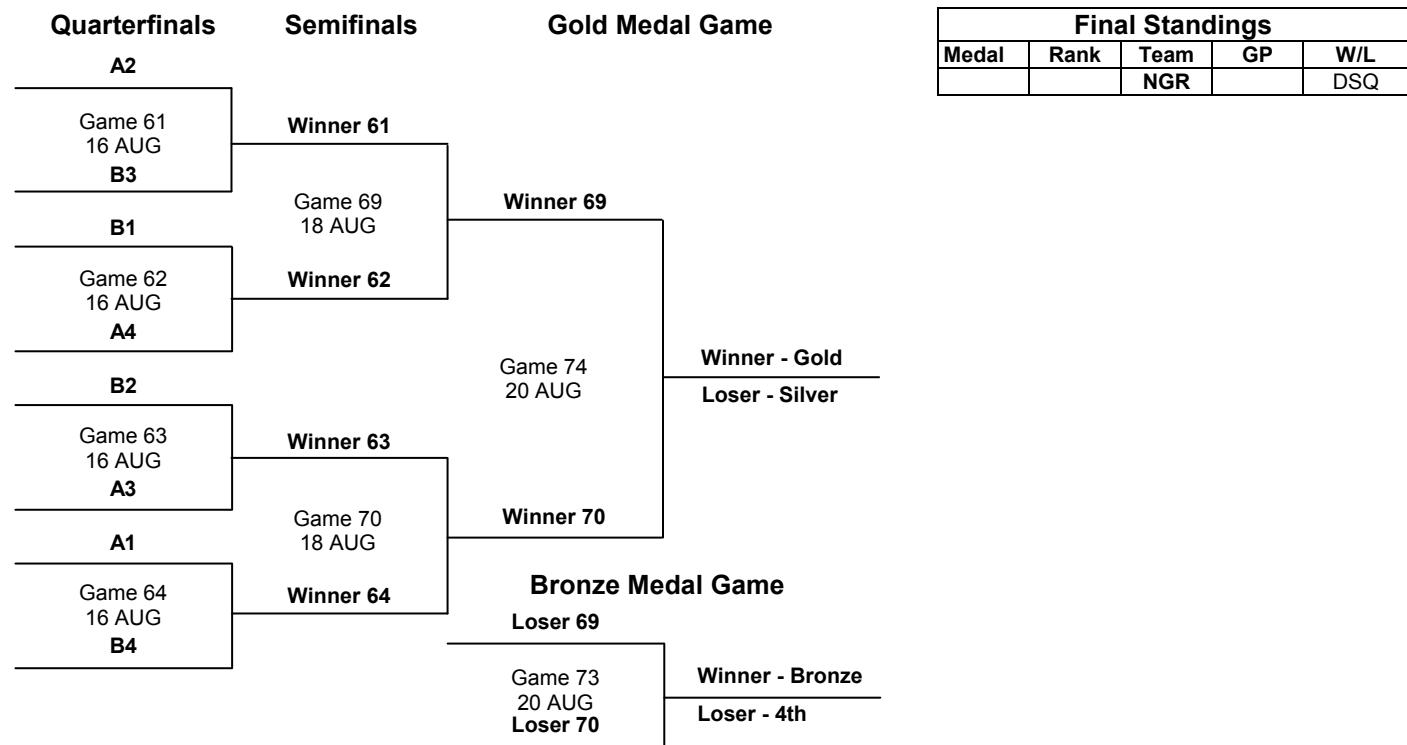
As of 12 AUG 2016 at 21:22

Today's Games

Phase	Teams	Start Time	Location	Final	Q1	Q2	Q3	Q4	OT1
Preliminary Round Group A	RUS vs JPN	9:30	Youth Arena	94-71	22-19	25-16	24-19	20-17	
Preliminary Round Group B	NZL vs CHN	11:30	Youth Arena	79-77	18-19	19-17	19-16	13-17	10-8
Preliminary Round Group B	USA vs ESP	14:30	Youth Arena	71-58	18-14	19-17	19-16	15-11	
Preliminary Round Group B	CZE vs KOR	16:30	Youth Arena	97-75	21-20	24-19	22-19	30-17	
Preliminary Round Group A	AUS vs GRE	19:30	Youth Arena	77-40	18-11	25-12	19-9	15-8	

Group A							Games			Points			Class. Points	
Rank	RUS	AUS	BRA	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.		
1	RUS	56-75	77-67	69-62	94-71	20-0	5	4	1	316	275	+41	9	
2	AUS	75-56		14 AUG	77-40	97-78	20-0	4	4	269	174	+95	8	
3	BRA	67-77	14 AUG		87-75	128-62	20-0	4	3	302	214	+88	7	
4	GRE	62-69	40-77	75-87		14 AUG	20-0	4	1	197	233	-36	5	
5	JPN	71-94	78-97	62-128	14 AUG		20-0	4	1	231	319	-88	5	
	NGR	0-20	0-20	0-20	0-20			5	0	5	0	100	-100	DSQ

Group B							Games			Points			Class. Points
Rank	USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.	
1	USA	71-58	80-61	99-47	14 AUG	80-57	4	4	0	330	223	+107	8
2	ESP	58-71		80-78	91-57	75-67	14 AUG	4	3	304	273	+31	7
3	CZE	61-80	78-80		14 AUG	98-83	97-75	4	2	334	318	+16	6
4	NZL	47-99	57-91	14 AUG		79-77	81-73	4	2	264	340	-76	6
5	CHN	14 AUG	67-75	83-98	77-79		71-54	4	1	298	306	-8	5
6	KOR	57-80	14 AUG	75-97	73-81	54-71		4	0	259	329	-70	4


Note:

Detailed explanations of competition are described on output: N02 - Competition Format and Rules.

Legend:

Ax	x (x=1-4) ranked team from group A	Bx	x (x=1-4) ranked team from group B
Class.	Classification	Diff.	Difference
OTx	Overtime	Qx	Quarter Time
DSQ	Disqualified	GP	Games Played
W/L	Win/Loss		

Team Nigeria (NGR) disqualified due to ...

TOURNAMENT SUMMARY

BASKETBALL

WOMEN

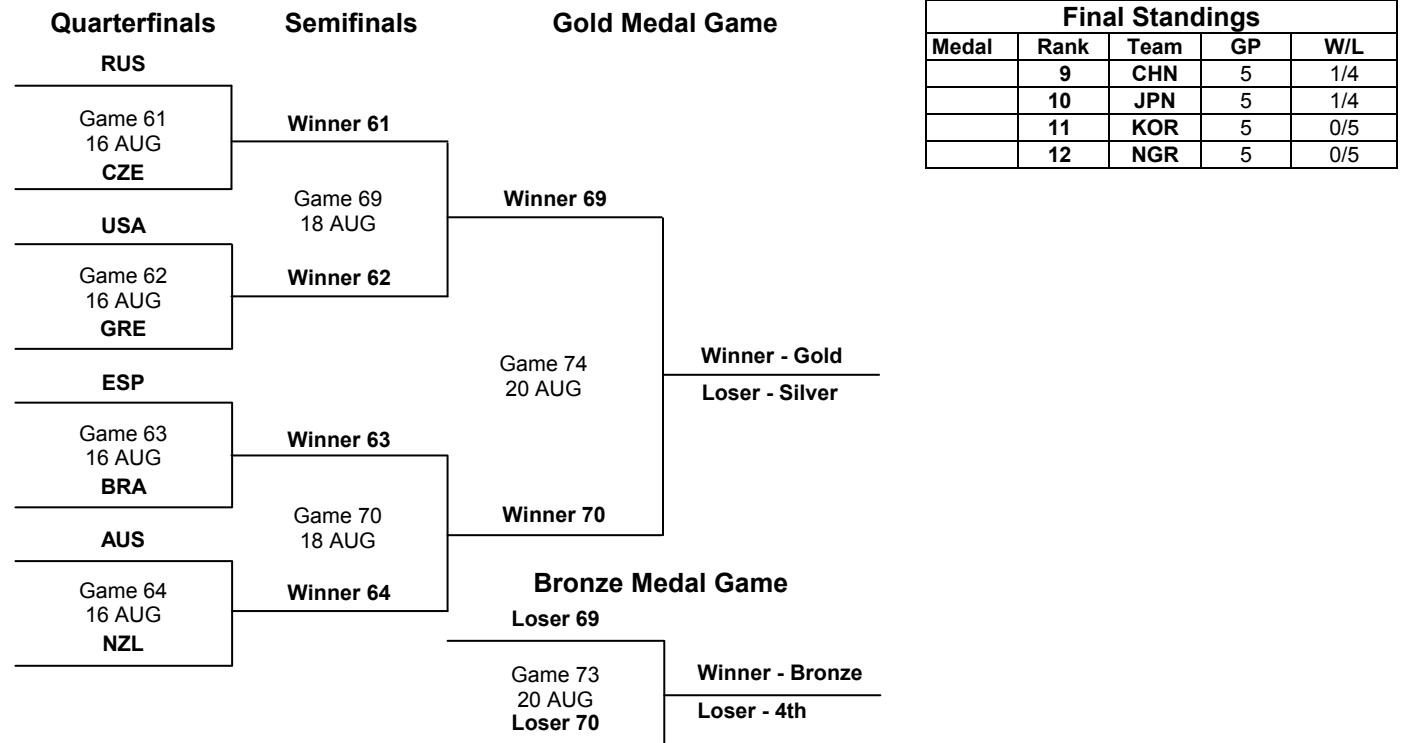
As of 14 AUG 2016 at 23:19

Today's Games

Phase	Teams	Start Time	Location	Final	Q1	Q2	Q3	Q4	OT1
Preliminary Round Group B	NZL vs CZE	9:30	Youth Arena	57-74	13-18	2-19	14-20	18-17	
Preliminary Round Group A	NGR vs RUS	11:30	Youth Arena	58-93	14-27	11-24	16-20	17-22	
Preliminary Round Group A	BRA vs AUS	14:30	Youth Arena	66-84	18-19	14-18	16-24	18-23	
Preliminary Round Group A	GRE vs JPN	16:30	Youth Arena	93-91	20-21	22-25	23-24	28-21	
Preliminary Round Group B	CHN vs USA	19:30	Youth Arena	62-100	15-21	12-22	16-24	19-33	
Preliminary Round Group B	ESP vs KOR	21:30	Youth Arena	64-61	17-15	13-14	16-14	18-18	

Group A							Games			Points			Class. Points
Rank	AUS	RUS	BRA	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.	
1	AUS	75-56	84-66	77-40	97-78	85-73	5	5	0	418	313	+105	10
2	RUS	56-75	77-67	69-62	94-71	93-58	5	4	1	389	333	+56	9
3	BRA	66-84	67-77	87-75	128-62	82-63	5	3	2	430	361	+69	8
4	GRE	40-77	62-69	75-87	93-91	83-68	5	2	3	353	392	-39	7
5	JPN	78-97	71-94	62-128	91-93	79-73	5	1	4	381	485	-104	6
6	NGR	73-85	58-93	63-82	68-83	73-79	5	0	5	335	422	-87	5

Group B							Games			Points			Class. Points
Rank	USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.	
1	USA	71-58	80-61	99-47	100-62	80-57	5	5	0	430	285	+145	10
2	ESP	58-71	80-78	91-57	75-67	64-61	5	4	1	368	334	+34	9
3	CZE	61-80	78-80	74-57	98-83	97-75	5	3	2	408	375	+33	8
4	NZL	47-99	57-91	57-74	79-77	81-73	5	2	3	321	414	-93	7
5	CHN	62-100	67-75	83-98	77-79	71-54	5	1	4	360	406	-46	6
6	KOR	57-80	61-64	75-97	73-81	54-71	5	0	5	320	393	-73	5



Note: Detailed explanations of competition are described on output: N02 - Competition Format and Rules.
Legend: Class. Classification Diff. Difference GP Games Played Qx Quarter Time W/L Win/Loss

TOURNAMENT SUMMARY

BASKETBALL

WOMEN

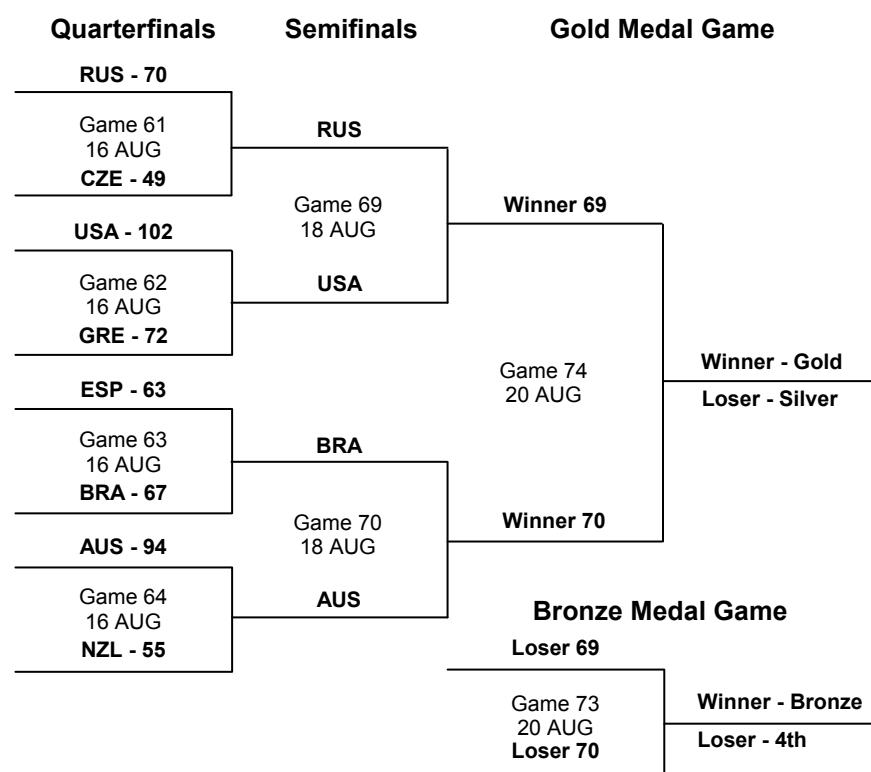
As of 16 AUG 2016 at 23:11

Today's Games

Phase	Teams	Start Time	Location	Final	Q1	Q2	Q3	Q4	OT1	OT2
Quarterfinal	USA vs GRE	14:30	Carioca Arena 1	102-72	27-18	23-15	24-19	28-20		
Quarterfinal	RUS vs CZE	16:30	Carioca Arena 1	70-49	16-11	15-9	19-15	20-14		
Quarterfinal	ESP vs BRA	19:30	Carioca Arena 1	63-67	12-11	9-12	15-16	17-14	5-5	5-10
Quarterfinal	AUS vs NZL	21:30	Carioca Arena 1	94-55	24-14	19-11	24-14	27-16		

Group A							Games			Points			Class. Points
Rank	AUS	RUS	BRA	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.	
1	AUS	75-56	84-66	77-40	97-78	85-73	5	5	0	418	313	+105	10
2	RUS	56-75	77-67	69-62	94-71	93-58	5	4	1	389	333	+56	9
3	BRA	66-84	67-77	87-75	128-62	82-63	5	3	2	430	361	+69	8
4	GRE	40-77	62-69	75-87	93-91	83-68	5	2	3	353	392	-39	7
5	JPN	78-97	71-94	62-128	91-93	79-73	5	1	4	381	485	-104	6
6	NGR	73-85	58-93	63-82	68-83	73-79	5	0	5	335	422	-87	5

Group B							Games			Points			Class. Points
Rank	USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.	
1	USA	71-58	80-61	99-47	100-62	80-57	5	5	0	430	285	+145	10
2	ESP	58-71	80-78	91-57	75-67	64-61	5	4	1	368	334	+34	9
3	CZE	61-80	78-80	74-57	98-83	97-75	5	3	2	408	375	+33	8
4	NZL	47-99	57-91	57-74	79-77	81-73	5	2	3	321	414	-93	7
5	CHN	62-100	67-75	83-98	77-79	71-54	5	1	4	360	406	-46	6
6	KOR	57-80	61-64	75-97	73-81	54-71	5	0	5	320	393	-73	5



Final Standings				
Medal	Rank	Team	GP	W/L
	5	ESP	6	4/2
	6	CZE	6	3/3
	7	GRE	6	2/4
	8	NZL	6	2/4
	9	CHN	5	1/4
	10	JPN	5	1/4
	11	KOR	5	0/5
	12	NGR	5	0/5

Note:
Detailed explanations of competition are described on output: N02 - Competition Format and Rules.

Legend:	Class.	Classification	Diff.	Difference	GP	Games Played	OTx	Overtime
	Qx	Quarter	W/L	Win/Loss				

TOURNAMENT SUMMARY
BASKETBALL
WOMEN

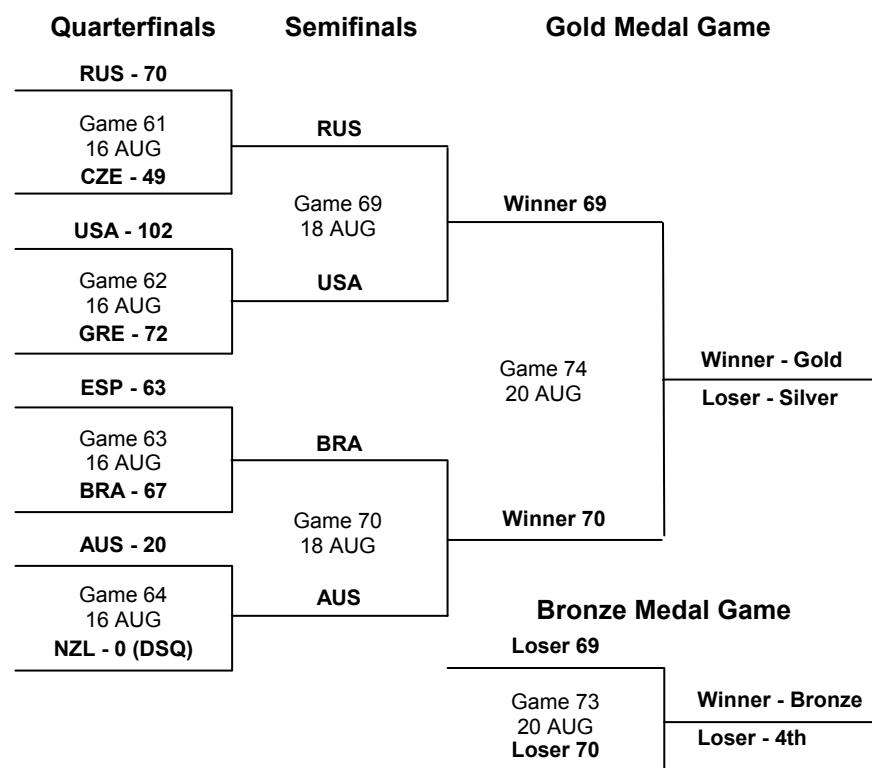
As of 16 AUG 2016 at 21:34

Today's Games

Phase	Teams	Start Time	Location	Final	Q1	Q2	Q3	Q4	OT1	OT2
Quarterfinal	USA vs GRE	14:30	Carioca Arena 1	102-72	27-18	23-15	24-19	28-20		
Quarterfinal	RUS vs CZE	16:30	Carioca Arena 1	70-49	16-11	15-9	19-15	20-14		
Quarterfinal	ESP vs BRA	19:30	Carioca Arena 1	63-67	12-11	9-12	15-16	17-14	5-5	5-10

Group A							Games			Points			Class. Points	
Rank	AUS	RUS	BRA	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.		
1	AUS		75-56	84-66	77-40	97-78	85-73	5	5	0	418	313	+105	10
2	RUS	56-75		77-67	69-62	94-71	93-58	5	4	1	389	333	+56	9
3	BRA	66-84	67-77		87-75	128-62	82-63	5	3	2	430	361	+69	8
4	GRE	40-77	62-69	75-87		93-91	83-68	5	2	3	353	392	-39	7
5	JPN	78-97	71-94	62-128	91-93		79-73	5	1	4	381	485	-104	6
6	NGR	73-85	58-93	63-82	68-83	73-79		5	0	5	335	422	-87	5

Group B							Games			Points			Class. Points	
Rank	USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.		
1	USA		71-58	80-61	99-47	100-62	80-57	5	5	0	430	285	+145	10
2	ESP	58-71		80-78	91-57	75-67	64-61	5	4	1	368	334	+34	9
3	CZE	61-80	78-80		74-57	98-83	97-75	5	3	2	408	375	+33	8
4	NZL	47-99	57-91	57-74		79-77	81-73	5	2	3	321	414	-93	7
5	CHN	62-100	67-75	83-98	77-79		71-54	5	1	4	360	406	-46	6
6	KOR	57-80	61-64	75-97	73-81	54-71		5	0	5	320	393	-73	5



Final Standings				
Medal	Rank	Team	GP	W/L
	5	ESP	6	4/2
	6	CZE	6	3/3
	7	GRE	6	2/4
	8	CHN	5	1/4
	9	JPN	5	1/4
	10	KOR	5	0/5
	11	NGR	5	0/5
		NZL		DSQ

Note:						
Detailed explanations of competition are described on output: N02 - Competition Format and Rules.						
Legend:		Diff.	DSQ	GP	Classification	
Class.	Classification	Qx	Disqualified	GP	Overtime	Win/Loss
OTx	Overtime		DSQ			

Team New Zealand (NZL) disqualified due to ...

TOURNAMENT SUMMARY
BASKETBALL
WOMEN

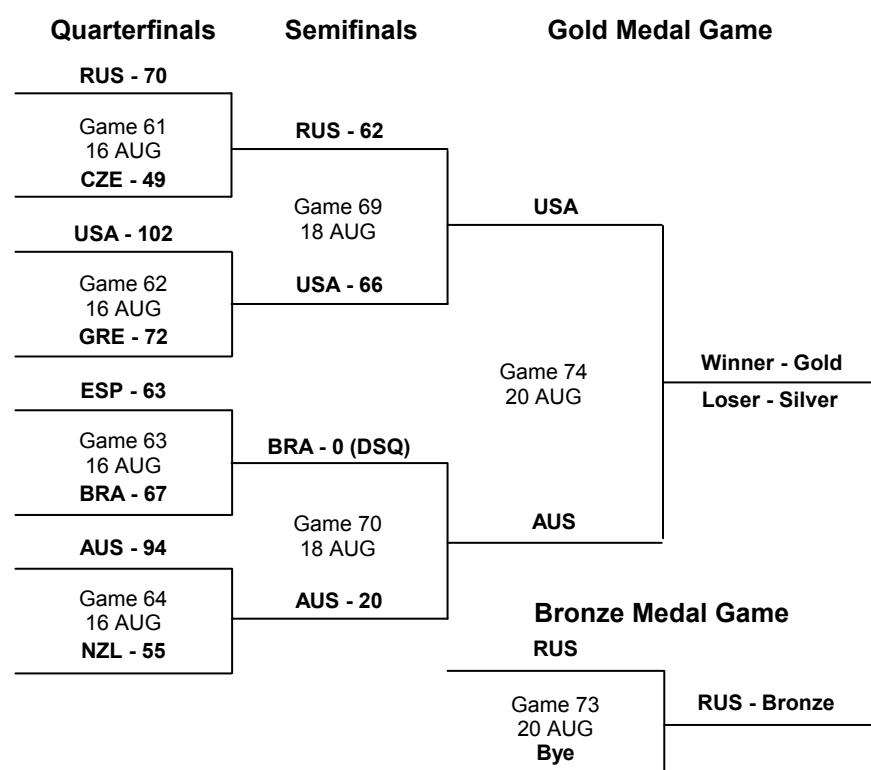
As of 18 AUG 2016 at 21:13

Today's Games

Phase	Teams	Start Time	Location	Final	Q1	Q2	Q3	Q4
Semifinal	RUS vs USA	19:30	Carioca Arena 1	62-66	17-15	15-16	14-18	16-17

Group A							Games			Points			Class. Points	
Rank	AUS	RUS	BRA	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.		
1	AUS		75-56	84-66	77-40	97-78	85-73	5	5	0	418	313	+105	10
2	RUS	56-75		77-67	69-62	94-71	93-58	5	4	1	389	333	+56	9
3	BRA	66-84	67-77		87-75	128-62	82-63	5	3	2	430	361	+69	8
4	GRE	40-77	62-69	75-87		93-91	83-68	5	2	3	353	392	-39	7
5	JPN	78-97	71-94	62-128	91-93		79-73	5	1	4	381	485	-104	6
6	NGR	73-85	58-93	63-82	68-83	73-79		5	0	5	335	422	-87	5

Group B							Games			Points			Class. Points	
Rank	USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.		
1	USA		71-58	80-61	99-47	100-62	80-57	5	5	0	430	285	+145	10
2	ESP	58-71		80-78	91-57	75-67	64-61	5	4	1	368	334	+34	9
3	CZE	61-80	78-80		74-57	98-83	97-75	5	3	2	408	375	+33	8
4	NZL	47-99	57-91	57-74		79-77	81-73	5	2	3	321	414	-93	7
5	CHN	62-100	67-75	83-98	77-79		71-54	5	1	4	360	406	-46	6
6	KOR	57-80	61-64	75-97	73-81	54-71		5	0	5	320	393	-73	5



Final Standings				
Medal	Rank	Team	GP	W/L
Bronze	3	RUS	8	6/2
	4	ESP	6	4/2
	5	CZE	6	3/3
	6	GRE	6	2/4
	7	NZL	6	2/4
	8	CHN	5	1/4
	9	JPN	5	1/4
	10	KOR	5	0/5
	11	NGR	5	0/5
		BRA		DSQ

Note: Detailed explanations of competition are described on output: N02 - Competition Format and Rules.																
Legend: <table> <tr> <td>Class.</td> <td>Classification</td> <td>Diff.</td> <td>Difference</td> <td>DSQ</td> <td>Disqualified</td> <td>GP</td> <td>Games Played</td> </tr> <tr> <td>Qx</td> <td>Quarter</td> <td>W/L</td> <td>Win/Loss</td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Class.	Classification	Diff.	Difference	DSQ	Disqualified	GP	Games Played	Qx	Quarter	W/L	Win/Loss				
Class.	Classification	Diff.	Difference	DSQ	Disqualified	GP	Games Played									
Qx	Quarter	W/L	Win/Loss													

Team Brazil (BRA) disqualified due to ...

TOURNAMENT SUMMARY

BASKETBALL

WOMEN

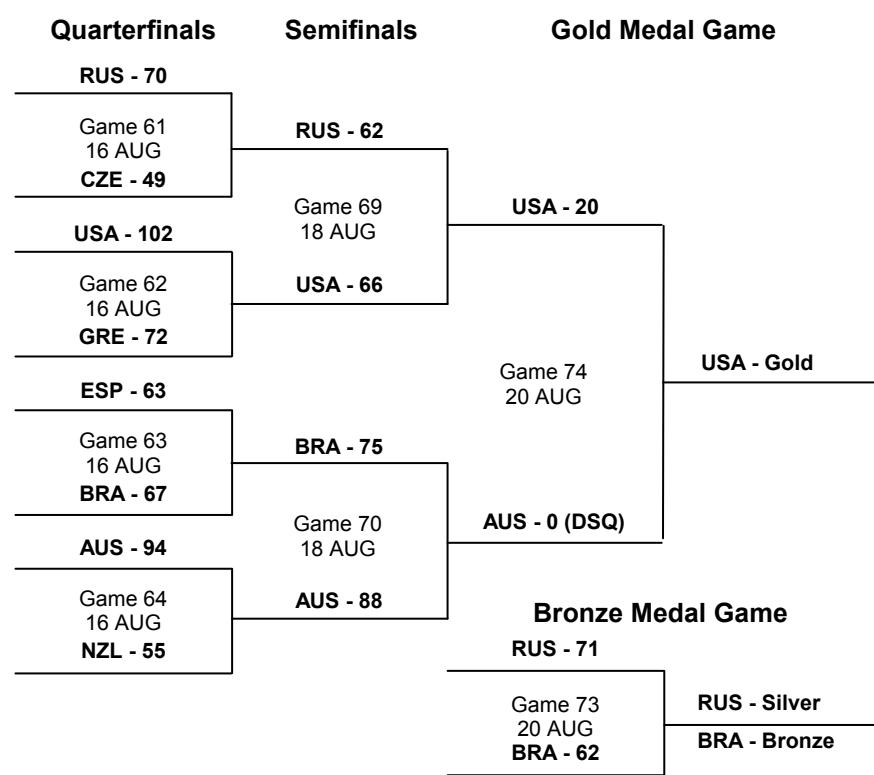
As of 20 AUG 2016 at 21:47

Today's Games

Phase	Teams	Start Time	Location	Final	Q1	Q2	Q3	Q4
Bronze Medal Game	RUS vs BRA	20:00	Carioca Arena 1	71-62	21-15	15-14	16-18	19-15

Group A							Games			Points			Class. Points	
Rank	AUS	RUS	BRA	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.		
1	AUS		75-56	84-66	77-40	97-78	85-73	5	5	0	418	313	+105	10
2	RUS	56-75		77-67	69-62	94-71	93-58	5	4	1	389	333	+56	9
3	BRA	66-84	67-77		87-75	128-62	82-63	5	3	2	430	361	+69	8
4	GRE	40-77	62-69	75-87		93-91	83-68	5	2	3	353	392	-39	7
5	JPN	78-97	71-94	62-128	91-93		79-73	5	1	4	381	485	-104	6
6	NGR	73-85	58-93	63-82	68-83	73-79		5	0	5	335	422	-87	5

Group B							Games			Points			Class. Points	
Rank	USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.		
1	USA		71-58	80-61	99-47	100-62	80-57	5	5	0	430	285	+145	10
2	ESP	58-71		80-78	91-57	75-67	64-61	5	4	1	368	334	+34	9
3	CZE	61-80	78-80		74-57	98-83	97-75	5	3	2	408	375	+33	8
4	NZL	47-99	57-91	57-74		79-77	81-73	5	2	3	321	414	-93	7
5	CHN	62-100	67-75	83-98	77-79		71-54	5	1	4	360	406	-46	6
6	KOR	57-80	61-64	75-97	73-81	54-71		5	0	5	320	393	-73	5



Final Standings				
Medal	Rank	Team	GP	W/L
Gold	1	USA	8	8/0
Silver	2	RUS	8	6/2
Bronze	3	BRA	8	4/4
	4	ESP	6	4/2
	5	CZE	6	3/3
	6	GRE	6	2/4
	7	NZL	6	2/4
	8	CHN	5	1/4
	9	JPN	5	1/4
	10	KOR	5	0/5
	11	NGR	5	0/5
		AUS		DSQ

Note: Detailed explanations of competition are described on output: N02 - Competition Format and Rules.			
Legend:			
Class. Classification Qx Quarter Time	Diff. Difference W/L Win/Loss	DSQ Disqualified	GP Games Played

Team Australia (AUS) disqualified due to ...

C76A1 - Tournament Summary

Description	Competition schedule, results of each game and standings
Source	OC Technology
Sort by	<p>Today's games - For each played game: 1 - Game start time For each period result: Sequence of periods (1st quarter, 2nd quarter, 3rd quarter, 4th quarter, 1st overtime, 2nd overtime ...) For each group: 1 - Group name For each team in group: Before competition by 1 - Draw number; when competition started, for teams who have completed at least one match by 1 - Rank 2 - Team NOC code, then all others by 1 - Team NOC code; sort teams with IRMs to the bottom of the list For each team (final standings): 1 - Rank 2 - Team NOC code; sort teams with IRMs to the bottom of the list</p>
Page break	None, aim for a single page
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	<p>Use the following description for abbreviations which appear in the output:</p> <p>Ax - x (x=1-4) ranked team from group A Bx - x (x=1-4) ranked team from group B Class. - Classification Diff. - Difference DSQ - Disqualified GP - Games Played OTx - Overtime Qx - Quarter Time W/L - Win/Loss</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. Tournament Summary during the preliminary round (regular case) 2. Tournament Summary with a disqualified team during or after the preliminary round but before the first game of the quarterfinals has been played 3. Tournament Summary after the end of the preliminary round (regular case) 4. Tournament Summary during or after the quarterfinals, semifinals, bronze medal game and gold medal game (regular case) 5. Tournament Summary with a disqualified team during the quarterfinals 6. Tournament Summary with a disqualified team during the semifinals 7. Tournament Summary with a disqualified team after the gold medal game <p>If a draw is required to break a tie after any group competition is completed, then the results of the tie break draw should be reflected in the change of ranking. The output will be updated, with an explanation (free text note) of the result of the draw.</p> <p>Team group rank code: A1 - 1st in Group A, A2 - 2nd in Group A, A3 - 3rd in Group A, A4 - 4th in Group A, B1 - 1st in Group B, B2 - 2nd in Group B, B3 - 3rd in Group B and B4 - 4th in Group B.</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 FIBA 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)	--	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 according to the OC Look and Feel standard
7	Today's games	--	
7.1 (n)	For each played game	--	

Level	Data Item	M/D	Comments
7.1.1	Phase name	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
7.1.2	Teams	--	
7.1.2.1	Home team NOC code	M	Standard IOC NOC code
7.1.2.2	Visiting team NOC code	M	Standard IOC NOC code
7.1.3	Game start time	M	Time - in the format defined in the OC Look and Feel standard
7.1.4	Location	M	Text
7.1.5	Game final result	--	
7.1.5.1	Home team score	M	Score/Points format
7.1.5.2	Visiting team score	M	Score/Points format
7.1.6 (n)	For each period result	--	
7.1.6.1	Period code - column header	M	Code - "Q1", "Q2", "Q3", "Q4" or "OTx", where x sequence number of overtime, as column header only.
7.1.6.1	Home team score	M	Score/Points format
7.1.6.2	Visiting team score	M	Score/Points format
8	Preliminary round	--	
8.1 (2)	For each group	--	
8.1.1	Group name	M	Text
8.1.2 (n)	For each team in group	--	
8.1.2.1	Draw number	M	Numeric (hidden, for sort only)
8.1.2.2	Rank	M	Numeric or blank if team has not completed at least one match or disqualified
8.1.2.3	Team NOC code	M	Standard IOC NOC code
8.1.2.4 (n)	For each team in group	--	
8.1.2.4.1	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).
8.1.2.4.2	Game date or game result	M	Game date - in the format defined in the OC Look and Feel standard if game not yet played. Game result in format (team score - opponent team score) for completed game.
8.1.2.5	Number of games played	M	Numeric
8.1.2.6	Number of games won	M	Numeric
8.1.2.7	Number of games lost	M	Numeric
8.1.2.8	Points for	M	Numeric
8.1.2.9	Points against	M	Numeric
8.1.2.10	Points difference	--	
8.1.2.10.1	Prefix	M	Blank if zero points difference, code - "+" (plus sign) if positive points difference or "-" (minus sign) if negative points difference
8.1.2.10.2	Points difference	M	Numeric
8.1.2.11	Classification points or disqualification identification	M	Score/Points format or "DSQ"
9	Quarterfinals, semifinals, gold medal game and bronze medal game	M	Graphic presentation using brackets (show home team and visiting team group rank codes (see comments) or team NOC codes for quarterfinal; text - "Winner 61", "Winner 62", ..."Loser 69", "Loser 70", ..., team NOC codes or "Bye" for semifinal, bronze medal and gold medal games; game number, game date and game result for completed game.
10	Final standings	--	Shown as soon as at least one final rank is known
10.1 (n)	For each team	--	
10.1.1	Medal type	Mc	Text, only if team ranked 1 st , 2 nd or 3 rd
10.1.2	Rank	M	Numeric or blank if team disqualified
10.1.3	Team NOC code	M	Standard IOC NOC code
10.1.4	Number of games played	M	Numeric or blank if team disqualified
10.1.5	Win/Loss record (W/L) or disqualification identification	--	
10.1.5.1	Number of games won	M	Numeric or "DSQ"

Level	Data Item	M/D	Comments
10.1.5.2	Number of games lost	M	Numeric or blank if team disqualified
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	Mc	Code
13.2	Description of abbreviation	Mc	Text
14	Free text	Ma	Text

PRELIMINARY ROUND - COMPARATIVE RANKING
BASKETBALL
WOMEN

As of 12 AUG 2016 at 23:35

Group A							Games			Points			Class. Points	
Rank		AUS	BRA	RUS	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.	
1	AUS		14 AUG	75-56	77-40	97-78	85-73	4	4	0	334	247	+87	8
2	BRA	14 AUG		67-77	87-75	128-62	82-63	4	3	1	364	277	+87	7
3	RUS	56-75	77-67		69-62	94-71	14 AUG	4	3	1	296	275	+21	7
4	GRE	40-77	75-87	62-69		14 AUG	83-68	4	1	3	260	301	-41	5
5	JPN	78-97	62-128	71-94	14 AUG		79-73	4	1	3	290	392	-102	5
6	NGR	73-85	63-82	14 AUG	68-83	73-79		4	0	4	277	329	-52	4

Group B							Games			Points			Class. Points	
Rank		USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.	
1	USA		71-58	80-61	99-47	14 AUG	80-57	4	4	0	330	223	+107	8
2	ESP	58-71		80-78	91-57	75-67	14 AUG	4	3	1	304	273	+31	7
3	CZE	61-80	78-80		14 AUG	98-83	97-75	4	2	2	334	318	+16	6
4	NZL	47-99	57-91	14 AUG		79-77	81-73	4	2	2	264	340	-76	6
5	CHN	14 AUG	67-75	83-98	77-79		71-54	4	1	3	298	306	-8	5
6	KOR	57-80	14 AUG	75-97	73-81	54-71		4	0	4	259	329	-70	4

Comparative Ranking										Current Run	Streak		
Rank	Team	GP	Class. Points	W/L		W/L%	Points						
				For	Against		For	Against	Diff.				
1	USA	4	8	4/0		100	330	223	+107	4 wins	W-W-W-W		
2	AUS	4	8	4/0		100	334	247	+87	4 wins	W-W-W-W		
3	BRA	4	7	3/1		75	364	277	+31	1 win	W-W-L-W		
4	ESP	4	7	3/1		75	304	273	+21	1 loss	W-W-W-L		
5	RUS	4	7	3/1		75	296	275	+16	2 wins	W-L-W-W		
6	NZL	4	6	2/2		50	264	340	-8	1 win	W-L-L-W		
7	CZE	4	6	2/2		50	334	318	-76	2 wins	L-L-W-W		
8	CHN	4	5	1/3		25	298	306	-26	3 losses	W-L-L-L		
9	GRE	4	5	1/3		25	260	301	-41	1 loss	L-L-W-L		
10	JPN	4	5	1/3		25	290	392	-102	2 losses	L-W-L-L		
11	NGR	4	4	0/4		0	277	329	-52	4 losses	L-L-L-L		
12	KOR	4	4	0/4		0	259	329	-70	4 losses	L-L-L-L		

Legend:	Classification	Diff.	Difference	GP	Games Played	W/L	Win/Loss
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PRELIMINARY ROUND - COMPARATIVE RANKING
BASKETBALL
WOMEN

As of 12 AUG 2016 at 21:23

Group A							Games			Points			Class. Points
Rank	RUS	AUS	BRA	GRE	JPN	NGR	Played	Won	Lost	For	Against	Diff.	
1	RUS	56-75	77-67	69-62	94-71	20-0	5	4	1	316	275	+41	9
2	AUS	75-56	14 AUG	77-40	97-78	20-0	4	4	0	269	174	+95	8
3	BRA	67-77	14 AUG	87-75	128-62	20-0	4	3	1	302	214	+88	7
4	GRE	62-69	40-77	75-87	14 AUG	20-0	4	1	3	197	233	-36	5
5	JPN	71-94	78-97	62-128	14 AUG	20-0	4	1	3	231	319	-88	5
	NGR	0-20	0-20	0-20	0-20		5	0	5	0	100	-100	DSQ

Group B							Games			Points			Class. Points
Rank	USA	ESP	CZE	NZL	CHN	KOR	Played	Won	Lost	For	Against	Diff.	
1	USA	71-58	80-61	99-47	14 AUG	80-57	4	4	0	330	223	+107	8
2	ESP	58-71	80-78	91-57	75-67	14 AUG	4	3	1	304	273	+31	7
3	CZE	61-80	78-80	14 AUG	98-83	97-75	4	2	2	334	318	+16	6
4	NZL	47-99	57-91	14 AUG	79-77	81-73	4	2	2	264	340	-76	6
5	CHN	14 AUG	67-75	83-98	77-79	71-54	4	1	3	298	306	-8	5
6	KOR	57-80	14 AUG	75-97	73-81	54-71	4	0	4	259	329	-70	4

Comparative Ranking										
Rank	Team	GP	Class. Points	W/L	W/L%	Points			Current Run	Streak
						For	Against	Diff.		
1	RUS	5	9	4/1	80	316	275	+41	2 wins	L-W-L-W-W
2	AUS	4	8	4/0	100	269	174	+95	4 wins	W-W-W-W
3	USA	4	8	4/0	100	330	223	+107	4 wins	W-W-W-W
4	BRA	4	7	3/1	75	302	214	+88	1 win	L-L-L-W
5	ESP	4	7	3/1	75	304	273	+31	1 loss	L-L-W-L
6	CZE	4	6	2/2	50	334	318	+16	2 wins	L-L-W-W
7	NZL	4	6	2/2	50	264	340	-76	1 win	W-L-L-W
8	CHN	4	5	1/3	25	298	306	-8	3 losses	W-L-L-L
9	GRE	4	5	1/3	25	197	233	-36	1 loss	L-L-W-L
10	JPN	4	5	1/3	25	231	319	-88	2 losses	L-W-L-L
11	KOR	4	4	0/4	0	259	329	-70	4 losses	L-L-L-L
	NGR		DSQ			0	100			

Legend:	Class.	Classification	Diff.	Difference	DSQ	Disqualified	GP	Games Played
	W/L	Win/Loss						

Team Nigeria (NGR) disqualified due to ...

C76A2 - Preliminary Round - Comparative Ranking

Description	Competition schedule, results of each game, standings and comparative ranking
Source	OC Technology
Sort by	For each group: 1 - Group name For each team in group: Before competition by 1 - Draw number; when competition has started, for teams who have completed at least one match by 1 - Rank 2 - Team NOC code, then all others by 1 - Team NOC code; sort teams with IRMs to the bottom of the list For each team (comparative ranking): 1 - Rank
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: Class. - Classification Diff. - Difference DSQ - Disqualified GP - Games Played W/L - Win/Loss To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Samples: 1. Preliminary Round - Comparative Ranking (regular case) 2. Preliminary Round - Comparative Ranking with a disqualified team Ranking rule for comparative ranking (should be followed during and after the preliminary round): 1. Rank by classification points, descending 2. Rank by point difference, descending If there is still a tie between teams, they should be ordered alphabetically by NOC code. If there are no repeated ranks, the ranks will be 1 to 12. If a draw is required to break a tie after any group competition is completed, then the results of the tie break draw should be reflected in the change of ranking. The output will be updated, with an explanation (free text note) of the result of the draw.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIBA 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 according to the OC Look and Feel standard
7	Preliminary round	--	
7.1 (2)	For each group	--	
7.1.1	Group name	M	Text
7.1.2 (n)	For each team in group	--	
7.1.2.1	Draw number	M	Numeric (hidden, for sort only)
7.1.2.2	Rank	M	Numeric or blank if team has not completed at least one match or disqualified
7.1.2.3	Team NOC code	M	Standard IOC NOC code
7.1.2.4 (n)	For each team in group	--	
7.1.2.4.1	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).

Level	Data Item	M/D	Comments
7.1.2.4.2	Game date or game result	M	Game date - in the format defined in the OC Look and Feel standard if game not yet played. Game result in format (team score - opponent team score) for completed game.
7.1.2.5	Number of games played	M	Numeric
7.1.2.6	Number of games won	M	Numeric
7.1.2.7	Number of games lost	M	Numeric
7.1.2.8	Points for	M	Numeric
7.1.2.9	Points against	M	Numeric
7.1.2.10	Points difference	--	
7.1.2.10.1	Prefix	M	Blank if zero points difference, code - "+" (plus sign) if positive points difference or "-" (minus sign) if negative points difference
8.1.2.10.2	Points difference	M	Numeric
7.1.2.11	Classification points or disqualification identification	M	Score/Points format or "DSQ"
8	Comparative ranking	--	
8.1 (n)	For each team	--	
8.1.1	Rank	M	Numeric (calculates rank after the end of each game) or blank if team disqualified
8.1.2	Team NOC code	M	Standard IOC NOC code
8.1.3	Number of games played	M	Numeric or blank if team disqualified
8.1.4	Classification points or disqualification identification	M	Score/Points format or "DSQ"
8.1.5	Win/Loss record (W/L) or disqualification identification	--	
8.1.5.1	Number of games won	M	Numeric or blank if team disqualified
8.1.5.2	Number of games lost	M	Numeric or blank if team disqualified
8.1.6	Win/loss record percentage (W/L %)	M	Numeric or blank if team disqualified
8.1.7	Points	--	
8.1.7.1	Points for	M	Numeric
8.1.7.2	Points against	M	Numeric
8.1.7.3	Points difference	--	
8.1.7.3.1	Prefix	M	Blank if zero points difference or team disqualified, code - "+" (plus sign) if positive points difference or "-" (minus sign) if negative points difference
8.1.7.3.2	Points difference	M	Numeric or blank if team disqualified
8.1.8	Current run	M	Numeric (number of games won or lost in row) or blank if team disqualified
8.1.9	Streak	--	
8.1.9.1 (n)	For each game played	M	Code "L" or "W" separated by "-" or blank if team disqualified
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

SHOT CHART
BASKETBALL
MEN
QUARTERFINAL
CARIOLA ARENA 1 WED 17 AUG 2016 Start Time 19:30

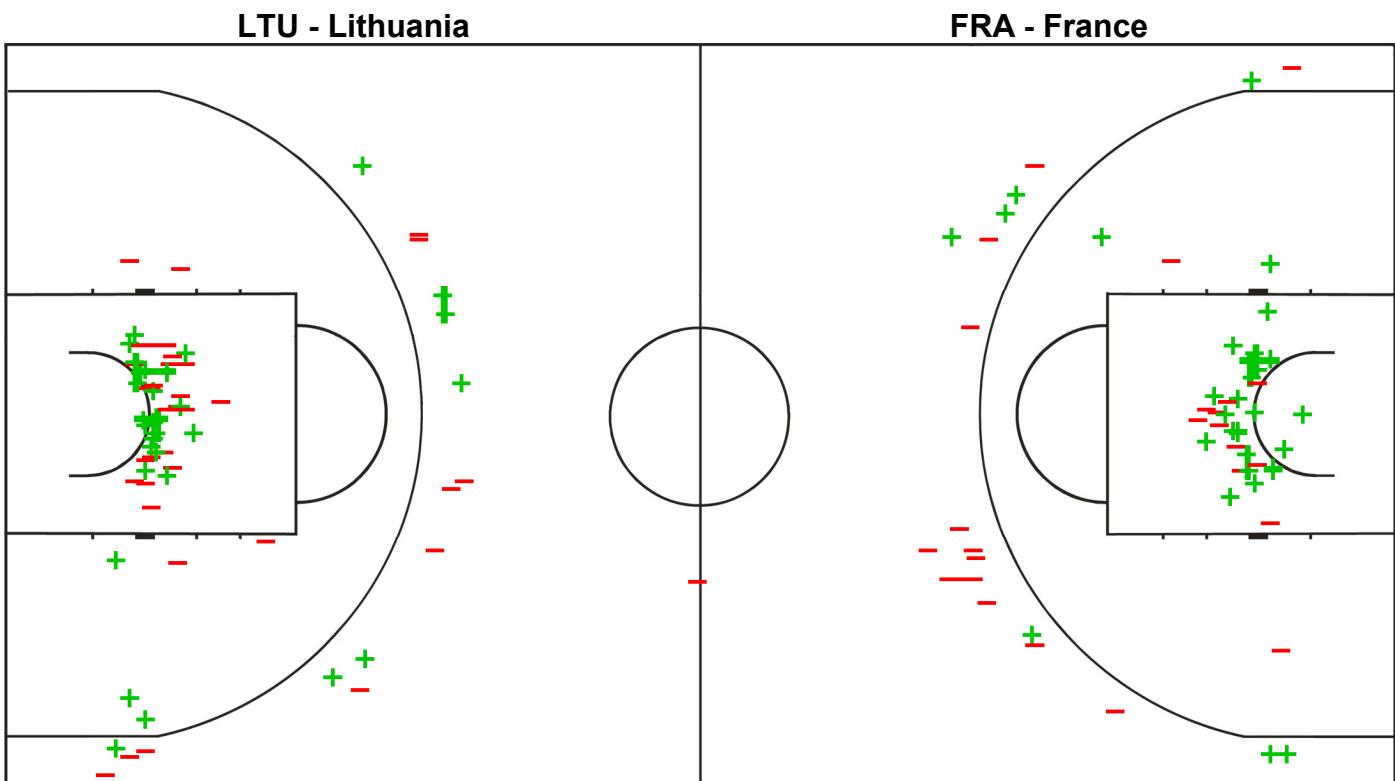
Game 67

LTU 93 vs 95 FRA
(19-22, 23-21, 29-21, 22-31)

Attendance: 11,800
 Game Duration: 1:53

Scoring by 5 min intervals: LTU
 FRA

	Q1	Q2	Q3	Q4
LTU	5 19	29 42	56 71	75 93
FRA	7 22	34 43	52 64	75 95



LTU	M/A	%
Field Goals	31/67	58
2 Points	24/50	48
3 Points	7/17	41
Free Throws	24/28	86

%	M/A	FRA
62	32/57	Field Goals
68	25/37	2 Points
35	7/20	3 Points
73	24/33	Free Throws

SHOT CHART
BASKETBALL
MEN
QUARTERFINAL
CARIOCA ARENA 1 WED 17 AUG 2016 Start Time 19:30

Game 67

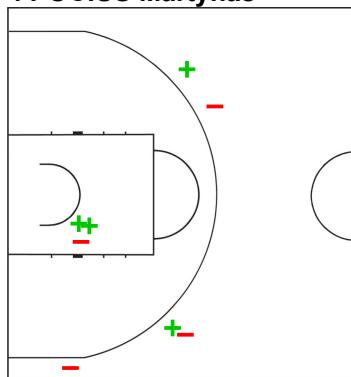
LTU 93 vs 95 FRA
(19-22, 23-21, 29-21, 22-31)

Attendance: 11,800
 Game Duration: 1:53

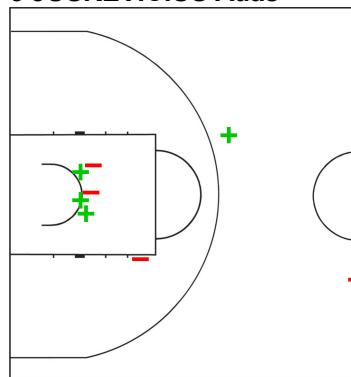
Scoring by 5 min intervals: LTU
 FRA

	Q1	Q2	Q3	Q4
LTU	5 7	19 22	29 34	42 43
FRA			56 52	71 64

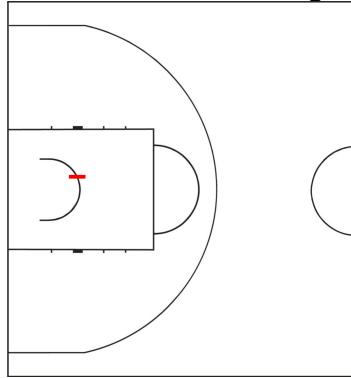
LTU - Lithuania

4 POCIUS Martynas

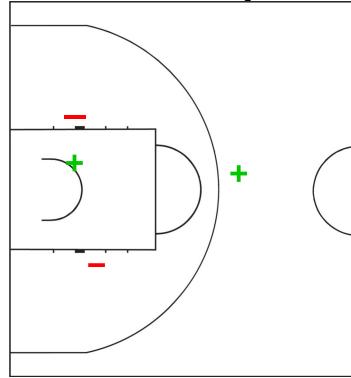
	M/A	%
Field Goals	4/8	50
2 Points	2/3	67
3 Points	2/5	40
Free Throws	1/2	50

5 JUSKEVICIUS Adas

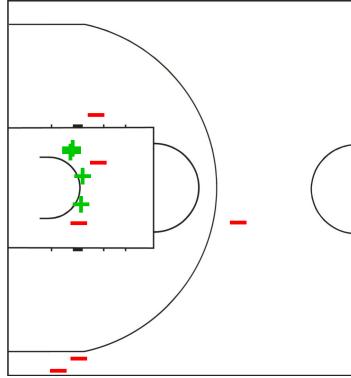
	M/A	%
Field Goals	4/8	69
2 Points	3/6	50
3 Points	1/2	50
Free Throws	5/5	100

6 KUZMINSKAS Mindaugas

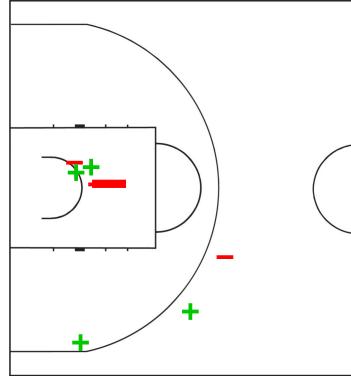
	M/A	%
Field Goals	0/1	0
2 Points	0/1	0
3 Points		
Free Throws		

7 LAVRINOVIC Darjus

	M/A	%
Field Goals	2/4	50
2 Points	1/3	33
3 Points	1/1	100
Free Throws		

8 MACIULIS Jonas

	M/A	%
Field Goals	4/10	50
2 Points	4/7	57
3 Points	0/3	0
Free Throws	3/4	75

9 SEIBUTIS Renaldas

	M/A	%
Field Goals	4/9	62
2 Points	3/7	43
3 Points	1/2	50
Free Throws	4/4	100

SHOT CHART
BASKETBALL
MEN
QUARTERFINAL
CARIOCA ARENA 1 WED 17 AUG 2016 Start Time 19:30

Game 67

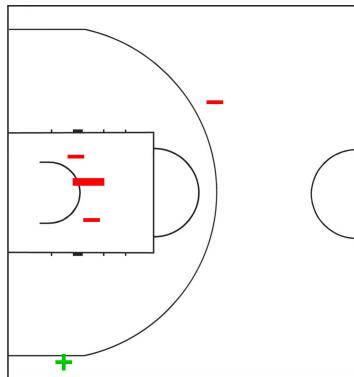
LTU 93 vs 95 FRA
(19-22, 23-21, 29-21, 22-31)

Attendance: 11,800
 Game Duration: 1:53

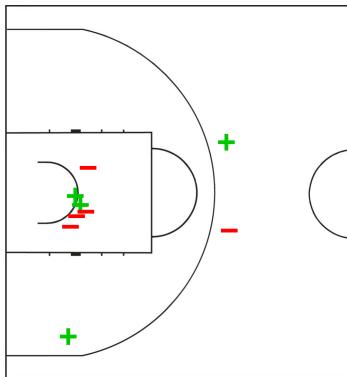
Scoring by 5 min intervals: LTU
 FRA

	Q1	Q2	Q3	Q4
LTU	5 7	19 22	29 34	42 43
FRA			56 52	71 64

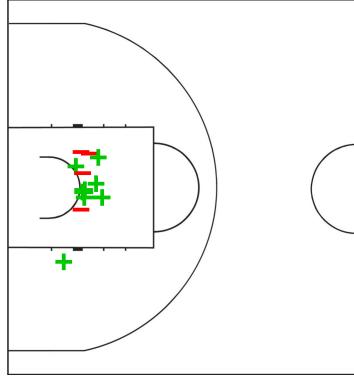
	M/A	%
Field Goals	4/9	50
2 Points	3/7	43
3 Points	1/2	50
Free Throws	1/1	100

11 MOTIEJUNAS Donatas

	M/A	%
Field Goals	1/6	17
2 Points	0/4	0
3 Points	1/2	50
Free Throws		

LTU - Lithuania**13 JANKUNAS Paulius**

	M/A	%
Field Goals	8/12	77
2 Points	8/12	67
3 Points		
Free Throws	9/10	90

14 VALANCIUNAS Jonas

SHOT CHART
BASKETBALL
MEN
QUARTERFINAL
CARIOCA ARENA 1 WED 17 AUG 2016 Start Time 19:30

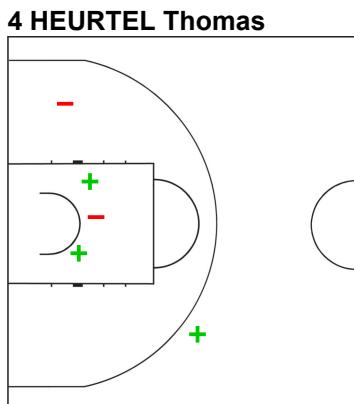
Game 67

LTU 93 vs 95 FRA
(19-22, 23-21, 29-21, 22-31)

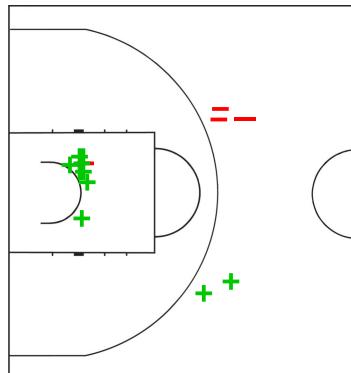
Attendance: 11,800
 Game Duration: 1:53

Scoring by 5 min intervals: LTU
 FRA

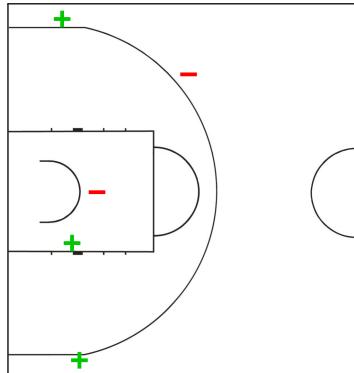
	Q1	Q2	Q3	Q4
LTU	5 7	19 22	29 34	42 64
FRA			56 52	71 93

4 HEURTEL Thomas

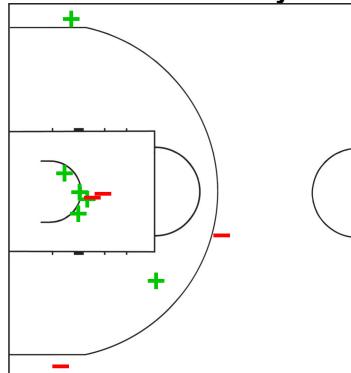
	M/A	%
Field Goals	3/5	69
2 Points	2/4	50
3 Points	1/1	100
Free Throws	6/8	75

FRA - France**5 BATUM Nicolas**

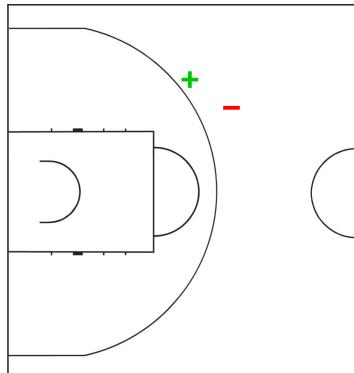
	M/A	%
Field Goals	8/12	74
2 Points	6/7	86
3 Points	2/5	40
Free Throws	9/11	82

6 DIOT Antoine

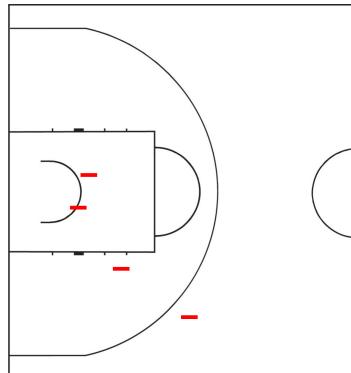
	M/A	%
Field Goals	3/5	60
2 Points	1/2	50
3 Points	2/3	67
Free Throws		

7 LAUVERGNE Joffrey

	M/A	%
Field Goals	6/10	60
2 Points	5/7	71
3 Points	1/3	33
Free Throws		

9 JACKSON Edwin

	M/A	%
Field Goals	1/2	50
2 Points		
3 Points	1/2	50
Free Throws		

10 FOURNIER Evan

	M/A	%
Field Goals	0/4	50
2 Points	0/3	0
3 Points	0/1	0
Free Throws	4/4	100

SHOT CHART
BASKETBALL
MEN
QUARTERFINAL
CARIOCA ARENA 1 WED 17 AUG 2016 Start Time 19:30

Game 67

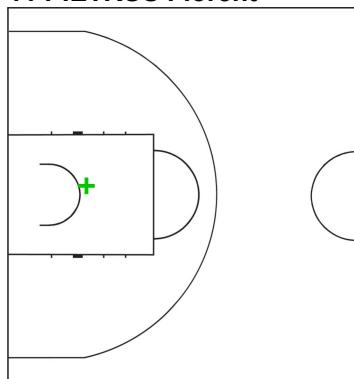
LTU 93 vs 95 FRA
(19-22, 23-21, 29-21, 22-31)

Attendance: 11,800
 Game Duration: 1:53

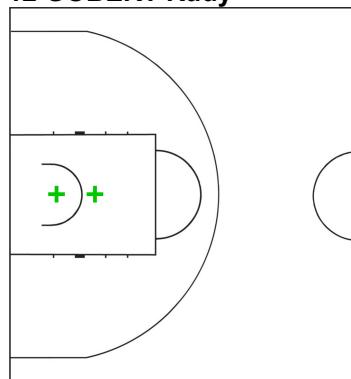
Scoring by 5 min intervals: LTU
 FRA

	Q1	Q2	Q3	Q4
LTU	5 7	19 22	29 34	42 43
FRA			56 52	71 64

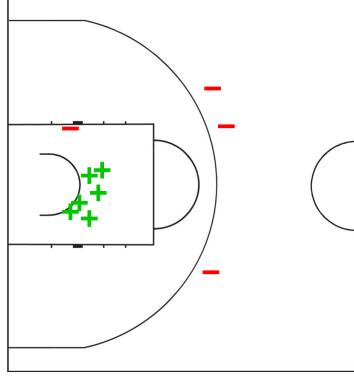
FRA - France

11 PIETRUS Florent

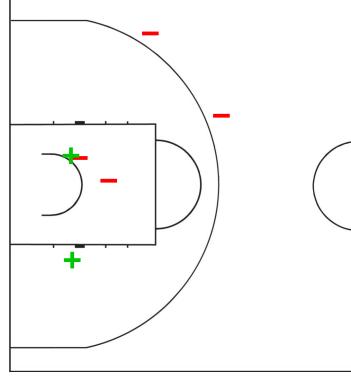
	M/A	%
Field Goals	1/1	60
2 Points	1/1	100
3 Points		
Free Throws	2/4	50

12 GOBERT Rudy

	M/A	%
Field Goals	2/2	100
2 Points	2/2	100
3 Points		
Free Throws		

13 DIAW Boris

	M/A	%
Field Goals	6/10	56
2 Points	6/7	86
3 Points	0/3	0
Free Throws	3/6	50

15 GELABALE Mickael

	M/A	%
Field Goals	2/6	33
2 Points	2/4	50
3 Points	0/2	0
Free Throws		

SHOT CHART
BASKETBALL
MEN
QUARTERFINAL
CARIOMA ARENA 1 WED 17 AUG 2016 Start Time 19:30

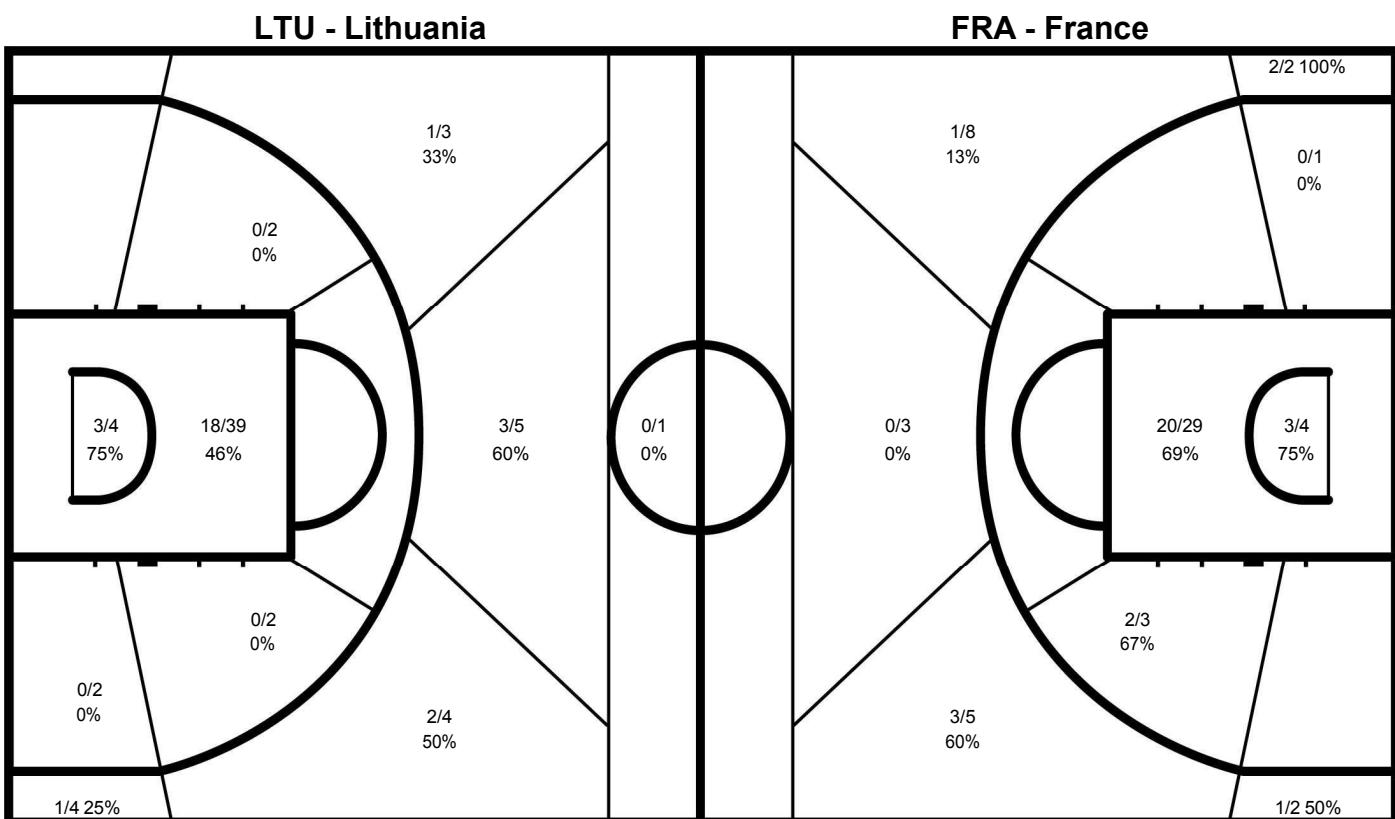
Game 67

LTU 93 vs 95 FRA
(19-22, 23-21, 29-21, 22-31)

Attendance: 11,800
 Game Duration: 1:53

Scoring by 5 min intervals: LTU
 FRA

	Q1	Q2	Q3	Q4
LTU	5 19	29 42	56 71	75 93
FRA	7 22	34 43	52 64	75 95



LTU	M/A	%
Field Goals	31/67	58
2 Points	24/50	48
3 Points	7/17	41
Free Throws	24/28	86

%	M/A	FRA
62	32/57	Field Goals
68	25/37	2 Points
35	7/20	3 Points
73	24/33	Free Throws

Legend:

-	Shot Missed	%	Shooting Percentage	+	Shot Made	M/A	Made/Attempts
Qx	Quarter Time						

C77A - Shot Chart

Description	Graphical presentation of all shots taken for both teams in a game, and for each player who took at least one shot
Source	OC Technology
Sort by	Scoring by periods: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) Scoring by 5 minute intervals: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) For each 5 minute interval: Game time For each team: 1 - Home team, visiting team For each player who has at least one shot attempt: 1 - Uniform number
Page break	Break at "Condition = Team NOC code (level 13.1.1)" on a new page with repeated output headings, game number (level 7), game result (level 8 - 8.2.2), scoring by periods (level 9 - 9.2), scoring by 5 minute intervals (level 10 - 10.2.2.1), attendance (level 11), game duration (level 12) team NOC code (level 13.1.1) and team NOC (level 13.1.2). Within "Team NOC code (level 13.1.1)" break at "Condition = Uniform number (level 14.1.3.1)" (six players' shot charts fit on one page as per sample) on a new page with repeated output headings, event unit (level 7), game result (level 8 - 8.2.2), scoring by periods (level 9 - 9.2), scoring by 5 minute intervals (level 10 - 10.2.2.1), attendance (level 11), game duration (level 12) team NOC code (level 13.1.1) and team NOC (level 13.1.2).
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: - - Shot Missed % - Shooting Percentage + - Shot Made M/A - Made/Attempts OTx - Overtime Qx - Quarter Time To be displayed at the bottom of the last page.
IRM rules	None
Comments	Colour coding for shots (made and missed) can only be used if colour printing is available

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIBA event name
4	Phase & event unit (H4)	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
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	Game number	M	Numeric
8	Game result	--	
8.1	Home team	--	
8.1.1	Team NOC code	M	Standard IOC NOC code
8.1.2	Final score	M	Score/Points format
8.2	Visiting team	--	
8.2.1	Final score	M	Score/Points format
8.2.2	Team NOC code	M	Standard IOC NOC code
9 (n)	Scoring by periods (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
9.1	Home team - period score	M	Score/Points format

Level	Data Item	M/D	Comments
9.2	Visiting team - period score	M	Score/Points format
10 (n)	Scoring by 5 minute intervals (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
10.1	Period code	M	Code -"Q1", "Q2", "Q3", "Q4" or "OTx", where x sequence number of overtime
10.2 (2)	For each team	--	First home team, second visiting team
10.2.1	NOC code	M	Standard IOC NOC code
10.2.2 (n)	For each 5 minute interval	M	Numeric
10.2.2.1	Game cumulative score	M	Score/Points format
11	Attendance	M	Numeric
12	Game duration	M	Game duration format
13	Team shot charts	--	
13.1 (2)	For each team	--	Home team left, visiting team right
13.1.1	Team NOC code	M	Standard IOC NOC code
13.1.2	Team NOC	M	Standard IOC NOC name
13.1.3	Team shot chart	M	Graphical presentation of shot made/missed with position on the court
13.1.4	Team shot statistics	--	
13.1.4.1	Team NOC code	M	Standard IOC NOC code
13.4.1.2	Field goals	--	
13.4.1.2.1	Made	M	Numeric or blank if no attempts
13.4.1.2.2	Attempts	M	Numeric or blank if zero
13.4.1.2.3	Shooting percentage	M	Numeric or blank if no attempts
13.4.1.3	2 Points	--	
13.4.1.3.1	Made	M	Numeric or blank if no attempts
13.4.1.3.2	Attempts	M	Numeric or blank if zero
13.4.1.3.3	Shooting percentage	M	Numeric or blank if no attempts
13.4.1.4	3 Points	--	
13.4.1.4.1	Made	M	Numeric or blank if no attempts
13.4.1.4.2	Attempts	M	Numeric or blank if zero
13.4.1.4.3	Shooting percentage	M	Numeric or blank if no attempts
13.4.1.5	Free throws	--	
13.4.1.5.1	Made	M	Numeric or blank if no attempts
13.4.1.5.2	Attempts	M	Numeric or blank if zero
13.4.1.5.3	Shooting percentage	M	Numeric or blank if no attempts
14	Player shot charts	--	
14.1 (2)	For each team	--	First home team, second visiting team
14.1.1	Team NOC code	M	Standard IOC NOC code
14.1.2	Team NOC	M	Standard IOC NOC name
14.1.3 (n)	For each player who has at least one shot attempt	--	
14.1.3.1	Uniform number	M	Numeric
14.1.3.2	Name	--	
14.1.3.2.1	Family name	M	Text
14.1.3.2.2	Given name	M	Text
14.1.3.3	Player shot chart	M	Graphical presentation of shot made/missed with position on the court
14.1.3.4	Player shot statistics	--	
14.1.3.4.1	Field goals	--	
14.1.3.4.1.1	Made	M	Numeric or blank if no attempts
14.1.3.4.1.2	Attempts	M	Numeric or blank if zero
14.1.3.4.1.3	Shooting percentage	M	Numeric or blank if no attempts
14.1.3.4.2	2 Points	--	
14.1.3.4.2.1	Made	M	Numeric or blank if no attempts
14.1.3.4.2.2	Attempts	M	Numeric or blank if zero
14.1.3.4.2.3	Shooting percentage	M	Numeric or blank if no attempts
14.1.3.4.3	3 Points	--	
14.1.3.4.3.1	Made	M	Numeric or blank if no attempts
14.1.3.4.3.2	Attempts	M	Numeric or blank if zero
14.1.3.4.3.3	Shooting percentage	M	Numeric or blank if no attempts
14.1.3.4.4	Free throws	--	
14.1.3.4.4.1	Made	M	Numeric or blank if no attempts
14.1.3.4.4.2	Attempts	M	Numeric or blank if zero

Level	Data Item	M/D	Comments
14.1.3.4.4.3	Shooting percentage	M	Numeric or blank if no attempts
15	Team shooting zones overviews	--	
15.1 (2)	For each team	--	Home team left, visiting team right
15.1.1	Team NOC code	M	Standard IOC NOC code
15.1.2	Team NOC	M	Standard IOC NOC name
15.1.3	Team shooting zones overview	M	Graphical presentation of shot made/missed and shooting percentage by shooting zones
15.1.4	Team shot statistics	--	
15.1.4.1	Team NOC code	M	Standard IOC NOC code
15.1.4.2	Field goals	--	
15.1.4.2.1	Made	M	Numeric or blank if no attempts
15.1.4.2.2	Attempts	M	Numeric or blank if zero
15.1.4.2.3	Shooting percentage	M	Numeric or blank if no attempts
15.1.4.3	2 Points	--	
15.1.4.3.1	Made	M	Numeric or blank if no attempts
15.1.4.3.2	Attempts	M	Numeric or blank if zero
15.1.4.3.3	Shooting percentage	M	Numeric or blank if no attempts
15.1.4.4	3 Points	--	
15.1.4.4.1	Made	M	Numeric or blank if no attempts
15.1.4.4.2	Attempts	M	Numeric or blank if zero
15.1.4.4.3	Shooting percentage	M	Numeric or blank if no attempts
15.1.4.5	Free throws	--	
15.1.4.5.1	Made	M	Numeric or blank if no attempts
15.1.4.5.2	Attempts	M	Numeric or blank if zero
15.1.4.5.3	Shooting percentage	M	Numeric or blank if no attempts
16	Note with static text	--	NOT APPLICABLE
17 (n)	Note for each predefined text	--	
17.1	Predefined text	--	NOT APPLICABLE
18 (n)	Legend	--	
18.1	Abbreviation	Mc	Code
18.2	Description of abbreviation	Mc	Text
19	Free text	Ma	Text

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LINE-UP ANALYSIS
BASKETBALL
MEN
QUARTERFINAL
CARIOCA ARENA 1 WED 17 AUG 2016 Start Time 19:30

Game 67**LTU 93 vs 95 FRA**

(19-22, 23-21, 29-21, 22-31)

Attendance: 11,800**Game Duration: 1:53**

Scoring by 5 min intervals: **LTU**
FRA

	Q1	Q2	Q3	Q4
5	19	29	42	56
7	22	34	43	71
				75
				93
				52
				64
				75
				95

LTU - Lithuania

Line-up	MIN	Score	+/-	Field Goals		Rebounds			AS	TO	ST
				M/A	%	OR	DR	TOT			
5 JUSKEVICIUS A / 8 MACIULIS J / 9 SEIBUTIS R / 11 MOTIEJUNAS D / 14 VALANCIUNAS J	8:40	16-16	0	6/15	40	4	3	7	4	2	
4 POCIUS M / 8 MACIULIS J / 9 SEIBUTIS R / 13 JANKUNAS P / 14 VALANCIUNAS J	6:42	19-14	5	7/12	58	3	5	8	3		
4 POCIUS M / 9 SEIBUTIS R / 10 JASAITIS S / 13 JANKUNAS P / 14 VALANCIUNAS J	3:57	9-12	-3	4/6	67	1	1	2	1	1	
4 POCIUS M / 7 LAVRINOVIC D / 8 MACIULIS J / 9 SEIBUTIS R / 14 VALANCIUNAS J	3:22	0-9	-9	0/3	0	2	2	2			2
4 POCIUS M / 5 JUSKEVICIUS A / 7 LAVRINOVIC D / 8 MACIULIS J / 13 JANKUNAS P	2:58	10-8	2	4/6	67	2	2	2			
4 POCIUS M / 6 KUZMINSKAS M / 9 SEIBUTIS R / 13 JANKUNAS P / 14 VALANCIUNAS J	2:31	7-4	3	3/4	75	1	1	2	1		
4 POCIUS M / 5 JUSKEVICIUS A / 7 LAVRINOVIC D / 8 MACIULIS J / 14 VALANCIUNAS J	1:54	2-5	-3	1/2	50						1
5 JUSKEVICIUS A / 8 MACIULIS J / 9 SEIBUTIS R / 13 JANKUNAS P / 14 VALANCIUNAS J	1:50	8-2	6	2/5	40	2	3	5			1
4 POCIUS M / 6 KUZMINSKAS M / 7 LAVRINOVIC D / 9 SEIBUTIS R / 13 JANKUNAS P	1:40	4-3	1	2/4	50	1	1	2			
8 MACIULIS J / 9 SEIBUTIS R / 10 JASAITIS S / 13 JANKUNAS P / 14 VALANCIUNAS J	1:19	6-11	-5	1/3	33	1	1	2	1		1
5 JUSKEVICIUS A / 7 LAVRINOVIC D / 8 MACIULIS J / 9 SEIBUTIS R / 14 VALANCIUNAS J	1:12	0-0	0	0/2	0				1	1	
5 JUSKEVICIUS A / 6 KUZMINSKAS M / 7 LAVRINOVIC D / 9 SEIBUTIS R / 14 VALANCIUNAS J	0:55	2-4	-2	0/1	0						
4 POCIUS M / 5 JUSKEVICIUS A / 6 KUZMINSKAS M / 7 LAVRINOVIC D / 13 JANKUNAS P	0:42	0-2	-2	0/2	0	2		2			
5 JUSKEVICIUS A / 8 MACIULIS J / 10 JASAITIS S / 13 JANKUNAS P / 14 VALANCIUNAS J	0:41	2-1	1	1/1	100				1	1	
5 JUSKEVICIUS A / 6 KUZMINSKAS M / 7 LAVRINOVIC D / 10 JASAITIS S / 14 VALANCIUNAS J	0:36	0-2	-2								
5 JUSKEVICIUS A / 7 LAVRINOVIC D / 8 MACIULIS J / 10 JASAITIS S / 14 VALANCIUNAS J	0:28	4-2	2								
4 POCIUS M / 6 KUZMINSKAS M / 7 LAVRINOVIC D / 9 SEIBUTIS R / 14 VALANCIUNAS J	0:22	0-0	0								
4 POCIUS M / 8 MACIULIS J / 9 SEIBUTIS R / 10 JASAITIS S / 14 VALANCIUNAS J	0:06	0-0	0	0/1	0						
6 KUZMINSKAS M / 8 MACIULIS J / 9 SEIBUTIS R / 10 JASAITIS S / 14 VALANCIUNAS J	0:04	3-0	3								
7 LAVRINOVIC D / 8 MACIULIS J / 9 SEIBUTIS R / 10 JASAITIS S / 14 VALANCIUNAS J	0:01	1-0	1								

LINE-UP ANALYSIS
BASKETBALL
MEN
QUARTERFINAL
CARIOCA ARENA 1 WED 17 AUG 2016 Start Time 19:30

Game 67**LTU 93 vs 95 FRA**

(19-22, 23-21, 29-21, 22-31)

Attendance: 11,800**Game Duration: 1:53**

Scoring by 5 min intervals: **LTU**
FRA

	Q1	Q2	Q3	Q4
LTU	5 19	29 42	56 71	75 93
FRA	7 22	34 43	52 64	75 95

FRA - France

Line-up	MIN	Score	+/-	Field Goals		Rebounds			AS	TO	ST
				M/A	%	OR	DR	TOT			
4 HEURTEL T / 5 BATUM N / 7 LAUVERGNE J / 13 DIAW B / 15 GELABALE M	6:44	10-9	1	4/8	50		5	5	2	3	1
5 BATUM N / 6 DIOT A / 7 LAUVERGNE J / 13 DIAW B / 15 GELABALE M	5:53	11-6	5	5/9	56		4	4	3	1	2
5 BATUM N / 6 DIOT A / 10 FOURNIER E / 12 GOBERT R / 13 DIAW B	3:34	12-10	2	5/7	71	1	1	2	3		
5 BATUM N / 6 DIOT A / 7 LAUVERGNE J / 9 JACKSON E / 11 PIETRUS F	3:33	7-9	-2	3/4	75		1	1	1		
4 HEURTEL T / 5 BATUM N / 10 FOURNIER E / 11 PIETRUS F / 13 DIAW B	3:06	8-10	-2	2/5	40	2	1	3			
4 HEURTEL T / 5 BATUM N / 6 DIOT A / 11 PIETRUS F / 13 DIAW B	3:02	18-12	6	3/4	75	2	4	6			
6 DIOT A / 10 FOURNIER E / 12 GOBERT R / 13 DIAW B / 15 GELABALE M	2:05	8-4	4	3/3	100		1	1	1		
5 BATUM N / 6 DIOT A / 9 JACKSON E / 11 PIETRUS F / 12 GOBERT R	2:04	5-4	1	2/4	50	1	1	2	1		
4 HEURTEL T / 5 BATUM N / 7 LAUVERGNE J / 10 FOURNIER E / 13 DIAW B	2:01	2-8	-6	1/4	25						1
4 HEURTEL T / 6 DIOT A / 7 LAUVERGNE J / 10 FOURNIER E / 13 DIAW B	1:54	4-7	-3	1/3	33	1		1	1		
4 HEURTEL T / 5 BATUM N / 10 FOURNIER E / 12 GOBERT R / 13 DIAW B	1:28	3-2	1	1/2	50	1		1			1
5 BATUM N / 6 DIOT A / 11 PIETRUS F / 13 DIAW B / 15 GELABALE M	1:28	1-5	-4	0/1	0	1	1	2			2
4 HEURTEL T / 5 BATUM N / 7 LAUVERGNE J / 10 FOURNIER E / 11 PIETRUS F	1:13	4-2	2	1/2	50	1	1	2			
6 DIOT A / 7 LAUVERGNE J / 10 FOURNIER E / 13 DIAW B / 15 GELABALE M	0:54	0-2	-2					1	1		
4 HEURTEL T / 6 DIOT A / 7 LAUVERGNE J / 13 DIAW B / 15 GELABALE M	0:54	2-2	0	1/1	100						
5 BATUM N / 6 DIOT A / 8 KAHUDI C / 11 PIETRUS F / 13 DIAW B	0:06	0-0	0								
4 HEURTEL T / 5 BATUM N / 11 PIETRUS F / 12 GOBERT R / 13 DIAW B	0:01	0-1	-1								

Note:

Line-ups are sorted by time played (MIN).

Legend:

%	Shooting Percentage	+/-	Plus-Minus	AS	Assists	DR	Defensive Rebounds
M/A	Made/Attempts	MIN	Minutes Played	OR	Offensive Rebounds	Qx	Quarter Time
ST	Steals	TO	Turnovers	TOT	Total Rebounds		

C77B - Line-Up Analysis

Description	Analysis of the team line-ups of both teams in a game.
Source	OC Technology
Sort by	Scoring by periods: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) Scoring by 5 minute intervals: Sequence of periods (1 st quarter, 2 nd quarter, 3 rd quarter, 4 th quarter, 1 st overtime, 2 nd overtime ...) For each 5 minute interval: Game time For each team: 1 - Home team, visiting team For each line-up: 1 - Minutes played (descending) For each player: 1 - Uniform number
Page break	Break at "Condition = Team NOC code (level 13.1.1)" on a new page with repeated output headings, game number (level 7), game result (level 8 - 8.2.2), scoring by periods (level 9 - 9.2), scoring by 5 minute intervals (level 10 - 10.2.2.1), attendance (level 11), game duration (level 12) team NOC code (level 13.1.1) and team NOC (level 13.1.2). Within "Team NOC code (level 13.1.1)" break at "Condition = Line-up (level 13.1.4 on a new page with repeated output headings, event unit (level 7), game result (level 8 - 8.2.2), scoring by periods (level 9 - 9.2), scoring by 5 minute intervals (level 10 - 10.2.2.1), attendance (level 11), game duration (level 12) team NOC code (level 13.1.1) and team NOC (level 13.1.2).
Notes	Note with static text (for PDF only): 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: % - Shooting Percentage +/- - Plus-Minus AS - Assists DR - Defensive Rebounds M/A - Made/Attempts MIN - Minutes Played OR - Offensive Rebounds OTx - Overtime Qx - Quarter Time ST - Steals TO - Turnovers TOT - Total Rebounds 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 FIBA event name
4	Phase & event unit (H4)	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
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	Game number	M	Numeric
8	Game result	--	
8.1	Home team	--	
8.1.1	Team NOC code	M	Standard IOC NOC code
8.1.2	Final score	M	Score/Points format
8.2	Visiting team	--	

Level	Data Item	M/D	Comments
8.2.1	Final score	M	Score/Points format
8.2.2	Team NOC code	M	Standard IOC NOC code
9 (n)	Scoring by periods (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
9.1	Home team - period score	M	Score/Points format
9.2	Visiting team - period score	M	Score/Points format
10 (n)	Scoring by 5 minute intervals (1st quarter, 2nd quarter, 3rd quarter, 4th quarter and any overtime)	--	
10.1	Period code	M	Code - "Q1", "Q2", "Q3", "Q4" or "OTx", where x sequence number of overtime
10.2 (2)	For each team	--	First home team, second visiting team
10.2.1	NOC code	M	Standard IOC NOC code
10.2.2 (n)	For each 5 minute interval	M	Numeric
10.2.2.1	Game cumulative score	M	Score/Points format
11	Attendance	M	Numeric
12	Game duration	M	Game duration format
13	Line-up analysis	--	
13.1 (2)	For each team	--	First home team, second visiting team
13.1.1	Team NOC code	M	Standard IOC NOC code
13.1.2	Team NOC	M	Standard IOC NOC name
13.1.3 (n)	For each line-up	--	
13.1.3.1	Line-up	--	
13.1.3.1.1 (5)	For each player		
13.1.3.1.1.1	Uniform number	M	Numeric
13.1.3.1.1.2	Name	M	Print Name initial
13.1.3.2	Minutes played	M	Time played format
13.1.3.3	Score	--	
13.1.3.3.1	Home team - period score	M	Score/Points format
13.1.3.3.2	Visiting team - period score	M	Score/Points format
13.1.3.4	+/- - Plus-minus points	--	
13.1.3.4.1	Prefix	M	Blank if zero points or code - "-" (minus sign) if negative points
13.1.3.4.2	Points	M	Numeric
13.1.3.5	Field goals	--	
13.1.3.5.1	Made	M	Numeric or blank if no attempts
13.1.3.5.2	Attempts	M	Numeric or blank if zero
13.1.3.5.3	Shooting percentage	M	Numeric or blank if no attempts
13.1.3.6	Rebounds	--	
13.1.3.6.1	Offensive	M	Numeric or blank if zero
13.1.3.6.2	Defensive	M	Numeric or blank if zero
13.1.3.6.3	Total	M	Numeric or blank if zero
13.1.3.7	Assists	M	Numeric or blank if zero
13.1.3.8	Turnovers	M	Numeric or blank if zero
13.1.3.9	Steals	M	Numeric or blank if zero
14	Note with static text	M	Text
15 (n)	Note for each predefined text	--	
15.1	Predefined text	--	NOT APPLICABLE
16 (n)	Legend	--	
16.1	Abbreviation	Mc	Code
16.2	Description of abbreviation	Mc	Text
17	Free text	Ma	Text

CUMULATIVE STATISTICS

BASKETBALL

MEN

FRA - France

After 8 games

No.	Name	GP	MIN	MPG	Field Goals		2 Points		3 Points		Free Throws		Rebounds			AS	TO	ST	BS	PF	FD	+/-	PTS	PPG
					M/A	%	M/A	%	M/A	%	M/A	%	OR	DR	TOT									
4	HEURTEL Thomas	8	177	22:10	30/59	51	23/41	56	7/18	39	20/24	83	4	16	2	36	19	6	15	22	7	87	10.9	
5	BATUM Nicolas	8	233	29:05	45/92	49	30/46	65	15/46	33	26/33	79	9	19	28	12	14	12	4	15	3	17	131	14.6
6	DIOT Antoine	8	163	20:24	24/53	45	16/28	57	8/25	32	6/8	75	3	2	23	21	11	1	1	14	15	38	62	6.9
7	LAUVERGNE Joffrey	8	137	17:10	32/60	53	27/48	56	5/12	42	14/22	64	11	37	48	4	6	3	3	21	19	7	83	9.2
9	JACKSON Edwin	8	76	9:28	14/34	41	6/14	43	8/20	40	1/2	50		4	4	4	1	1	1	7	6	10	37	4.1
10	FOURNIER Evan	8	120	15:00	20/52	38	13/23	57	7/29	24	15/22	68	2	1	12	11	9	2	15	13	15	62	6.9	
11	PIETRUS Florent	8	130	16:15	9/12	75	8/9	89	1/3	33	9/13	69	12	21	33	8	4	2	2	22	16	17	28	3.1
12	GOBERT Rudy	8	123	15:23	16/22	73	16/22	73		0	5/11	45	7	35	42	1	7	3	8	25	14	24	37	4.1
13	DIAW Boris (C)	8	202	25:15	32/67	48	22/39	56	10/28	36	9/15	60	8	33	41	36	3	2	4	18	24	16	83	9.2
14	TILLIE Kim	4	25	6:17	6/9	67	6/9	67						1	3	4		2	2	5	2	-5	12	3.0
15	GELABALE Mickael	8	173	21:39	21/46	46	13/24	54	8/22	36	5/5	100	2	19	21	7	12	3	1	21	11	20	55	6.9
DSQ	KAHUDI Charles	6	41	6:52	5/13	38	3/8	38	2/5	40	1/1	100	3	4	7	4	2	1	3	5	4	13	2.2	
Team / Coach													13	27	30		7							
Totals					254/519	49	183/311	59	71/208	34	111/156	71	75	238	313	144	124	47	23	181	177	3.8	690	86.3
Opponents					237/555	43	187/381	49	50/174	29	132/175	75	85	204	289	109	96	64	18	180	180	0.0	656	82.0

	FRA	Opponents
Points from Turnovers	95	126
Points in the Paint	274 (137/228) 61%	318 (159/305) 52%
Second Chance Points	79	80
Fast Break Points	62	60
Bench Points	251	189

	FRA	Opponents
Total Field Goals Made	31.7	29.6
2-Point Field Goals Made	22.8	23.4
3-Point Field Goals Made	8.9	6.3
Free Throws Made	13.8	16.5
Offensive Rebounds	9.3	10.6
Defensive Rebounds	29.7	25.5
Total Rebounds	39.2	36.1
Assists	18	13.6
Fouls	22.6	22.5
Turnovers	15.5	12.0
Steals	5.9	8.0
Blocked Shots	2.9	2.3
Points from Turnovers	11.9	15.8
Points in the Paint	34.2	39.7
Second Chance Points	9.9	10.0
Fast Break Points	7.8	7.5
Bench Points	31.4	23.6

Phase	FRA Played	Score		Field Goals		2 Points		3 Points		Free Throws		Rebounds			AS	TO	ST	BS	PF	FD
				M/A	%	M/A	%	M/A	%	M/A	%	OR	DR	TOT						
Preliminary Round Group B	BRA	63-65	For	22/52	42	16/33	48	6/19	32	13/16	81	4	26	30	9	16	5	4	23	21
			Agn.	23/61	38	18/45	40	5/16	31	14/24	58	16	26	42	9	11	8	2	21	23
Preliminary Round Group B	SRB	74-73	For	29/55	53	22/32	69	7/23	30	9/13	69	9	20	29	21	16	7	1	21	20
			Agn.	25/53	47	21/35	60	4/18	22	19/21	90	8	18	26	10	14	10	0	20	21
Preliminary Round Group B	EGY	94-55	For	38/58	66	31/40	78	7/18	39	11/19	58	5	36	41	31	13	6	4	9	20
			Agn.	22/67	33	15/46	33	7/21	33	4/6	67	6	17	23	10	13	7	0	20	9
Preliminary Round Group B	ESP	64-88	For	27/69	39	22/44	50	5/25	20	5/8	63	13	23	36	10	15	4	0	22	15
			Agn.	32/63	51	26/40	65	6/23	26	18/22	82	7	30	37	19	8	11	5	16	22
Preliminary Round Group B	IRI	81-76	For	30/53	57	19/29	66	11/24	46	10/15	67	4	24	28	15	14	6	3	23	17
			Agn.	27/59	46	22/42	52	5/17	29	17/24	71	13	19	32	11	15	8	1	18	23
Quarterfinal	ESP	65-52	For	22/56	39	16/32	50	6/24	25	15/20	75	16	34	50	14	16	4	2	22	17
			Agn.	20/62	32	18/40	45	2/22	9	10/13	77	8	20	28	9	8	5	5	18	21
Semifinal	SRB	85-90	For	29/63	46	14/30	47	15/33	45	12/14	86	9	23	32	17	12	6	2	20	18
			Agn.	32/56	57	24/41	59	8/15	53	18/25	72	3	25	28	19	9	6	2	18	20
Bronze Medal Game	LTU	95-93	For	32/57	56	25/37	68	7/20	35	24/33	73	10	21	31	12	7	4	2	25	28
			Agn.	31/67	46	24/50	48	7/17	41	24/28	86	15	21	36	12	7	3	1	28	25

CUMULATIVE STATISTICS

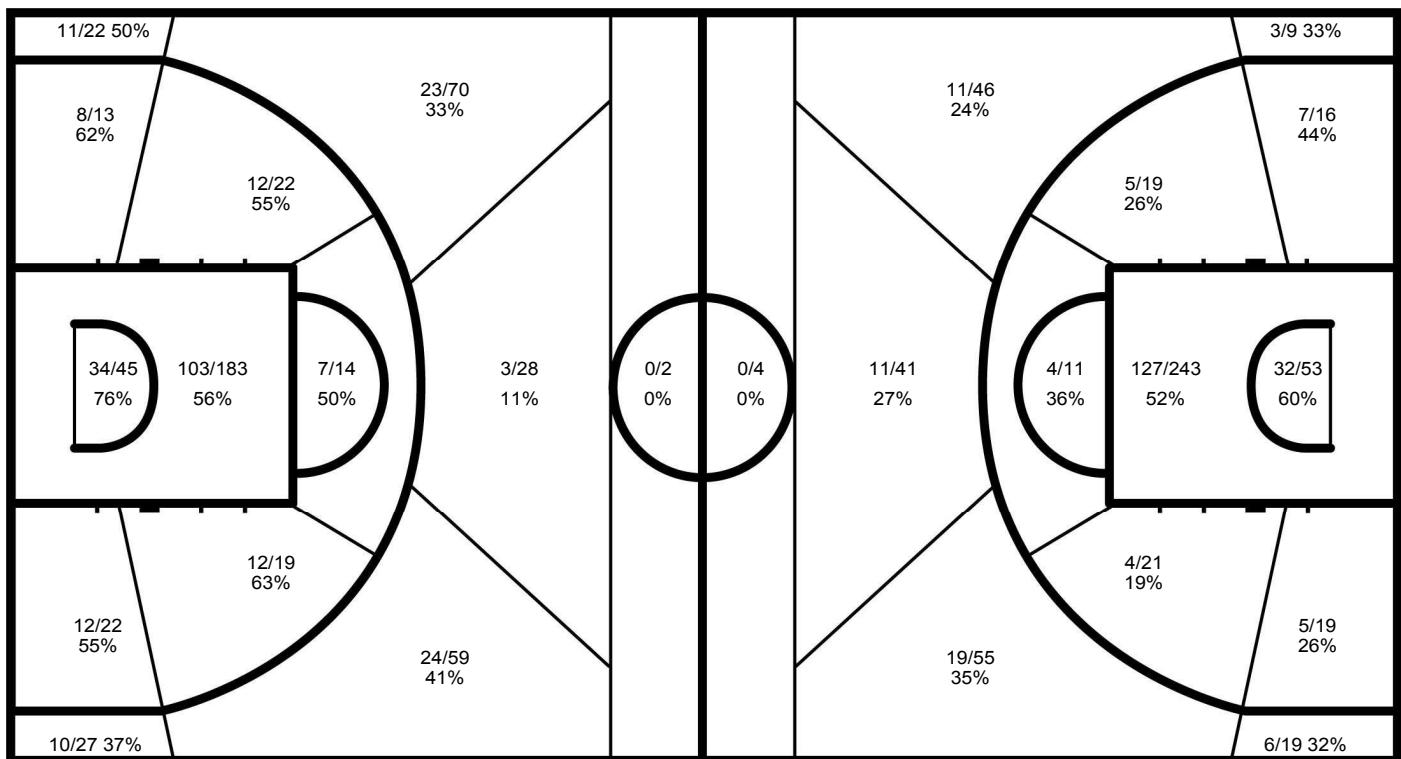
BASKETBALL

MEN

FRA - France
After 8 games

FRA - France

Opponents



FRA	M/A	%
Field Goals	254/519	54
2 Points	183/311	59
3 Points	71/208	34
Free Throws	111/156	71

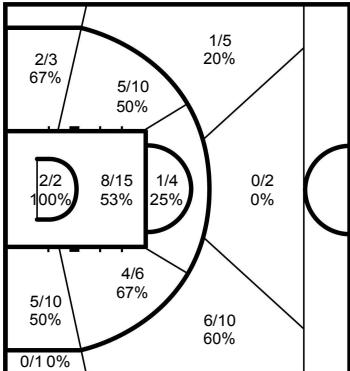
%	M/A	Opponents
51	237/555	Field Goals
49	187/381	2 Points
29	50/174	3 Points
75	132/175	Free Throws

CUMULATIVE STATISTICS

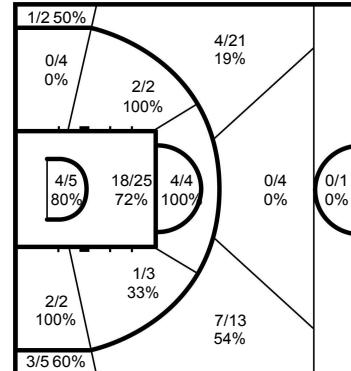
BASKETBALL

MEN

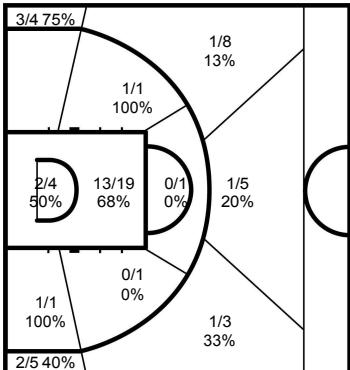
FRA - France
After 8 games

4 HEURTEL Thomas

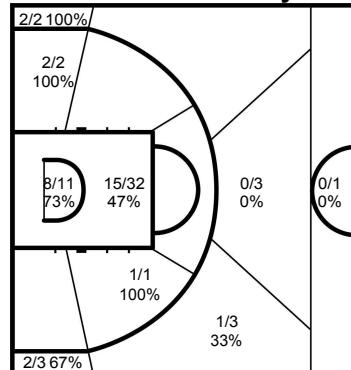
	M/A	%
Field Goals	30/59	60
2 Points	23/41	56
3 Points	7/18	39
Free Throws	20/24	83

5 BATUM Nicolas

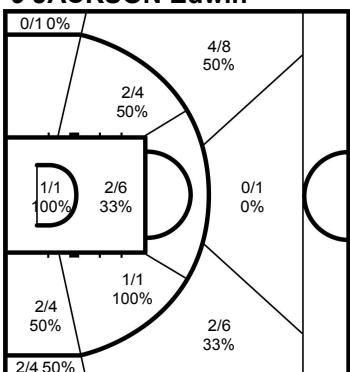
	M/A	%
Field Goals	45/92	57
2 Points	30/46	65
3 Points	15/46	33
Free Throws	26/33	79

6 DIOT Antoine

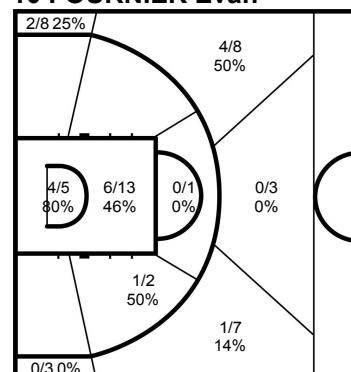
	M/A	%
Field Goals	24/53	49
2 Points	16/28	57
3 Points	8/25	32
Free Throws	6/8	75

7 LAUVERGNE Joffrey

	M/A	%
Field Goals	32/60	56
2 Points	27/48	56
3 Points	5/12	42
Free Throws	14/22	64

9 JACKSON Edwin

	M/A	%
Field Goals	14/34	42
2 Points	6/14	43
3 Points	8/20	40
Free Throws	1/2	50

10 FOURNIER Evan

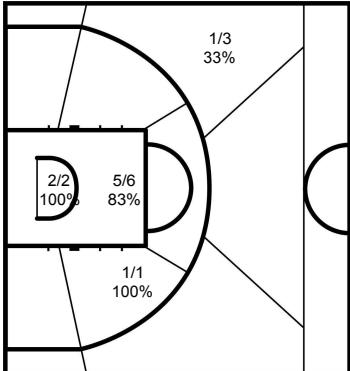
	M/A	%
Field Goals	20/52	47
2 Points	13/23	57
3 Points	7/29	24
Free Throws	15/22	68

CUMULATIVE STATISTICS

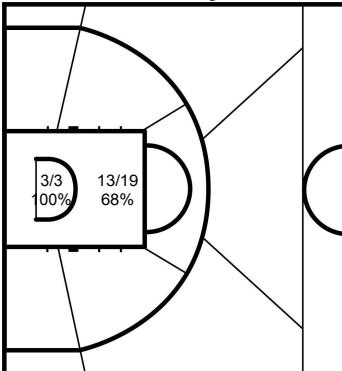
BASKETBALL

MEN

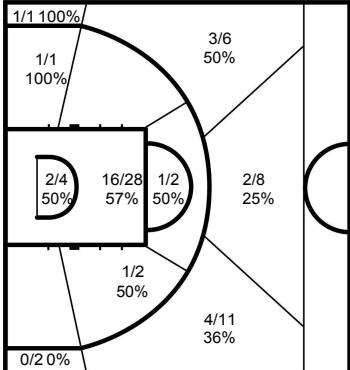
FRA - France
After 8 games

11 PIETRUS Florent

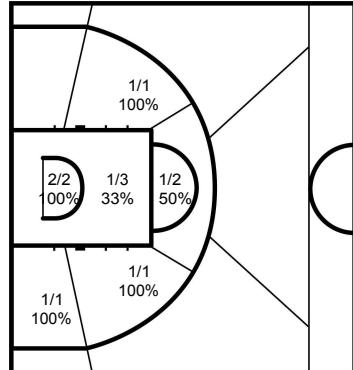
	M/A	%
Field Goals	9/12	72
2 Points	8/9	89
3 Points	1/3	33
Free Throws	9/13	69

12 GOBERT Rudy

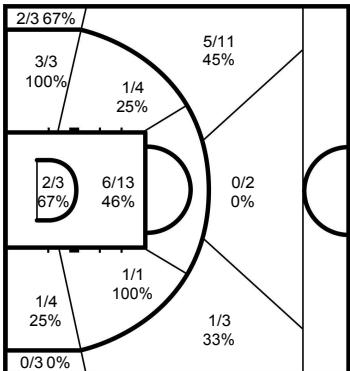
	M/A	%
Field Goals	16/22	64
2 Points	16/22	73
3 Points		
Free Throws	5/11	45

13 DIAW Boris

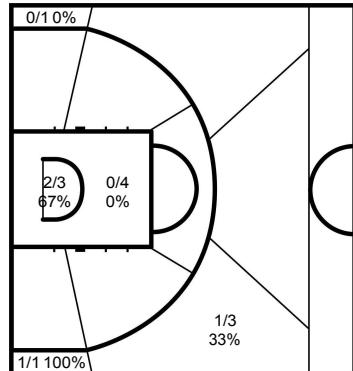
	M/A	%
Field Goals	32/67	50
2 Points	22/39	56
3 Points	10/28	36
Free Throws	9/15	60

14 TILLIE Kim

	M/A	%
Field Goals	6/9	67
2 Points	6/9	67
3 Points		
Free Throws		

15 GELABALE Mickael

	M/A	%
Field Goals	21/46	51
2 Points	13/24	54
3 Points	8/22	36
Free Throws	5/5	100

DSQ KAHUDI Charles

	M/A	%
Field Goals	5/13	43
2 Points	3/8	38
3 Points	2/5	40
Free Throws	1/1	100

Legend:

%	Shooting Percentage	(C)	Captain	+/-	Plus-Minus	Agn.	Against
AS	Assists	BS	Blocked Shots	DR	Defensive Rebounds	DSQ	Disqualified
FD	Fouls Drawn	GP	Games Played	M/A	Made/Attempts	MIN	Minutes Played
MPG	Minutes Played per Game	No.	Uniform Number	OR	Offensive Rebounds	PF	Fouls
PPG	Points per Game	PTS	Points	ST	Steals	TO	Turnovers
TOT	Total Rebounds						

Player KAHUDI Charles disqualified due to ...

C84A - Cumulative Statistics

Description	Cumulative team statistics contains tournament statistic data for one team
Source	OC Technology
Sort by	For each player: 1 - Uniform number or disqualification identification 2 - Family name 3 - Given name; sort disqualified players to the bottom of the list For each game played in Olympic tournament: 1 - Chronologically
Page break	Break at "Condition = Team shooting zones overviews (level 16)" on a new page with repeated output headings, team NOC code (level 7.1), team NOC (level 7.2) and team matches played. (level 8). Break at "Condition = Uniform number or disqualification identification (level 17.1)" (six players' shot charts fit on one page as per sample) on a new page with repeated output headings, team NOC code (level 7.1), team NOC (level 7.2) and team matches played. (level 8).
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: % - Shooting Percentage (C) - Captain +/- - Plus-Minus Agn. - Against AS - Assists BS - Blocked Shots DNP - Did Not Play DR - Defensive Rebounds DSQ - Disqualified FD - Fouls Drawn GP - Games Played M/A - Made/Attempts MIN - Minutes Played MPG - Minutes Played per Game No. - Uniform Number OR - Offensive Rebounds PF - Fouls PPG - Points per Game PTS - Points ST - Steals TO - Turnovers TOT - Total Rebounds To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Count game played only for players entered in game (time played > 0 second). For all percentages round to the nearest whole number. For all averages round to one decimal place.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIBA 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	M	Standard IOC NOC code
7.1	Team NOC code	M	Standard IOC NOC code
7.2	Team NOC	M	Standard IOC NOC name
8	Team matches played	M	Numeric
9 (n)	For each player	--	

Level	Data Item	M/D	Comments
9.1	Uniform number or disqualification identification	M	Numeric or "DSQ"
9.2	Name	--	
9.2.1	Family name	M	Text
9.2.2	Given name	M	Text
9.2.3	Captain identification	Mc	Code - "(C)"
9.3	Games played	M	Numeric
9.4	Minutes played	M	Time played in minutes format or "DNP"
9.5	Minutes played per game (average)	M	Time played format
9.6	Field goals	--	
9.6.1	Made	M	Numeric or blank if no attempts
9.6.2	Attempts	M	Numeric or blank if zero
9.6.3	Shooting percentage	M	Numeric or blank if no attempts
9.7	2 Points	--	
9.7.1	Made	M	Numeric or blank if no attempts
9.7.2	Attempts	M	Numeric or blank if zero
9.7.3	Shooting percentage	M	Numeric or blank if no attempts
9.8	3 Points	--	
9.8.1	Made	M	Numeric or blank if no attempts
9.8.2	Attempts	M	Numeric or blank if zero
9.8.3	Shooting percentage	M	Numeric or blank if no attempts
9.9	Free throws	--	
9.9.1	Made	M	Numeric or blank if no attempts
9.9.2	Attempts	M	Numeric or blank if zero
9.9.3	Shooting percentage	M	Numeric or blank if no attempts
9.10	Rebounds	--	
9.10.1	Offensive	M	Numeric or blank if zero
9.10.2	Defensive	M	Numeric or blank if zero
9.10.3	Total	M	Numeric or blank if zero
9.11	Assists	M	Numeric or blank if zero
9.12	Turnovers	M	Numeric or blank if zero
9.13	Steals	M	Numeric or blank if zero
9.14	Blocked shots	M	Numeric or blank if zero
9.15	Fouls	M	Numeric or blank if zero
9.16	Fouls drawn	M	Numeric or blank if zero
9.17	+/- Plus-minus points	--	
9.17.1	Prefix	M	Blank if zero points or code - "-" (minus sign) if negative points
9.17.2	Points	M	Numeric
9.18	Points scored	M	Numeric or blank if no game played
9.19	Points per game (average)	M	Numeric (1 decimal place) or blank if no game played
10	Team/Coach	--	
10.1	Rebounds	--	
10.1.1	Offensive	M	Numeric or blank if zero
10.1.2	Defensive	M	Numeric or blank if zero
10.1.3	Total	M	Numeric or blank if zero
10.2	Team turnovers	M	Numeric or blank if zero
10.3	Coach fouls	M	Numeric or blank if zero
11	Team totals	--	
11.1	Field goals	--	
11.1.1	Made	M	Numeric or blank if no attempts
11.1.2	Attempts	M	Numeric or blank if zero
11.1.3	Shooting percentage	M	Numeric or blank if no attempts
11.2	2 Points	--	
11.2.1	Made	M	Numeric or blank if no attempts
11.2.2	Attempts	M	Numeric or blank if zero
11.2.3	Shooting percentage	M	Numeric or blank if no attempts
11.3	3 Points	--	
11.3.1	Made	M	Numeric or blank if no attempts
11.3.2	Attempts	M	Numeric or blank if zero
11.3.3	Shooting percentage	M	Numeric or blank if no attempts
11.4	Free throws	--	

Level	Data Item	M/D	Comments
11.4.1	Made	M	Numeric or blank if no attempts
11.4.2	Attempts	M	Numeric or blank if zero
11.4.3	Shooting percentage	M	Numeric or blank if no attempts
11.5	Rebounds	--	
11.5.1	Offensive	M	Numeric or blank if zero
11.5.2	Defensive	M	Numeric or blank if zero
11.5.3	Total	M	Numeric or blank if zero
11.6	Assists	M	Numeric or blank if zero
11.7	Turnovers	M	Numeric or blank if zero
11.8	Steals	M	Numeric or blank if zero
11.9	Blocked shots	M	Numeric or blank if zero
11.10	Fouls	M	Numeric or blank if zero
11.11	Fouls drawn	M	Numeric or blank if zero
11.12	+/- - Plus-minus points	--	
11.12.1	Prefix	M	Blank if zero points or code - "-" (minus sign) if negative points
11.12.2	Points	M	Numeric (1 decimal place)
11.13	Points scored	M	Numeric
11.14	Points per game (average)	M	Numeric (1 decimal place)
12	Opponents totals	--	
12.1	Field goals	--	
12.1.1	Made	M	Numeric or blank if no attempts
12.1.2	Attempts	M	Numeric or blank if zero
12.1.3	Shooting percentage	M	Numeric or blank if no attempts
12.2	2 Points	--	
12.2.1	Made	M	Numeric or blank if no attempts
12.2.2	Attempts	M	Numeric or blank if zero
12.2.3	Shooting percentage	M	Numeric or blank if no attempts
12.3	3 Points	--	
12.3.1	Made	M	Numeric or blank if no attempts
12.3.2	Attempts	M	Numeric or blank if zero
12.3.3	Shooting percentage	M	Numeric or blank if no attempts
12.4	Free throws	--	
12.4.1	Made	M	Numeric or blank if no attempts
12.4.2	Attempts	M	Numeric or blank if zero
12.4.3	Shooting percentage	M	Numeric or blank if no attempts
12.5	Rebounds	--	
12.5.1	Offensive	M	Numeric or blank if zero
12.5.2	Defensive	M	Numeric or blank if zero
12.5.3	Total	M	Numeric or blank if zero
12.6	Assists	M	Numeric or blank if zero
12.7	Turnovers	M	Numeric or blank if zero
12.8	Steals	M	Numeric or blank if zero
12.9	Blocked shots	M	Numeric or blank if zero
12.10	Fouls	M	Numeric or blank if zero
12.11	Fouls drawn	M	Numeric or blank if zero
12.12	+/- - Plus-minus points	--	
12.12.1	Prefix	M	Blank if zero points or code - "-" (minus sign) if negative points
12.12.2	Points	M	Numeric (1 decimal place)
12.13	Points scored	M	Numeric
12.14	Points per game (average)	M	Numeric (1 decimal place)
13	Box statistics - points	--	
13.1	Title	--	
13.1.1	Team NOC code	M	Standard IOC NOC code
13.1.2	Opponents	M	Text - "Opponents"
13.2	Points from turnovers	--	
13.2.1	Team	M	Numeric or blank if zero
13.2.2	Opponents	M	Numeric or blank if zero
13.3	Points in the paint	--	
13.3.1	Team	M	Numeric or blank if zero
13.3.1.1	Points	M	Score/Points format

Level	Data Item	M/D	Comments
13.3.1.2	Made	M	Numeric or blank if no attempts
13.3.1.3	Attempts	M	Numeric or blank if zero
13.3.1.4	Shooting percentage	M	Numeric or blank if no attempts
13.3.2	Opponents	M	Numeric or blank if zero
13.3.2.1	Points	M	Score/Points format
13.3.2.2	Made	M	Numeric or blank if no attempts
13.3.2.3	Attempts	M	Numeric or blank if zero
13.3.2.4	Shooting percentage	M	Numeric or blank if no attempts
13.4	Second chance points	--	
13.4.1	Team	M	Numeric or blank if zero
13.4.2	Opponents	M	Numeric or blank if zero
13.5	Fast break points	--	
13.5.1	Team	M	Numeric or blank if zero
13.5.2	Opponents	M	Numeric or blank if zero
13.6	Bench Points	--	
13.6.1	Team	M	Numeric or blank if zero
13.6.2	Opponents	M	Numeric or blank if zero
14	Box statistics - average per game	--	
14.1	Title	--	
14.1.1	Team NOC code	M	Standard IOC NOC code
14.1.2	Opponents	M	Text "Opponents"
14.2	Total field goals made (average per game)	--	
14.2.1	Team	M	Numeric (1 decimal place) or blank if zero
14.2.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.3	2-Point field goals made (average per game)	--	
14.3.1	Team	M	Numeric (1 decimal place) or blank if zero
14.3.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.4	3-Point field goals made (average per game)	--	
14.4.1	Team	M	Numeric (1 decimal place) or blank if zero
14.4.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.5	Free throws made (average per game)	--	
14.5.1	Team	M	Numeric (1 decimal place) or blank if zero
14.5.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.6	Offensive Rebounds (average per game)	--	
14.6.1	Team	M	Numeric (1 decimal place) or blank if zero
14.6.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.7	Defensive Rebounds (average per game)	--	
14.7.1	Team	M	Numeric (1 decimal place) or blank if zero
14.7.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.8	Total Rebounds (average per game)	--	
14.8.1	Team	M	Numeric (1 decimal place) or blank if zero
14.8.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.9	Assists (average per game)	--	
14.9.1	Team	M	Numeric (1 decimal place) or blank if zero
14.9.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.10	Fouls (average per game)	--	
14.10.1	Team	M	Numeric (1 decimal place) or blank if zero
14.10.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.11	Turnovers (average per game)	--	
14.11.1	Team	M	Numeric (1 decimal place) or blank if zero
14.11.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.12	Steals (average per game)	--	
14.12.1	Team	M	Numeric (1 decimal place) or blank if zero
14.12.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.13	Blocked shots (average per game)	--	
14.13.1	Team	M	Numeric (1 decimal place) or blank if zero
14.13.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.14	Points from turnovers (average per game)	--	
14.14.1	Team	M	Numeric (1 decimal place) or blank if zero
14.14.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.15	Points in the paint (average per game)	--	
14.15.1	Team	M	Numeric (1 decimal place) or blank if zero

Level	Data Item	M/D	Comments
14.15.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.16	Second chance points (average per game)	--	
14.16.1	Team	M	Numeric (1 decimal place) or blank if zero
14.16.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.17	Fast break points (average per game)	--	
14.17.1	Team	M	Numeric (1 decimal place) or blank if zero
14.17.2	Opponents	M	Numeric (1 decimal place) or blank if zero
14.18	Bench Points	--	
14.18.1	Team	M	Numeric (1 decimal place) or blank if zero
14.18.2	Opponents	M	Numeric (1 decimal place) or blank if zero
15 (n)	Recap per game statistics	--	
151.1 (n)	For each game played in Olympic tournament	--	
15.1.1	Phase	M	Code - "PR", "QF" or "SF"
15.1.2	Team NOC code - column header	M	Standard IOC NOC code, as column header only
15.1.3	Opponent team NOC code	M	Standard IOC NOC code
15.1.4	Score	--	
15.1.4.1	Team score	M	Score/Points format
15.1.4.2	Opponent team score	M	Score/Points format
15.1.5 (2)	For/Against statistics	--	First "For statistics", second "Against statistics"
15.1.5.1	Field goals	--	
15.1.5.1.1	Made	M	Numeric or blank if no attempts
15.1.5.1.2	Attempts	M	Numeric or blank if zero
15.1.5.1.3	Shooting percentage	M	Numeric or blank if no attempts
15.1.5.2	2 Points	--	
15.1.5.2.1	Made	M	Numeric or blank if no attempts
15.1.5.2.2	Attempts	M	Numeric or blank if zero
15.1.5.2.3	Shooting percentage	M	Numeric or blank if no attempts
15.1.5.3	3 Points	--	
15.1.5.3.1	Made	M	Numeric or blank if no attempts
15.1.5.3.2	Attempts	M	Numeric or blank if zero
15.1.5.3.3	Shooting percentage	M	Numeric or blank if no attempts
15.1.5.4	Free throws	--	
15.1.5.4.1	Made	M	Numeric or blank if no attempts
15.1.5.4.2	Attempts	M	Numeric or blank if zero
15.1.5.4.3	Shooting percentage	M	Numeric or blank if no attempts
15.1.5.5	Rebounds	--	
15.1.5.5.1	Offensive	M	Numeric or blank if zero
15.1.5.5.2	Defensive	M	Numeric or blank if zero
15.1.5.5.3	Total	M	Numeric or blank if zero
15.1.5.6	Assists	M	Numeric or blank if zero
15.1.5.7	Turnovers	M	Numeric or blank if zero
15.1.5.8	Steals	M	Numeric or blank if zero
15.1.5.9	Blocked shots	M	Numeric or blank if zero
15.1.5.10	Fouls	M	Numeric or blank if zero
15.1.5.11	Fouls drawn	M	Numeric or blank if zero
16	Team shooting zones overviews	--	
16.1 (2)	For each team	--	Home team left, visiting team right
16.1.1	Team NOC code	M	Standard IOC NOC code
16.1.2	Team NOC	M	Standard IOC NOC name
16.1.3	Team shooting zones overview	M	Graphical presentation of shot made/missed and shooting percentage by shooting zones
16.1.4	Team shot statistics	--	
16.1.4.1	Team NOC code	M	Standard IOC NOC code or text "Opponents"
16.1.4.2	Field goals	--	
16.1.4.2.1	Made	M	Numeric or blank if no attempts
16.1.4.2.2	Attempts	M	Numeric or blank if zero
16.1.4.2.3	Shooting percentage	M	Numeric or blank if no attempts
16.1.4.3	2 Points	--	

Level	Data Item	M/D	Comments
16.1.4.3.1	Made	M	Numeric or blank if no attempts
16.1.4.3.2	Attempts	M	Numeric or blank if zero
16.1.4.3.3	Shooting percentage	M	Numeric or blank if no attempts
16.1.4.4	3 Points	--	
16.1.4.4.1	Made	M	Numeric or blank if no attempts
16.1.4.4.2	Attempts	M	Numeric or blank if zero
16.1.4.4.3	Shooting percentage	M	Numeric or blank if no attempts
16.1.4.5	Free throws	--	
16.1.4.5.1	Made	M	Numeric or blank if no attempts
16.1.4.5.2	Attempts	M	Numeric or blank if zero
16.1.4.5.3	Shooting percentage	M	Numeric or blank if no attempts
17 (n)	For each player	--	
17.1	Uniform number or disqualification identification	M	Numeric or "DSQ"
17.2	Name	--	
17.2.1	Family name	M	Text
17.2.2	Given name	M	Text
17.1.3	Player shooting zones overview	M	Graphical presentation of shot made/missed and shooting percentage by shooting zones
17.1.4	Player shot statistics	--	
17.1.4.1	Team NOC code	M	Standard IOC NOC code or text "Opponents"
17.1.4.2	Field goals	--	
17.1.4.2.1	Made	M	Numeric or blank if no attempts
17.1.4.2.2	Attempts	M	Numeric or blank if zero
17.1.4.2.3	Shooting percentage	M	Numeric or blank if no attempts
17.1.4.3	2 Points	--	
17.1.4.3.1	Made	M	Numeric or blank if no attempts
17.1.4.3.2	Attempts	M	Numeric or blank if zero
17.1.4.3.3	Shooting percentage	M	Numeric or blank if no attempts
17.1.4.4	3 Points	--	
17.1.4.4.1	Made	M	Numeric or blank if no attempts
17.1.4.4.2	Attempts	M	Numeric or blank if zero
17.1.4.4.3	Shooting percentage	M	Numeric or blank if no attempts
17.1.4.5	Free throws	--	
17.1.4.5.1	Made	M	Numeric or blank if no attempts
17.1.4.5.2	Attempts	M	Numeric or blank if zero
17.1.4.5.3	Shooting percentage	M	Numeric or blank if no attempts
18	Note with static text	--	NOT APPLICABLE
19 (n)	Note for each predefined text	--	
19.1	Predefined text	--	NOT APPLICABLE
20 (n)	Legend	--	
20.1	Abbreviation	Mc	Code
20.2	Description of abbreviation	Mc	Text
21	Free text	Ma	Text

OVERALL TEAM STATISTICS

BASKETBALL

MEN

As of 21 AUG 2016 at 15:23

Team	GP	Field Goals		2 Points		3 Points		Free Throws		Rebounds			AS	TO	ST	BS	PF	FD	PTS	PPG	
		M/A	%	M/A	%	M/A	%	OR	DR	TOT											
ANG	7	For	163/432	38	115/264	44	48/168	29	72/100	72	76	138	214	88	100	43	17	153	150	446	63.7
		Agn.	184/432	43	124/264	47	60/168	36	88/117	75	61	173	234	152	101	54	19	155	148	516	73.7
ARG	7	For	187/405	46	134/254	53	53/151	35	108/143	76	45	132	177	116	97	51	12	142	151	535	76.4
		Agn.	184/405	45	119/254	47	65/144	45	119/143	83	67	195	262	155	97	47	22	156	137	552	78.9
AUS	8	For	241/515	47	164/331	50	77/184	42	153/199	77	91	172	263	151	100	51	15	146	126	712	89.0
		Agn.	233/515	45	164/351	47	69/184	38	155/199	78	45	103	148	150	106	47	14	131	141	690	86.3
BRA	8	For	257/578	44	196/405	48	61/173	35	150/198	76	115	170	285	156	108	69	8	202	147	725	90.6
		Agn.	270/578	47	206/405	51	64/173	37	153/198	77	79	179	258	167	103	56	26	152	197	757	94.6
CHN	8	For	199/477	42	147/332	44	52/145	36	131/160	82	69	150	219	123	164	46	17	162	157	581	72.6
		Agn.	320/477	67	267/332	80	53/145	37	151/183	83	69	195	264	177	95	73	36	152	157	844	105.5
CRO	8	For	232/474	49	180/333	54	52/141	37	150/215	70	72	204	276	139	116	51	28	168	169	666	83.3
		Agn.	212/474	45	162/333	49	50/134	37	150/215	70	115	170	285	156	108	69	10	174	163	624	78.0
GRE	6	For	246/501	49	186/361	52	60/140	43	122/193	63	79	179	258	157	100	56	26	172	165	674	84.3
		Agn.	249/501	50	191/351	54	58/140	41	106/193	55	77	169	246	154	108	50	11	170	167	662	110.3
LTU	8	For	229/452	51	164/297	55	65/155	42	141/176	80	67	195	262	155	103	45	22	176	147	664	83.0
		Agn.	192/458	42	157/317	50	35/155	23	141/176	80	45	132	177	133	119	67	12	152	171	560	70.0
PUR	7	For	216/434	50	164/287	57	52/147	35	116/181	64	77	169	246	147	108	40	9	160	166	600	85.7
		Agn.	223/434	51	166/294	56	57/147	39	116/181	64	72	204	276	139	116	61	18	171	155	619	88.4
SRB	8	For	283/493	57	243/378	64	40/115	35	135/197	69	69	187	256	177	110	73	26	152	172	741	92.6
		Agn.	202/503	40	164/345	48	38/112	34	136/191	71	69	150	219	142	121	56	12	177	147	578	72.5
USA	8	For	304/543	56	256/421	61	48/122	39	160/235	68	104	201	305	210	102	106	22	153	176	816	102.0
		Agn.	210/527	40	171/378	45	39/139	28	103/181	57	86	138	224	103	139	41	4	181	148	562	70.5
KOR	DSQ	For	210/463	45	148/285	52	62/178	35	80/105	76	45	103	148	150	105	47	4	131	141	562	80.3
		Agn.	288/463	62	206/324	64	82/178	46	100/125	80	124	192	316	141	100	53	22	146	126	758	108.3
Totals	46		2767/5767	48	2097/3948	53	670/1819	37	1518/2102	72	909	2000	2909	1769	1313	678	206	1917	1862	7722	167.9
Avg. per Game			60/125		46/86		15/39		33/46		20	43	63	38	29	14	5	42	40	167.9	

Legend:

%	Shooting Percentage	Agn.	Against	AS	Assists	Avg.	Average
BS	Blocked Shots	DR	Defensive Rebounds	DSQ	Disqualified	FD	Fouls Drawn
GP	Games Played	M/A	Made/Attempts	OR	Offensive Rebounds	PF	Fouls
PPG	Points per Game	PTS	Points	ST	Steals	TO	Turnovers
TOT	Total Rebounds						

Team Korea (KOR) disqualified due to ...

C84B - Overall Team Statistics

Description	Overall team statistics contain tournament statistic data for all teams. For each team statistics are presented for and against.
Source	OC Technology
Sort by	For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
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>% - Shooting Percentage Agn. - Against AS - Assists Avg. - Average BS - Blocked Shots DR - Defensive Rebounds DSQ - Disqualified FD - Fouls Drawn GP - Games Played M/A - Made/Attempts OR - Offensive Rebounds PF - Fouls PPG - Points per Game PTS - Points ST - Steals TO - Turnovers TOT - Total Rebounds</p> <p>To be displayed at the bottom of the page.</p>
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	For all percentages round to the nearest whole number. For all averages round to one decimal place.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIBA 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 according to the OC Look and Feel standard
7 (n)	For each team	--	
7.1	Team NOC code	M	Standard IOC NOC code
7.2	Games played or disqualification identification	M	Numeric or code - "DSQ"
7.3	Team statistics for	--	
7.3.1	Field goals	--	
7.3.1.1	Made	M	Numeric or blank if no attempts
7.3.1.2	Attempts	M	Numeric or blank if zero
7.3.1.3	Shooting percentage	M	Numeric or blank if no attempts
7.3.2	2 Points	--	
7.3.2.1	Made	M	Numeric or blank if no attempts
7.3.2.2	Attempts	M	Numeric or blank if zero
7.3.2.3	Shooting percentage	M	Numeric or blank if no attempts
7.3.3	3 Points	--	
7.3.3.1	Made	M	Numeric or blank if no attempts
7.3.3.2	Attempts	M	Numeric or blank if zero
7.3.3.3	Shooting percentage	M	Numeric or blank if no attempts

Level	Data Item	M/D	Comments
7.3.4	Free throws	--	
7.3.4.1	Made	M	Numeric or blank if no attempts
7.3.4.2	Attempts	M	Numeric or blank if zero
7.3.4.3	Shooting percentage	M	Numeric or blank if no attempts
7.3.5	Rebounds	--	
7.3.5.1	Offensive	M	Numeric or blank if zero
7.3.5.2	Defensive	M	Numeric or blank if zero
7.3.5.3	Total	M	Numeric or blank if zero
7.3.6	Assists	M	Numeric or blank if zero
7.3.7	Turnovers	M	Numeric or blank if zero
7.3.8	Steals	M	Numeric or blank if zero
7.3.9	Blocked shots	M	Numeric or blank if zero
7.3.10	Fouls	M	Numeric or blank if zero
7.3.11	Fouls drawn	M	Numeric or blank if zero
7.3.12	Points scored	M	Numeric
7.3.13	Points per game (average)	M	Numeric (1 decimal place)
7.4	Team statistics against	--	
7.4.1	Field goals	--	
7.4.1.1	Made	M	Numeric or blank if no attempts
7.4.1.2	Attempts	M	Numeric or blank if zero
7.4.1.3	Shooting percentage	M	Numeric or blank if no attempts
7.4.2	2 Points	--	
7.4.2.1	Made	M	Numeric or blank if no attempts
7.4.2.2	Attempts	M	Numeric or blank if zero
7.4.2.3	Shooting percentage	M	Numeric or blank if no attempts
7.4.3	3 Points	--	
7.4.3.1	Made	M	Numeric or blank if no attempts
7.4.3.2	Attempts	M	Numeric or blank if zero
7.4.3.3	Shooting percentage	M	Numeric or blank if no attempts
7.4.4	Free throws	--	
7.4.4.1	Made	M	Numeric or blank if no attempts
7.4.4.2	Attempts	M	Numeric or blank if zero
7.4.4.3	Shooting percentage	M	Numeric or blank if no attempts
7.4.5	Rebounds	--	
7.4.5.1	Offensive	M	Numeric or blank if zero
7.4.5.2	Defensive	M	Numeric or blank if zero
7.4.5.3	Total	M	Numeric or blank if zero
7.4.6	Assists	M	Numeric or blank if zero
7.4.7	Turnovers	M	Numeric or blank if zero
7.4.8	Steals	M	Numeric or blank if zero
7.4.9	Blocked shots	M	Numeric or blank if zero
7.4.10	Fouls	M	Numeric or blank if zero
7.4.11	Fouls drawn	M	Numeric or blank if zero
7.4.12	Points scored	M	Numeric
7.4.13	Points per game (average)	M	Numeric (1 decimal place)
8	Totals for all teams (tournament totals)	--	
8.1	Number of games played in tournament	M	Numeric
8.2	Field goals	--	
8.2.1	Made	M	Numeric or blank if no attempts
8.2.2	Attempts	M	Numeric or blank if zero
8.2.3	Shooting percentage	M	Numeric or blank if no attempts
8.3	2 Points	--	
8.3.1	Made	M	Numeric or blank if no attempts
8.3.2	Attempts	M	Numeric or blank if zero
8.3.3	Shooting percentage	M	Numeric or blank if no attempts
8.4	3 Points	--	
8.4.1	Made	M	Numeric or blank if no attempts
8.4.2	Attempts	M	Numeric or blank if zero
8.4.3	Shooting percentage	M	Numeric or blank if no attempts
8.5	Free throws	--	
8.5.1	Made	M	Numeric or blank if no attempts
8.5.2	Attempts	M	Numeric or blank if zero

Level	Data Item	M/D	Comments
8.5.3	Shooting percentage	M	Numeric or blank if no attempts
8.6	Rebounds	--	
8.6.1	Offensive	M	Numeric or blank if zero
8.6.2	Defensive	M	Numeric or blank if zero
8.6.3	Total	M	Numeric or blank if zero
8.7	Assists	M	Numeric or blank if zero
8.8	Turnovers	M	Numeric or blank if zero
8.9	Steals	M	Numeric or blank if zero
8.10	Blocked shots	M	Numeric or blank if zero
8.11	Fouls	M	Numeric or blank if zero
8.12	Fouls drawn	M	Numeric or blank if zero
8.13	Points scored	M	Numeric
8.14	Tournament average points per game	M	Numeric (1 decimal place)
9	Tournament average per game	--	
9.1	Field goals	--	
9.1.1	Made	M	Numeric or blank if no attempts
9.1.2	Attempts	M	Numeric or blank if zero
9.2	2 Points	--	
9.2.1	Made	M	Numeric or blank if no attempts
9.2.2	Attempts	M	Numeric or blank if zero
9.3	3 Points	--	
9.3.1	Made	M	Numeric or blank if no attempts
9.3.2	Attempts	M	Numeric or blank if zero
9.4	Free throws	--	
9.4.1	Made	M	Numeric or blank if no attempts
9.4.2	Attempts	M	Numeric or blank if zero
9.5	Rebounds	--	
9.5.1	Offensive	M	Numeric or blank if zero
9.5.2	Defensive	M	Numeric or blank if zero
9.5.3	Total	M	Numeric or blank if zero
9.6	Assists	M	Numeric or blank if zero
9.7	Turnovers	M	Numeric or blank if zero
9.8	Steals	M	Numeric or blank if zero
9.9	Blocked shots	M	Numeric or blank if zero
9.10	Fouls	M	Numeric or blank if zero
9.11	Fouls drawn	M	Numeric or blank if zero
9.12	Points scored	M	Numeric (1 decimal place)
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

TEAM STATISTICS

BASKETBALL

MEN

As of 21 AUG 2016 at 15:24

TOTAL FIELD GOALS %

Rk	Team	GP	M/A	%
1	SRB	8	283/493	57.4
2	USA	8	304/543	56.0
3	LTU	8	229/452	50.7
4	PUR	7	216/434	49.8
5	CRO	8	232/474	48.9
6	AUS	8	241/515	46.8
7	ARG	7	187/405	46.2
8	KOR	7	210/463	45.4
9	BRA	8	257/578	44.5
10	CHN	8	199/477	41.7
11	ANG	7	163/432	37.7
DSQ	GRE	8	246/501	49.1

2-POINT FIELD GOALS %

Rk	Team	GP	M/A	%
1	SRB	8	243/378	64.3
2	USA	8	256/421	60.8
3	PUR	7	164/287	57.1
4	LTU	8	164/297	55.2
5	CRO	8	180/333	54.1
6	ARG	7	134/254	52.8
7	KOR	7	148/285	51.9
8	AUS	8	164/331	49.5
9	BRA	8	196/405	48.4
10	CHN	8	147/332	44.3
11	ANG	7	115/264	43.6
DSQ	GRE	8	186/361	51.5

3-POINT FIELD GOALS %

Rk	Team	GP	M/A	%
1	LTU	8	65/155	41.9
2	AUS	8	77/184	41.8
3	USA	7	48/122	39.3
4	CRO	8	52/141	36.9
5	CHN	8	52/145	35.9
6	PUR	7	52/147	35.4
7	BRA	8	61/173	35.3
8	ARG	7	53/151	35.1
9	KOR	7	62/178	34.8
10	SRB	8	40/115	34.8
11	ANG	7	48/168	28.6
DSQ	GRE	8	60/140	42.9

FREE THROWS %

Rk	Team	GP	M/A	%
1	CHN	8	131/160	81.9
2	LTU	8	141/176	80.1
3	AUS	8	153/199	76.9
4	KOR	7	80/105	76.2
5	BRA	8	150/198	75.6
6	ARG	7	108/143	75.5
7	ANG	7	72/100	72.0
8	CRO	8	150/215	69.8
9	SRB	8	135/197	68.5
10	USA	8	160/235	68.1
11	PUR	7	116/181	64.1
DSQ	GRE	8	122/193	63.2

POINTS FOR

Rk	Team	GP	Total	Avg.
1	USA	8	816	102.0
2	SRB	8	741	92.6
3	BRA	8	725	90.6
4	AUS	8	712	89.0
5	PUR	7	600	85.7
6	CRO	8	666	83.3
7	LTU	8	664	83.0
8	KOR	7	562	80.3
9	ARG	7	535	76.4
10	CHN	8	581	72.6
11	ANG	7	446	63.7
DSQ	GRE	8	674	84.3

POINTS AGAINST

Rk	Team	GP	Total	Avg.
1	LTU	8	560	70.0
2	USA	8	562	70.3
3	SRB	8	578	72.3
4	ANG	7	516	73.7
5	CRO	8	624	78.0
6	ARG	7	552	78.9
7	AUS	8	690	86.3
8	PUR	7	619	88.4
9	BRA	8	757	94.6
10	CHN	8	844	105.5
11	KOR	7	758	108.3
DSQ	GRE	8	662	82.8

REBOUNDS

Rk	Team	GP	Off.	Def.	Total	Avg.
1	USA	8	104	201	305	38.1
2	BRA	8	115	170	285	35.6
3	PUR	7	77	169	246	35.1
4	CRO	8	72	204	276	34.5
5	AUS	8	91	172	263	32.9
6	LTU	8	67	195	262	32.8
7	SRB	8	69	187	256	32.0
8	ANG	7	76	138	214	30.6
9	CHN	8	69	150	219	27.4
10	ARG	7	45	132	177	25.3
11	KOR	7	45	103	148	21.1
DSQ	GRE	7	79	179	258	32.3

ASSISTS

Rk	Team	GP	Total	Avg.
1	USA	8	210	26.3
2	SRB	8	177	22.1
3	KOR	7	150	21.4
4	PUR	7	147	21.0
5	BRA	8	156	19.5
6	LTU	7	155	19.4
7	AUS	8	151	18.9
8	CRO	7	139	17.4
9	ARG	7	116	16.6
10	CHN	8	123	15.4
11	ANG	7	88	12.6
DSQ	GRE	8	157	19.6

FOULS

Rk	Team	GP	Total	Avg.
1	BRA	8	202	25.3
2	PUR	7	160	22.9
3	LTU	8	176	22.0
4	ANG	7	153	21.9
5	CRO	8	168	21.0
6	CHN	8	162	20.3
7	ARG	7	142	20.3
8	USA	8	153	19.1
9	SRB	8	152	19.0
10	KOR	7	131	18.7
11	AUS	8	146	18.3
DSQ	GRE	8	172	21.5

TURNOVERS

Rk	Team	GP	Total	Avg.
1	CHN	8	164	20.5
2	PUR	7	108	15.4
3	KOR	7	105	15.0
4	CRO	8	116	14.5
5	ANG	7	100	14.3
6	ARG	7	97	13.9
7	SRB	8	110	13.8
8	BRA	8	108	13.5
9	LTU	8	103	12.9
10	USA	8	102	12.8
11	AUS	8	100	12.5
DSQ	GRE	8	100	12.5

STEALS

Rk	Team	GP	Total	Avg.
1	USA	8	106	13.3
2	SRB	8	73	9.1
3	BRA	8	69	8.6
4	ARG	7	51	7.3
5	KOR	7	47	6.7
6	AUS	8	51	6.4
6	CRO	8	51	6.4
8	ANG	7	43	6.1
9	CHN	8	46	5.8
10	PUR	7	40	5.7
11	LTU	8	45	5.6
DSQ	GRE	8	56	7.0

BLOCKED SHOTS

Rk	Team	GP	Total	Avg.
1	CRO	8	28	3.5
2	SRB	8	26	3.3
3	LTU	8	22	2.8
3	USA	8	22	2.8
5	ANG	7	17	2.4
6	CHN	8	17	2.1
7	AUS	8	15	1.9
8	ARG	7	12	1.7
9	PUR	7	9	1.3
10	BRA	8	8	1.0
11	KOR	7	4	0.6
DSQ	GRE	8	26	3.3

TEAM STATISTICS
BASKETBALL
MEN

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TOTAL FIELD GOALS MADE

Rk	Team	GP	Total	Avg.
1	USA	8	304	38.0
2	SRB	8	283	35.4
3	BRA	8	257	32.1
4	PUR	7	216	30.9
5	AUS	8	241	30.1
6	KOR	7	210	30.0
7	CRO	8	232	29.0
8	LTU	8	229	28.6
9	ARG	7	187	26.7
10	CHN	8	199	24.9
11	ANG	7	163	23.3
DSQ	GRE	8	246	30.8

2-POINT FIELD GOALS MADE

Rk	Team	GP	Total	Avg.
1	USA	8	256	32.0
2	SRB	8	243	30.4
3	BRA	8	196	24.5
4	PUR	7	164	23.4
5	CRO	8	180	22.5
6	KOR	7	148	21.1
7	LTU	8	164	20.5
7	AUS	8	164	20.5
9	ARG	7	134	19.1
10	CHN	8	147	18.4
11	ANG	7	115	16.4
DSQ	GRE	8	186	23.3

3-POINT FIELD GOALS MADE

Rk	Team	GP	Total	Avg.
1	AUS	8	77	9.6
2	KOR	7	62	8.9
3	LTU	8	65	8.1
4	BRA	8	61	7.6
5	ARG	7	53	7.6
6	PUR	7	52	7.4
7	USA	7	48	6.9
7	ANG	7	48	6.9
9	CRO	8	52	6.5
9	CHN	8	52	6.5
11	SRB	8	40	5.0
DSQ	GRE	8	60	7.5

FREE THROWS MADE

Rk	Team	GP	Total	Avg.
1	USA	8	160	20.0
2	AUS	8	153	19.1
3	BRA	8	150	18.8
4	CRO	8	150	18.8
5	LTU	8	141	17.6
6	SRB	8	135	16.9
7	PUR	7	116	16.6
8	CHN	8	131	16.4
9	ARG	7	108	15.4
10	KOR	7	80	11.4
11	ANG	7	72	10.3
DSQ	GRE	8	122	15.3

TOTAL FIELD GOALS ATTEMPTS

Rk	Team	GP	Total	Avg.
1	BRA	8	578	72.3
2	USA	8	543	67.9
3	KOR	7	463	66.1
4	AUS	8	515	64.4
5	PUR	7	434	62.0
6	ANG	7	432	61.7
7	SRB	8	493	61.6
8	CHN	8	477	59.6
9	CRO	8	474	59.3
10	ARG	7	405	57.9
11	LTU	8	452	56.5
DSQ	GRE	8	501	62.6

2-POINT FIELD GOALS ATTEMPTS

Rk	Team	GP	Total	Avg.
1	USA	8	421	52.6
2	BRA	8	405	50.6
3	SRB	8	378	47.3
4	CRO	8	333	41.6
5	CHN	8	332	41.5
6	AUS	8	331	41.4
7	PUR	7	287	41.0
8	KOR	7	285	40.7
9	ANG	7	264	37.7
10	LTU	8	297	37.1
11	ARG	7	254	36.3
DSQ	GRE	8	361	45.1

3-POINT FIELD GOALS ATTEMPTS

Rk	Team	GP	Total	Avg.
1	KOR	7	178	25.4
2	ANG	7	168	24.0
3	AUS	8	184	23.0
4	BRA	8	173	21.6
5	ARG	7	151	21.6
6	PUR	7	147	21.0
7	LTU	8	155	19.4
8	CHN	8	145	18.1
9	CRO	8	141	17.6
10	USA	7	122	17.4
11	SRB	8	115	14.4
DSQ	GRE	8	140	17.5

FREE THROWS ATTEMPTS

Rk	Team	GP	Total	Avg.
1	USA	8	235	29.4
2	CRO	8	215	26.9
3	PUR	7	181	25.9
4	AUS	8	199	24.9
5	BRA	8	198	24.8
6	SRB	8	197	24.6
7	LTU	8	176	22.0
8	ARG	7	143	20.4
9	CHN	8	160	20.0
10	KOR	7	105	15.0
11	ANG	7	100	14.3
DSQ	GRE	8	193	24.1

OFFENSIVE REBOUNDS

Rk	Team	GP	Total	Avg.
1	BRA	8	115	14.4
2	USA	8	104	13.0
3	AUS	8	91	11.4
4	PUR	7	77	11.0
5	ANG	7	76	10.9
6	CRO	8	72	9.0
7	SRB	8	69	8.6
8	CHN	8	69	8.6
9	LTU	8	67	8.4
10	ARG	7	45	6.4
10	KOR	7	45	6.4
DSQ	GRE	7	79	11.3

DEFENSIVE REBOUNDS

Rk	Team	GP	Total	Avg.
1	CRO	8	204	25.5
2	USA	8	201	25.1
3	LTU	8	195	24.4
4	PUR	7	169	24.1
5	SRB	8	187	23.4
6	AUS	8	172	21.5
7	BRA	8	170	21.3
8	ANG	7	138	19.7
9	ARG	7	132	18.9
10	CHN	8	150	18.8
11	KOR	7	103	14.7
DSQ	GRE	7	179	25.6

ALLOWED FIELD GOALS

Rk	Team	GP	Total	Avg.
1	KOR	7	288	41.1
2	CHN	8	320	40.0
3	BRA	8	270	33.8
4	PUR	7	223	31.9
5	AUS	8	233	29.1
6	CRO	8	212	26.5
7	USA	8	210	26.3
8	ANG	7	184	26.3
8	ARG	7	184	26.3
10	SRB	8	202	25.3
11	LTU	8	192	24.0
DSQ	GRE	6	249	41.5

ALLOWED 2-POINT FIELD GOALS

Rk	Team	GP	Total	Avg.
1	CHN	8	267	33.4
2	KOR	7	206	29.4
3	BRA	8	206	25.8
4	PUR	7	166	23.7
5	USA	8	171	21.4
6	AUS	8	164	20.5
6	SRB	8	164	20.5
8	CRO	8	162	20.3
9	LTU	8	157	19.6
10	ANG	7	124	17.7
11	ARG	7	119	17.0
DSQ	GRE	6	191	31.8

TEAM STATISTICS

BASKETBALL

MEN

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ALLOWED 3-POINT FIELD GOALS

Rk	Team	GP	Total	Avg.
1	KOR	7	82	11.7
2	ARG	7	65	9.3
3	AUS	8	69	8.6
4	ANG	7	60	8.6
5	PUR	7	57	8.1
6	BRA	8	64	8.0
7	CHN	8	53	6.6
8	CRO	8	50	6.3
9	USA	8	39	4.9
10	SRB	8	38	4.8
11	LTU	8	35	4.4
DSQ	GRE	6	58	9.7

ALLOWED FREE THROWS

Rk	Team	GP	Total	Avg.
1	AUS	8	155	19.4
2	BRA	8	153	19.1
3	CHN	8	151	18.9
4	CRO	8	150	18.8
5	LTU	8	141	17.6
6	SRB	8	136	17.0
7	ARG	7	119	17.0
8	PUR	7	116	16.6
9	KOR	7	100	14.3
10	USA	8	103	12.9
11	ANG	7	88	12.6
DSQ	GRE	6	106	17.7

ALLOWED FIELD GOALS ATTEMPTS

Rk	Team	GP	Total	Avg.
1	BRA	8	578	72.3
2	KOR	7	463	66.1
3	USA	8	527	65.9
4	AUS	8	515	64.4
5	SRB	8	503	62.9
6	PUR	7	434	62.0
7	ANG	7	432	61.7
8	CHN	8	477	59.6
9	CRO	8	474	59.3
10	ARG	7	405	57.9
11	LTU	8	458	57.3
DSQ	GRE	6	501	83.5

ALLOWED 2-POINT FIELD GOALS ATTEMPTS

Rk	Team	GP	Total	Avg.
1	BRA	8	405	50.6
2	USA	8	378	47.3
3	KOR	7	324	46.3
4	AUS	8	351	43.9
5	SRB	8	345	43.1
6	PUR	7	294	42.0
7	CRO	8	333	41.6
8	CHN	8	332	41.5
9	LTU	8	317	39.6
10	ANG	7	264	37.7
11	ARG	7	254	36.3
DSQ	GRE	6	351	58.5

ALLOWED 3-POINT FIELD GOALS ATTEMPTS

Rk	Team	GP	Total	Avg.
1	KOR	7	178	25.4
2	ANG	7	168	24.0
3	AUS	8	184	23.0
4	BRA	8	173	21.6
5	PUR	7	147	21.0
6	ARG	7	144	20.6
7	LTU	8	155	19.4
8	CHN	8	145	18.1
9	USA	8	139	17.4
10	CRO	8	134	16.8
11	SRB	8	112	14.0
DSQ	GRE	6	140	23.3

ALLOWED FREE THROWS ATTEMPTS

Rk	Team	GP	Total	Avg.
1	CRO	8	215	26.9
2	PUR	7	181	25.9
3	AUS	8	199	24.9
4	BRA	8	198	24.8
5	SRB	8	191	23.9
6	CHN	8	183	22.9
7	USA	8	181	22.6
8	LTU	8	176	22.0
9	ARG	7	143	20.4
10	KOR	7	125	17.9
11	ANG	7	117	16.7
DSQ	GRE	6	193	32.2

OPPONENT TOTAL FIELD GOALS %

Rk	Team	GP	M/A	%
1	SRB	8	202/503	40
2	USA	8	210/527	40
3	LTU	8	192/458	42
4	ANG	7	184/432	43
5	ARG	7	184/405	45
6	CRO	8	212/474	45
7	AUS	8	233/515	45
8	BRA	8	270/578	47
9	PUR	7	223/434	51
10	KOR	7	288/463	62
11	CHN	8	320/477	67
DSQ	GRE	6	249/501	50

OPPONENT 2-POINT FIELD GOALS %

Rk	Team	GP	M/A	%
1	USA	8	171/378	45
2	ARG	7	119/254	47
3	ANG	7	124/264	47
4	AUS	8	164/351	47
5	SRB	8	164/345	48
6	CRO	8	162/333	49
7	LTU	8	157/317	50
8	BRA	8	206/405	51
9	PUR	7	166/294	56
10	KOR	7	206/324	64
11	CHN	8	267/332	80
DSQ	GRE	6	191/351	54

OPPONENT 3-POINT FIELD GOALS %

Rk	Team	GP	M/A	%
1	LTU	8	35/155	23
2	USA	8	39/139	28
3	SRB	8	38/112	34
4	ANG	7	60/168	36
5	CRO	8	50/134	37
6	CHN	8	53/145	37
7	BRA	8	64/173	37
8	AUS	8	69/184	38
9	PUR	7	57/147	39
10	ARG	7	65/144	45
11	KOR	7	82/178	46
DSQ	GRE	6	58/140	41

OPPONENT FREE THROWS %

Rk	Team	GP	M/A	%
1	USA	8	103/181	57
2	PUR	7	116/181	64
3	CRO	8	150/215	70
4	SRB	8	136/191	71
5	ANG	7	88/117	75
6	BRA	8	153/198	77
7	AUS	8	155/199	78
8	KOR	7	100/125	80
9	LTU	8	141/176	80
10	ARG	7	119/143	83
11	CHN	8	151/183	83
DSQ	GRE	6	106/193	55

BENCH POINTS

Rk	Team	GP	Total	Avg.
1	USA	8	334	41.8
2	AUS	8	296	37.0
3	BRA	8	272	34.0
4	CRO	8	259	32.4
5	SRB	8	220	27.5
6	LTU	8	214	26.8
7	PUR	7	187	26.7
8	KOR	7	166	23.7
9	CHN	8	185	23.1
10	ANG	7	153	21.9
11	ARG	7	151	21.6
DSQ	GRE	8	155	19.4

FAST BREAK POINTS

Rk	Team	GP	Total	Avg.
1	USA	8	219	27.4
2	BRA	8	105	13.1
3	LTU	8	82	10.3
4	SRB	8	77	9.6
5	PUR	7	60	8.6
6	KOR	7	56	8.0
7	AUS	8	63	7.9
8	CRO	8	61	7.6
9	CHN	8	52	6.5
10	ANG	7	43	6.1
11	ARG	7	42	6.0
DSQ	GRE	8	57	7.1

TEAM STATISTICS
BASKETBALL
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POINTS FROM TURNOVERS

Rk	Team	GP	Total	Avg.
1	USA	8	264	33.0
2	LTU	8	142	17.8
3	ARG	8	127	15.9
4	SRB	8	122	15.3
5	PUR	7	102	14.6
6	BRA	7	100	14.3
7	CRO	8	99	12.4
7	KOR	7	84	12.0
9	AUS	8	84	10.5
9	ANG	7	73	10.4
11	CHN	8	77	9.6
DSQ	GRE	8	86	10.8

Legend:

% GP	Shooting Percentage Games Played	Avg. M/A	Average per Game Made/Attempts	Def. Off.	Defensive Rebounds Offensive Rebounds	DSQ Rk	Disqualified Rank
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Team Greece (GRE) disqualified due to ...

C84C - Team Statistics

Description	Team statistics contains tournament statistic data for all teams selected by some criteria (total field goals percentage, 2-point field goals percentage, 3-point field goals percentage, free throws percentage, points for, point against, rebounds, assists, fouls, turnovers, steals, blocked shots, total field goals made, 2-point field goals made, 3-point field goals made, free throws made, total field goals attempts, 2-point field goals attempts, 3-point field goals attempts, free throws attempts, offensive rebounds, defensive rebounds, allowed field goals, allowed 2-point field goals, allowed 3-point field goals, allowed free throws, allowed field goals attempts, allowed 2-point field goals attempts, allowed 3-point field goals attempts, allowed free throws attempts, opponent total field goals percentage, opponent 2-point field goals percentage, opponent 3-point field goals percentage, opponent free throws percentage, bench points, fast break points and points from turnovers)
Source	OC Technology
Sort by	For each team: 1 - Rank or disqualification identification 2 - Team NOC code; sort disqualified teams to the bottom of the list
Page break	As per sample (always four pages). Break at "Group = Total field goals made (level 19)" on a new page with repeated output headings. Break at "Group = Allowed 3-point field goals (level 31)" on a new page with repeated output headings. Break at "Group = Points from turnovers (level 43)" 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: % - Shooting Percentage Avg. - Average per Game Def. - Defensive Rebounds DSQ - Disqualified GP - Games Played M/A - Made/Attempts Off. - Offensive Rebounds Rk - Rank To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	For all averages and percentages round to one decimal place. For shooting percentages (except for "Opponent" shooting percentages): 1. Rank by shooting success (made/ attempt %), descending 2. Rank by shots made, descending For "Opponent" shooting percentages: 1. Rank by shooting success (made/ attempt %) 2. Rank by shots made For averages (except for "Points against"): 1. Rank by game average, descending 2. Rank by total, descending For "Points against" averages: 1. Rank by game average, ascending 2. Rank by total, ascending If teams share the same rank, present teams in alphabetical order by team NOC code. Always show rank for each ranked team.

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIBA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE

Level	Data Item	M/D	Comments
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 according to the OC Look and Feel standard
7	Total field goals percentage	--	
7.1 (n)	For each team	--	
7.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
7.1.2	Team NOC code	M	Standard IOC NOC code
7.1.3	Games played	M	Numeric
7.1.4	Made	M	Numeric
7.1.5	Attempts	M	Numeric
7.1.6	Shooting percentage	M	Numeric (1 decimal place)
8	2-Point field goals percentage	--	
8.1 (n)	For each team	--	
8.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
8.1.2	Team NOC code	M	Standard IOC NOC code
8.1.3	Games played	M	Numeric
8.1.4	Made	M	Numeric
8.1.5	Attempts	M	Numeric
8.1.6	Shooting percentage	M	Numeric (1 decimal place)
9	3-Point field goals percentage	--	
9.1 (n)	For each team	--	
9.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
9.1.2	Team NOC code	M	Standard IOC NOC code
9.1.3	Games played	M	Numeric
9.1.4	Made	M	Numeric
9.1.5	Attempts	M	Numeric
9.1.6	Shooting percentage	M	Numeric (1 decimal place)
10	Free throws percentage	--	
10.1 (n)	For each team	--	
10.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
10.1.2	Team NOC code	M	Standard IOC NOC code
10.1.3	Games played	M	Numeric
10.1.4	Made	M	Numeric
10.1.5	Attempts	M	Numeric
10.1.6	Shooting percentage	M	Numeric (1 decimal place)
11	Points scored for	--	
11.1 (n)	For each team	--	
11.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
11.1.2	Team NOC code	M	Standard IOC NOC code
11.1.3	Games played	M	Numeric
11.1.4	Total	M	Numeric
11.1.5	Average per game	M	Numeric (1 decimal place)
12	Points scored against	--	
12.1 (n)	For each team	--	
12.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
12.1.2	Team NOC code	M	Standard IOC NOC code
12.1.3	Games played	M	Numeric
12.1.4	Total	M	Numeric
12.1.5	Average per game	M	Numeric (1 decimal place)
13	Rebounds	--	
13.1 (n)	For each team	--	
13.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
13.1.2	Team NOC code	M	Standard IOC NOC code
13.1.3	Games played	M	Numeric
13.1.4	Offensive	M	Numeric
13.1.5	Defensive	M	Numeric
13.1.6	Total	M	Numeric
13.1.7	Average (total rebounds) per game	M	Numeric (1 decimal place)

Level	Data Item	M/D	Comments
14	Assists	--	
14.1 (n)	For each team	--	
14.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
14.1.2	Team NOC code	M	Standard IOC NOC code
14.1.3	Games played	M	Numeric
14.1.4	Total	M	Numeric
14.1.5	Average per game	M	Numeric (1 decimal place)
15	Fouls	--	
15.1 (n)	For each team	--	
15.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
15.1.2	Team NOC code	M	Standard IOC NOC code
15.1.3	Games played	M	Numeric
15.1.4	Total	M	Numeric
15.1.5	Average per game	M	Numeric (1 decimal place)
16	Turnovers	--	
16.1 (n)	For each team	--	
16.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
16.1.2	Team NOC code	M	Standard IOC NOC code
16.1.3	Games played	M	Numeric
16.1.4	Total	M	Numeric
16.1.5	Average per game	M	Numeric (1 decimal place)
17	Steals	--	
17.1 (n)	For each team	--	
17.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
17.1.2	Team NOC code	M	Standard IOC NOC code
17.1.3	Games played	M	Numeric
17.1.4	Total	M	Numeric
17.1.5	Average per game	M	Numeric (1 decimal place)
18	Blocked shots	--	
18.1 (n)	For each team	--	
18.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
18.1.2	Team NOC code	M	Standard IOC NOC code
18.1.3	Games played	M	Numeric
18.1.4	Total	M	Numeric
18.1.5	Average per game	M	Numeric (1 decimal place)
19	Total field goals made	--	
19.1 (n)	For each team	--	
19.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
19.1.2	Team NOC code	M	Standard IOC NOC code
19.1.3	Games played	M	Numeric
19.1.4	Total	M	Numeric
19.1.5	Average per game	M	Numeric (1 decimal place)
20	2-Point field goals made	--	
20.1 (n)	For each team	--	
20.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
20.1.2	Team NOC code	M	Standard IOC NOC code
20.1.3	Games played	M	Numeric
20.1.4	Total	M	Numeric
20.1.5	Average per game	M	Numeric (1 decimal place)
21	3-Point field goals made	--	
21.1 (n)	For each team	--	
21.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
21.1.2	Team NOC code	M	Standard IOC NOC code
21.1.3	Games played	M	Numeric
21.1.4	Total	M	Numeric
21.1.5	Average per game	M	Numeric (1 decimal place)
22	Free throws made	--	
22.1 (n)	For each team	--	
22.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
22.1.2	Team NOC code	M	Standard IOC NOC code
22.1.3	Games played	M	Numeric
22.1.4	Total	M	Numeric

Level	Data Item	M/D	Comments
22.1.5	Average per game	M	Numeric (1 decimal place)
23	Total field goals attempts	--	
23.1 (n)	For each team	--	
23.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
23.1.2	Team NOC code	M	Standard IOC NOC code
23.1.3	Games played	M	Numeric
23.1.4	Total	M	Numeric
23.1.5	Average per game	M	Numeric (1 decimal place)
24	2-Point field goals attempts	--	
24.1 (n)	For each team	--	
24.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
24.1.2	Team NOC code	M	Standard IOC NOC code
24.1.3	Games played	M	Numeric
24.1.4	Total	M	Numeric
24.1.5	Average per game	M	Numeric (1 decimal place)
25	3-Point field goals attempts	--	
25.1 (n)	For each team	--	
25.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
25.1.2	Team NOC code	M	Standard IOC NOC code
25.1.3	Games played	M	Numeric
25.1.4	Total	M	Numeric
25.1.5	Average per game	M	Numeric (1 decimal place)
26	Free throws attempts	--	
26.1 (n)	For each team	--	
26.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
26.1.2	Team NOC code	M	Standard IOC NOC code
26.1.3	Games played	M	Numeric
26.1.4	Total	M	Numeric
26.1.5	Average per game	M	Numeric (1 decimal place)
27	Offensive rebounds	--	
27.1 (n)	For each team	--	
27.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
27.1.2	Team NOC code	M	Standard IOC NOC code
27.1.3	Games played	M	Numeric
27.1.4	Total	M	Numeric
27.1.5	Average per game	M	Numeric (1 decimal place)
28	Defensive rebounds	--	
28.1 (n)	For each team	--	
28.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
28.1.2	Team NOC code	M	Standard IOC NOC code
28.1.3	Games played	M	Numeric
28.1.4	Total	M	Numeric
28.1.5	Average per game	M	Numeric (1 decimal place)
29	Allowed field goals	--	
29.1 (n)	For each team	--	
29.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
29.1.2	Team NOC code	M	Standard IOC NOC code
29.1.3	Games played	M	Numeric
29.1.4	Total	M	Numeric
29.1.5	Average per game	M	Numeric (1 decimal place)
30	Allowed 2-point field goals	--	
30.1 (n)	For each team	--	
30.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
30.1.2	Team NOC code	M	Standard IOC NOC code
30.1.3	Games played	M	Numeric
30.1.4	Total	M	Numeric
30.1.5	Average per game	M	Numeric (1 decimal place)
31	Allowed 3-point field goals	--	
31.1 (n)	For each team	--	
31.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
31.1.2	Team NOC code	M	Standard IOC NOC code
31.1.3	Games played	M	Numeric

Level	Data Item	M/D	Comments
31.1.4	Total	M	Numeric
31.1.5	Average per game	M	Numeric (1 decimal place)
32	Allowed free throws	--	
32.1 (n)	For each team	--	
32.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
32.1.2	Team NOC code	M	Standard IOC NOC code
32.1.3	Games played	M	Numeric
32.1.4	Total	M	Numeric
32.1.5	Average per game	M	Numeric (1 decimal place)
33	Allowed field goals attempts	--	
33.1 (n)	For each team	--	
33.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
33.1.2	Team NOC code	M	Standard IOC NOC code
33.1.3	Games played	M	Numeric
33.1.4	Total	M	Numeric
33.1.5	Average per game	M	Numeric (1 decimal place)
34	Allowed 2-point field goals attempts	--	
34.1 (n)	For each team	--	
34.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
34.1.2	Team NOC code	M	Standard IOC NOC code
34.1.3	Games played	M	Numeric
34.1.4	Total	M	Numeric
34.1.5	Average per game	M	Numeric (1 decimal place)
35	Allowed 3-point field goals attempts	--	
35.1 (n)	For each team	--	
35.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
35.1.2	Team NOC code	M	Standard IOC NOC code
35.1.3	Games played	M	Numeric
35.1.4	Total	M	Numeric
35.1.5	Average per game	M	Numeric (1 decimal place)
36	Allowed free throws attempts	--	
36.1 (n)	For each team	--	
36.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
36.1.2	Team NOC code	M	Standard IOC NOC code
36.1.3	Games played	M	Numeric
36.1.4	Total	M	Numeric
36.1.5	Average per game	M	Numeric (1 decimal place)
37	Opponent total field goals percentage	--	
37.1 (n)	For each team	--	
37.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
37.1.2	Team NOC code	M	Standard IOC NOC code
37.1.3	Games played	M	Numeric
37.1.4	Made	M	Numeric
37.1.5	Attempts	M	Numeric
37.1.6	Shooting percentage	M	Numeric (1 decimal place)
38	Opponent 2-point field goals percentage	--	
38.1 (n)	For each team	--	
38.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
38.1.2	Team NOC code	M	Standard IOC NOC code
38.1.3	Games played	M	Numeric
38.1.4	Made	M	Numeric
38.1.5	Attempts	M	Numeric
38.1.6	Shooting percentage	M	Numeric (1 decimal place)
39	Opponent 3-point field goals percentage	--	
39.1 (n)	For each team	--	
39.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
39.1.2	Team NOC code	M	Standard IOC NOC code
39.1.3	Games played	M	Numeric
39.1.4	Made	M	Numeric
39.1.5	Attempts	M	Numeric
39.1.6	Shooting percentage	M	Numeric (1 decimal place)
40	Opponent free throws percentage	--	

Level	Data Item	M/D	Comments
40.1 (n)	For each team	--	
40.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
40.1.2	Team NOC code	M	Standard IOC NOC code
40.1.3	Games played	M	Numeric
40.1.4	Made	M	Numeric
40.1.5	Attempts	M	Numeric
40.1.6	Shooting percentage	M	Numeric (1 decimal place)
41	Bench points	--	
41.1 (n)	For each team	--	
41.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
41.1.2	Team NOC code	M	Standard IOC NOC code
41.1.3	Games played	M	Numeric
41.1.4	Total	M	Numeric
41.1.5	Average per game	M	Numeric (1 decimal place)
42	Fast break points	--	
42.1 (n)	For each team	--	
42.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
42.1.2	Team NOC code	M	Standard IOC NOC code
42.1.3	Games played	M	Numeric
42.1.4	Total	M	Numeric
42.1.5	Average per game	M	Numeric (1 decimal place)
43	Points from turnovers	--	
43.1 (n)	For each team	--	
43.1.1	Rank or disqualification identification	M	Numeric or "DSQ"
43.1.2	Team NOC code	M	Standard IOC NOC code
43.1.3	Games played	M	Numeric
43.1.4	Total	M	Numeric
43.1.5	Average per game	M	Numeric (1 decimal place)
44	Note with static text	--	NOT APPLICABLE
45 (n)	Note for each predefined text	--	
45.1	Predefined text	--	NOT APPLICABLE
46 (n)	Legend	--	
46.1	Abbreviation	Mc	Code
46.2	Description of abbreviation	Mc	Text
47	Free text	Ma	Text

INDIVIDUAL STATISTICS

BASKETBALL

MEN

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POINTS (by average)

Rk	No.	Name	Team	GP	Total	Avg.
1	5	BAREA Jose	PUR	5	110	22.0
2	7	BOGDANOVIC Bojan	CRO	6	127	21.2
3	11	BLATCHE Andray	PHI	5	106	21.2
4	4	GASOL Pau	ESP	7	140	20.0
5	4	SCOLA Luis	ARG	6	117	19.5
6	15	HADDADI Hamed	IRI	5	94	18.8
7	12	MOREIRA Yanick	ANG	5	89	17.8
8	8	AYON Gustavo	MEX	5	88	17.6
8	9	GARCIA Francisco	DOM	5	88	17.6
10	12	BAYNES Aron	AUS	5	84	16.8

POINTS (by total)

Rk	No.	Name	Team	GP	Avg.	Total
1	4	GASOL Pau	ESP	7	20.0	140
2	5	BATUM Nicolas	FRA	8	16.4	131
3	14	VALANIUNAS Jonas	LTU	8	16.3	130
4	7	BOGDANOVIC Bojan	CRO	6	21.2	127
5	4	SCOLA Luis	ARG	6	19.5	117
6	11	DRAGIC Goran	SLO	7	16.0	112
6	4	TEODOSIC Milos	SRB	8	14.0	112
8	5	BAREA Jose	PUR	5	22.0	110
9	13	RADULJICA Miroslav	SRB	8	13.5	108
10	11	BLATCHE Andray	PHI	5	21.2	106

REBOUNDS

Rk	No.	Name	Team	GP	Total	Off.	Def.	Avg.
1	11	BLATCHE Andray	PHI	5	69	7	62	13.8
2	15	HADDADI Hamed	IRI	5	57	25	32	11.4
3	14	DIENG Gorgui	SEN	6	64	15	49	10.7
6	14	VALANIUNAS Jonas	LTU	8	76	19	57	9.5
4	5	BOOUROUSIS Giannis	GRE	6	55	12	43	9.2
5	4	SCOLA Luis	ARG	6	51	13	38	8.5
7	14	ASIK Ömer	TUR	7	59	19	40	8.4
8	12	MOREIRA Yanick	ANG	5	41	25	16	8.2
9	11	VAREJAO Anderson	BRA	7	56	17	39	8.0
10	7	FARIED Kenneth	USA	8	63	31	32	7.9

ASSISTS

Rk	No.	Name	Team	GP	Total	Avg.
1	11	KOPONEN Petteri	FIN	5	29	5.8
2	5	DALMEIDA Xane	SEN	6	32	5.3
3	11	RUBIO Ricky	ESP	7	36	5.1
4	5	JETER Eugene	UKR	5	25	5.0
5	14	NIKKHAH BAHRAMI	IRI	5	22	4.4
6	11	DRAGIC Goran	SLO	7	30	4.3
7	7	CAMPAZZO Facundo	ARG	6	26	4.3
7	6	ZISIS Nikos	GRE	6	26	4.3
9	8	PRIGIONI Pablo	ARG	6	25	4.2
10	4	TEODOSIC Milos	SRB	8	33	4.1

FOULS DRAWN

Rk	No.	Name	Team	GP	Total	Avg.
1	5	BAREA Jose	PUR	5	43	8.6
2	4	SCOLA Luis	ARG	6	41	6.8
3	8	AYON Gustavo	MEX	5	33	6.6
3	11	KOPONEN Petteri	FIN	5	33	6.6
5	14	DIENG Gorgui	SEN	6	36	6.0
6	11	BLATCHE Andray	PHI	5	30	6.0
7	5	JETER Eugene	UKR	5	27	5.4
8	7	BOGDANOVIC Bojan	CRO	6	32	5.3
9	15	HADDADI Hamed	IRI	5	26	5.2
9	14	NIKKHAH BAHRAMI	IRI	5	26	5.2

BLOCKED SHOTS

Rk	No.	Name	Team	GP	Total	Avg.
1	8	LEE Jonghyun	KOR	5	13	2.6
2	4	GASOL Pau	ESP	7	16	2.3
3	14	DAVIS Anthony	USA	8	18	2.3
4	15	KIM Jongkyu	KOR	5	10	2.0
5	13	NDIAYE Hamady	SEN	6	11	1.8
6	14	ASIK Ömer	TUR	7	11	1.6
7	14	DIENG Gorgui	SEN	6	9	1.5
7	11	VARGAS Eloy	DOM	6	9	1.5
9	13	GASOL Marc	ESP	7	10	1.4
10	14	IBAKA Serge	ESP	6	8	1.3

STEALS

Rk	No.	Name	Team	GP	Total	Avg.
1	11	RUBIO Ricky	ESP	7	25	3.6
2	7	KAMRANI Mahdi	IRI	5	13	2.6
3	13	HARDEN James	USA	8	19	2.4
4	10	IRVING Kyrie	USA	8	17	2.1
5	13	BALKMAN Renaldo	PUR	5	10	2.0
6	14	DIENG Gorgui	SEN	6	11	1.8
6	8	PRIGIONI Pablo	ARG	6	11	1.8
8	7	INGLES Joe	AUS	5	9	1.8
9	9	NDOYE Maleye	SEN	6	10	1.7
9	8	SARIC Dario	CRO	6	10	1.7

TURNOVERS

Rk	No.	Name	Team	GP	Total	Avg.
1	11	BLATCHE Andray	PHI	5	25	5.0
2	14	NIKKHAH BAHRAMI	IRI	5	23	4.6
3	15	HADDADI Hamed	IRI	5	22	4.4
4	9	ELGAMMAL Ibrahim	EGY	5	20	4.0
8	13	DIAW Boris	FRA	8	30	3.8
5	14	DIENG Gorgui	SEN	6	23	3.8
6	11	DRAGIC Goran	SLO	7	25	3.6
7	5	BAREA Jose	PUR	5	18	3.6
9	5	JETER Eugene	UKR	5	16	3.2
9	7	KAMRANI Mahdi	IRI	5	16	3.2

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MEN

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TOTAL FIELD GOALS % (8 attempts/game minimum)

Rk	No.	Name	Team	GP	M/A	%
1	7	FARIED Kenneth	USA	8	46/68	67.6
2	4	GASOL Pau	ESP	7	54/85	63.5
3	9	GARCIA Francisco	DOM	5	33/54	61.1
4	8	AYON Gustavo	MEX	5	36/59	61.0
5	13	BALKMAN Renaldo	PUR	5	24/40	60.0
6	12	MOREIRA Yanick	ANG	5	38/65	58.5
7	11	DRAGIC Goran	SLO	7	46/83	55.4
8	13	RADULJICA Miroslav	SRB	8	42/76	55.3
9	4	TEODOSIC Milos	SRB	8	37/67	55.2
10	14	DAVIS Anthony	USA	8	43/78	55.1

TOTAL FIELD GOALS MADE

Rk	No.	Name	Team	GP	Total	Avg.
1	4	GASOL Pau	ESP	7	54	7.7
2	11	BLATCHE Andray	PHI	5	38	7.6
2	12	MOREIRA Yanick	ANG	5	38	7.6
4	8	AYON Gustavo	MEX	5	36	7.2
5	7	BOGDANOVIC Bojan	CRO	6	41	6.8
5	4	SCOLA Luis	ARG	6	41	6.8
7	15	HADDADI Hamed	IRI	5	34	6.8
8	11	DRAGIC Goran	SLO	7	46	6.6
9	9	GARCIA Francisco	DOM	5	33	6.6
10	12	BAYNES Aron	AUS	5	32	6.4

2-POINT FIELD GOALS % (6 attempts/game minimum)

Rk	No.	Name	Team	GP	M/A	%
1	14	VALANCIUNAS Jonas	LTU	8	48/69	69.6
2	4	GASOL Pau	ESP	7	51/74	68.9
3	7	FARIED Kenneth	USA	8	46/68	67.6
4	11	DRAGIC Goran	SLO	7	35/52	67.3
5	8	AYON Gustavo	MEX	5	36/59	61.0
6	7	BOGDANOVIC Bojan	CRO	6	28/46	60.9
7	13	BALKMAN Renaldo	PUR	5	24/40	60.0
8	12	MOREIRA Yanick	ANG	5	38/65	58.5
9	5	BOOUROUSIS Giannis	GRE	6	26/45	57.8
10	8	SARIC Dario	CRO	6	21/37	56.8

2-POINT FIELD GOALS MADE

Rk	No.	Name	Team	GP	Total	Avg.
10	14	VALANCIUNAS Jonas	LTU	8	48	9.0
1	12	MOREIRA Yanick	ANG	5	38	7.6
2	4	GASOL Pau	ESP	7	51	7.3
3	8	AYON Gustavo	MEX	5	36	7.2
4	15	HADDADI Hamed	IRI	5	34	6.8
5	12	BAYNES Aron	AUS	5	32	6.4
5	11	BLATCHE Andray	PHI	5	32	6.4
7	4	SCOLA Luis	ARG	6	38	6.3
8	7	FARIED Kenneth	USA	8	46	5.8
9	14	DAVIS Anthony	USA	8	43	5.4

3-POINT FIELD GOALS % (2 attempts/game minimum)

Rk	No.	Name	Team	GP	M/A	%
1	9	GARCIA Francisco	DOM	5	18/28	64.3
2	7	HUFF Shawn	FIN	5	10/17	58.8
3	5	BROEKHOFF Ryan	AUS	6	14/24	58.3
4	7	LAVRINOVIC Darjus	LTU	8	12/21	57.1
5	6	MATA Marcos	ARG	6	7/13	53.8
6	12	KAIMAKOGLOU Kostas	GRE	6	8/15	53.3
7	6	ZISIS Nikos	GRE	6	9/17	52.9
8	5	BAREA Jose	PUR	5	20/38	52.6
9	14	NIKKHAH BAHRAMI	IRI	5	11/22	50.0
10	8	PRIGIONI Pablo	ARG	6	10/20	50.0

3-POINT FIELD GOALS MADE

Rk	No.	Name	Team	GP	Total	Avg.
1	5	BAREA Jose	PUR	5	20	4.0
2	9	GARCIA Francisco	DOM	5	18	3.6
3	4	TEODOSIC Milos	SRB	8	22	2.8
4	5	THOMPSON Klay	USA	8	20	2.5
5	4	CURRY Stephen	USA	8	19	2.4
6	5	BROEKHOFF Ryan	AUS	6	14	2.3
7	7	BOGDANOVIC Bojan	CRO	6	13	2.2

5 players tied for 8th place with

2.2

FREE THROWS % (3 attempts/game minimum)

Rk	No.	Name	Team	GP	M/A	%
1	12	HUERTAS David	PUR	5	14/15	93.3
2	5	BAREA Jose	PUR	5	28/32	87.5
3	4	ALAPAG Jim	PHI	5	13/15	86.7
4	13	LORBEK Domen	SLO	7	18/21	85.7
5	8	BJELICA Nemanja	SRB	8	27/32	84.4
6	15	RANNIKKO Teemu	FIN	5	14/17	82.4
7	13	GASOL Marc	ESP	7	18/22	81.8
8	14	VALANCIUNAS Jonas	LTU	8	34/42	81.0
9	11	BLATCHE Andray	PHI	5	24/30	80.0
10	5	JETER Eugene	UKR	5	20/25	80.0

FREE THROWS MADE

Rk	No.	Name	Team	GP	Total	Avg.
1	14	DIENG Gorgui	SEN	6	38	6.3
2	5	BAREA Jose	PUR	5	28	5.6
3	7	BOGDANOVIC Bojan	CRO	6	32	5.3
3	4	SCOLA Luis	ARG	6	32	5.3
5	15	HADDADI Hamed	IRI	5	26	5.2
6	11	BLATCHE Andray	PHI	5	24	4.8
7	4	GASOL Pau	ESP	7	29	4.1
7	9	PRELDZIC Emir	TUR	7	29	4.1
9	4	TOMIC Ante	CRO	6	24	4.0

2 players tied for 10th place with

4.0

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TOTAL FIELD GOALS ATTEMPTS

Rk	No.	Name	Team	GP	Total	Avg.
1	11	BLATCHE Andray	PHI	5	86	17.2
2	4	SCOLA Luís	ARG	6	85	14.2
3	15	HADDADI Hamed	IRI	5	71	14.2
4	14	NIKKHAH BAHRAMI	IRI	5	70	14.0
5	5	BAREA Jose	PUR	5	69	13.8
6	7	BOGDANOVIC Bojan	CRO	6	82	13.7
7	12	BAYNES Aron	AUS	5	68	13.6
7	5	JETER Eugene	UKR	5	68	13.6
9	9	WEBSTER Corey	NZL	6	79	13.2
10	12	MOREIRA Yanick	ANG	5	65	13.0

2-POINT FIELD GOALS ATTEMPTS

Rk	No.	Name	Team	GP	Total	Avg.
1	12	BAYNES Aron	AUS	5	68	13.6
2	4	SCOLA Luís	ARG	6	80	13.3
3	15	HADDADI Hamed	IRI	5	66	13.2
4	12	MOREIRA Yanick	ANG	5	65	13.0
5	11	BLATCHE Andray	PHI	5	64	12.8
6	8	AYON Gustavo	MEX	5	59	11.8
7	14	DIENG Gorgui	SEN	6	65	10.8
8	4	GASOL Pau	ESP	7	74	10.6
9	14	DAVIS Anthony	USA	8	78	9.8
10	14	NIKKHAH BAHRAMI	IRI	5	48	9.6

3-POINT FIELD GOALS ATTEMPTS

Rk	No.	Name	Team	GP	Total	Avg.
1	11	BLATCHE Andray	PHI	5	86	17.2
2	4	SCOLA Luís	ARG	6	85	14.2
3	15	HADDADI Hamed	IRI	5	71	14.2
4	14	NIKKHAH BAHRAMI	IRI	5	70	14.0
5	5	BAREA Jose	PUR	5	69	13.8
6	7	BOGDANOVIC Bojan	CRO	6	82	13.7
7	12	BAYNES Aron	AUS	5	68	13.6
7	5	JETER Eugene	UKR	5	68	13.6
9	9	WEBSTER Corey	NZL	6	79	13.2
10	12	MOREIRA Yanick	ANG	5	65	13.0

FREE THROWS ATTEMPTS

Rk	No.	Name	Team	GP	Total	Avg.
1	12	BAYNES Aron	AUS	5	68	13.6
2	4	SCOLA Luís	ARG	6	80	13.3
3	15	HADDADI Hamed	IRI	5	66	13.2
4	12	MOREIRA Yanick	ANG	5	65	13.0
5	11	BLATCHE Andray	PHI	5	64	12.8
6	8	AYON Gustavo	MEX	5	59	11.8
7	14	DIENG Gorgui	SEN	6	65	10.8
8	4	GASOL Pau	ESP	7	74	10.6
9	14	DAVIS Anthony	USA	8	78	9.8
10	14	NIKKHAH BAHRAMI	IRI	5	48	9.6

PERSONAL FOULS

Rk	No.	Name	Team	GP	Total	Avg.
1	13	ELMEKAWI Moustafa	EGY	5	18	3.6
2	8	SARIC Dario	CRO	6	21	3.5
3	4	BALAZIC Jure	SLO	7	24	3.4
3	10	ZUPAN Miha	SLO	7	24	3.4
5	13	BALKMAN Renaldo	PUR	5	17	3.4
5	5	COSTA Armando	ANG	5	17	3.4
7	11	SIMON Krunoslav	CRO	6	20	3.3
7	7	VUKONA Mika	NZL	6	20	3.3

3 players tied for 9th place with 3.2

MINUTES PLAYED

Rk	No.	Name	Team	GP	Total	Avg.
1	14	DIENG Gorgui	SEN	6	3:37:14	36.3
2	11	BLATCHE Andray	PHI	5	2:50:20	33.8
3	7	BOGDANOVIC Bojan	CRO	6	3:20:59	33.5
4	4	SCOLA Luís	ARG	6	3:14:38	32.5
5	14	NIKKHAH BAHRAMI	IRI	5	2:40:48	32.4
6	8	AYON Gustavo	MEX	5	2:40:41	32.2
7	10	NORWOOD Gabe	PHI	5	2:39:23	31.8
8	5	COSTA Armando	ANG	5	2:36:35	31.4
8	11	KOPONEN Petteri	FIN	5	2:37:26	31.4
10	5	JETER Eugene	UKR	5	2:37:32	31.2

DOUBLE DOUBLES

Rk	No.	Name	Team	GP	Total	Avg.
1	11	BLATCHE Andray	PHI	5	5	1.0
5	15	HADDADI Hamed	IRI	5	3	0.6
3	5	BOOUROUSIS Giannis	GRE	6	3	0.5
3	14	DIENG Gorgui	SEN	6	3	0.5
2	14	VALANCIUNAS Jonas	LTU	8	3	0.4
9	12	MOREIRA Yanick	ANG	5	2	0.4
6	8	BJELICA Nemanja	SRB	8	2	0.3
6	7	FARIED Kenneth	USA	8	2	0.3
8	14	ASIK Ömer	TUR	7	2	0.3
10	13	DIAW Boris	FRA	8	1	0.1

OFFENSIVE REBOUNDS

Rk	No.	Name	Team	GP	Total	Avg.
1	15	HADDADI Hamed	IRI	5	25	5.0
1	12	MOREIRA Yanick	ANG	5	25	5.0
3	7	FARIED Kenneth	USA	8	31	3.9
4	8	AYON Gustavo	MEX	5	18	3.6
5	12	BAYNES Aron	AUS	5	17	3.4
6	14	ASIK Ömer	TUR	7	19	2.7
6	15	OMIC Alen	SLO	7	19	2.7
8	7	VUKONA Mika	NZL	6	16	2.7
9	15	MINGAS Eduardo	ANG	5	13	2.6
10	14	DIENG Gorgui	SEN	6	15	2.5

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DEFENSIVE REBOUNDS

Rk	No.	Name	Team	GP	Total	Avg.
1	11	BLATCHÉ Andray	PHI	5	62	12.4
2	14	DIENG Gorgui	SEN	6	49	8.2
3	5	BOUROUSIS Giannis	GRE	6	43	7.2
5	14	VALANCIUNAS Jonas	LTU	8	57	7.1
4	15	HADDADI Hamed	IRI	5	32	6.4
6	4	SCOLA Luís	ARG	6	38	6.3
7	15	MARTINEZ Jack	DOM	6	35	5.8
8	14	ASIK Ömer	TUR	7	40	5.7
8	13	GASOL Marc	ESP	7	40	5.7
10	11	VAREJAO Anderson	BRA	7	39	5.6

PLUS/MINUS

Rk	No.	Name	Team	GP	Total	Avg.
1	13	HARDEN James	USA	8	173	21.6
2	7	FARIED Kenneth	USA	8	157	19.6
3	4	CURRY Stephen	USA	8	155	19.4
4	11	RUBIO Ricky	ESP	7	136	19.4
5	10	IRVING Kyrie	USA	8	151	18.9
6	13	GASOL Marc	ESP	7	130	18.6
7	14	DAVIS Anthony	USA	8	148	18.5
8	5	THOMPSON Klay	USA	8	129	16.1
9	4	GASOL Pau	ESP	7	110	15.7
10	6	ROSE Derrick	USA	8	121	15.1

Note:

All players must have appeared on at least 50% of competition days played.

Legend:

%	Shooting Percentage	Avg.	Average per Game	Def.	Defensive Rebounds	GP	Games Played
M/A	Made/Attempts	No.	Uniform Number	Off.	Offensive Rebounds	Rk	Rank

C85A - Individual Statistics

Description	Individual statistics showing tournament statistic data for the best players (top 10) by the following criteria (by average and total points): rebounds, assists, fouls drawn, blocked shots, steals, turnovers, total field goals percentage, total field goals made, 2-point field goals percentage, 2-point field goals made, 3-point field goals percentage, 3-point field goals made, free throws percentage, free throws made, total field goals attempts, 2-point field goals attempts, 3-point field goals attempts, free throws attempts, personal fouls, minutes played, double doubles, offensive rebounds, defensive rebounds and plus/minus
Source	OC Technology
Sort by	For each player: 1 - Rank 2 - Family name 3 - Given name
Page break	As per sample (always four pages). Break at "Group = Total field goals percentage (level 15)" on a new page with repeated output headings. Break at "Group = Total field goals attempts (level 23)" on a new page with repeated output headings. Break at "Group = Defensive rebounds (level 31)" on a new page with repeated output 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: % - Shooting Percentage Avg. - Average per Game Def. - Defensive Rebounds GP - Games Played M/A - Made/Attempts No. - Uniform Number Off. - Offensive Rebounds Rk - Rank To be displayed at the bottom of the last page.
IRM rules	None
Comments	All players must have appeared on at least 50% of competition days played. A player is deemed to have played in a game when actual time played is > 0 second. The minimum number of attempts per game are: <ul style="list-style-type: none">• Total field goals % - 8 attempts/game• 2-Point field goals % - 6 attempts/game• 3-Point field goals % - 2 attempts/game• Free throws % - 3 attempts/game For all averages and percentages round to one decimal place. Always show rank for each player. For shooting percentages: <ol style="list-style-type: none">1. Rank by shooting success (made/ attempt %), descending2. Rank by shots made, descending For averages: <ol style="list-style-type: none">1. Rank by game average, descending2. Rank by total, descending Show only the top 10 players. If at any time adding leaders tied for the next rank would cause the list to exceed ten names, then report that there are more players tied with the performance (text "x players tied for y th place with z", where x - number of tied players, y - ranking number and z - average, total or shooting percentage) (see sample).

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIBA event name
4	Phase & event unit (H4)	--	NOT APPLICABLE

Level	Data Item	M/D	Comments
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 according to the OC Look and Feel standard
7	Points (by average)	--	
7.1 (n)	For each player	--	
7.1.1	Rank	M	Numeric
7.1.2	Uniform number	M	Numeric
7.1.3	Name	--	
7.1.3.1	Family name	M	Text
7.1.3.2	Given name	M	Text
7.1.4	Team NOC code	M	Standard IOC NOC code
7.1.5	Games played	M	Numeric
7.1.6	Total points	M	Numeric
7.1.7	Total points average per game	M	Numeric (1 decimal place)
7.2	Note - not fit on the list	--	Show only if tied players can not fit on list
7.2.1	Note - text	Mc	Text (see comments)
7.2.2	Total points average per game	Mc	Numeric (1 decimal place)
8	Points (by total)	--	
8.1 (n)	For each player	--	
8.1.1	Rank	M	Numeric
8.1.2	Uniform number	M	Numeric
8.1.3	Name	--	
8.1.3.1	Family name	M	Text
8.1.3.2	Given name	M	Text
8.1.4	Team NOC code	M	Standard IOC NOC code
8.1.5	Games played	M	Numeric
8.1.6	Total points average per game	M	Numeric (1 decimal place)
8.1.7	Total points	M	Numeric
8.2	Note - not fit on the list	--	Show only if tied players can not fit on list
8.2.1	Note - text	Mc	Text (see comments)
8.2.2	Total points	Mc	Numeric
9	Rebounds	--	
9.1 (n)	For each player	--	
9.1.1	Rank	M	Numeric
9.1.2	Uniform number	M	Numeric
9.1.3	Name	--	
9.1.3.1	Family name	M	Text
9.1.3.2	Given name	M	Text
9.1.4	Team NOC code	M	Standard IOC NOC code
9.1.5	Games played	M	Numeric
9.1.6	Offensive	M	Numeric
9.1.7	Defensive	M	Numeric
9.1.8	Total	M	Numeric
9.1.9	Average (total rebounds) per game	M	Numeric (1 decimal place)
9.2	Note - not fit on the list	--	Show only if tied players can not fit on list
9.2.1	Note - text	Mc	Text (see comments)
9.2.2	Average (total rebounds) per game	Mc	Numeric (1 decimal place)
10	Assists	--	
10.1 (n)	For each player	--	
10.1.1	Rank	M	Numeric
10.1.2	Uniform number	M	Numeric
10.1.3	Name	--	
10.1.3.1	Family name	M	Text
10.1.3.2	Given name	M	Text
10.1.4	Team NOC code	M	Standard IOC NOC code
10.1.5	Games played	M	Numeric
10.1.6	Total	M	Numeric
10.1.7	Average per game	M	Numeric (1 decimal place)

Level	Data Item	M/D	Comments
10.2	Note - not fit on the list	--	Show only if tied players can not fit on list
10.2.1	Note - text	Mc	Text (see comments)
10.2.2	Average per game	Mc	Numeric (1 decimal place)
11	Fouls drawn	--	
11.1 (n)	For each player	--	
11.1.1	Rank	M	Numeric
11.1.2	Uniform number	M	Numeric
11.1.3	Name	--	
11.1.3.1	Family name	M	Text
11.1.3.2	Given name	M	Text
11.1.4	Team NOC code	M	Standard IOC NOC code
11.1.5	Games played	M	Numeric
11.1.6	Total	M	Numeric
11.1.7	Average per game	M	Numeric (1 decimal place)
11.2	Note - not fit on the list	--	Show only if tied players can not fit on list
11.2.1	Note - text	Mc	Text (see comments)
11.2.2	Average per game	Mc	Numeric (1 decimal place)
12	Blocked shots	--	
12.1 (n)	For each player	--	
12.1.1	Rank	M	Numeric
12.1.2	Uniform number	M	Numeric
12.1.3	Name	--	
12.1.3.1	Family name	M	Text
12.1.3.2	Given name	M	Text
12.1.4	Team NOC code	M	Standard IOC NOC code
12.1.5	Games played	M	Numeric
12.1.6	Total	M	Numeric
12.1.7	Average per game	M	Numeric (1 decimal place)
12.2	Note - not fit on the list	--	Show only if tied players can not fit on list
12.2.1	Note - text	Mc	Text (see comments)
12.2.2	Average per game	Mc	Numeric (1 decimal place)
13	Steals	--	
13.1 (n)	For each player	--	
13.1.1	Rank	M	Numeric
13.1.2	Uniform number	M	Numeric
13.1.3	Name	--	
13.1.3.1	Family name	M	Text
13.1.3.2	Given name	M	Text
13.1.4	Team NOC code	M	Standard IOC NOC code
13.1.5	Games played	M	Numeric
13.1.6	Total	M	Numeric
13.1.7	Average per game	M	Numeric (1 decimal place)
13.2	Note - not fit on the list	--	Show only if tied players can not fit on list
13.2.1	Note - text	Mc	Text (see comments)
13.2.2	Average per game	Mc	Numeric (1 decimal place)
14	Turnovers	--	
14.1 (n)	For each player	--	
14.1.1	Rank	M	Numeric
14.1.2	Uniform number	M	Numeric
14.1.3	Name	--	
14.1.3.1	Family name	M	Text
14.1.3.2	Given name	M	Text
14.1.4	Team NOC code	M	Standard IOC NOC code
14.1.5	Games played	M	Numeric
14.1.6	Total	M	Numeric
14.1.7	Average per game	M	Numeric (1 decimal place)
14.2	Note - not fit on the list	--	Show only if tied players can not fit on list
14.2.1	Note - text	Mc	Text (see comments)
14.2.2	Average per game	Mc	Numeric (1 decimal place)
15	Total field goals percentage	--	
15.1 (n)	For each player	--	
15.1.1	Rank	M	Numeric

Level	Data Item	M/D	Comments
15.1.2	Uniform number	M	Numeric
15.1.3	Name	--	
15.1.3.1	Family name	M	Text
15.1.3.2	Given name	M	Text
15.1.4	Team NOC code	M	Standard IOC NOC code
15.1.5	Games played	M	Numeric
15.1.6	Made	M	Numeric
15.1.7	Attempts	M	Numeric
15.1.8	Shooting percentage	M	Numeric (1 decimal place)
15.2	Note - not fit on the list	--	Show only if tied players can not fit on list
15.2.1	Note - text	Mc	Text (see comments)
15.2.2	Shooting percentage	Mc	Numeric (1 decimal place)
16	Total field goals made	--	
16.1 (n)	For each player	--	
16.1.1	Rank	M	Numeric
16.1.2	Uniform number	M	Numeric
16.1.3	Name	--	
16.1.3.1	Family name	M	Text
16.1.3.2	Given name	M	Text
16.1.4	Team NOC code	M	Standard IOC NOC code
16.1.5	Games played	M	Numeric
16.1.6	Total	M	Numeric
16.1.7	Average per game	M	Numeric (1 decimal place)
16.2	Note - not fit on the list	--	Show only if tied players can not fit on list
16.2.1	Note - text	Mc	Text (see comments)
16.2.2	Average per game	Mc	Numeric (1 decimal place)
17	2-Point field goals percentage	--	
17.1 (n)	For each player	--	
17.1.1	Rank	M	Numeric
17.1.2	Uniform number	M	Numeric
17.1.3	Name	--	
17.1.3.1	Family name	M	Text
17.1.3.2	Given name	M	Text
17.1.4	Team NOC code	M	Standard IOC NOC code
17.1.5	Games played	M	Numeric
17.1.6	Made	M	Numeric
17.1.7	Attempts	M	Numeric
17.1.8	Shooting percentage	M	Numeric (1 decimal place)
17.2	Note - not fit on the list	--	Show only if tied players can not fit on list
17.2.1	Note - text	Mc	Text (see comments)
17.2.2	Shooting percentage	Mc	Numeric (1 decimal place)
18	2-Point field goals made	--	
18.1 (n)	For each player	--	
18.1.1	Rank	M	Numeric
18.1.2	Uniform number	M	Numeric
18.1.3	Name	--	
18.1.3.1	Family name	M	Text
18.1.3.2	Given name	M	Text
18.1.4	Team NOC code	M	Standard IOC NOC code
18.1.5	Games played	M	Numeric
18.1.6	Total	M	Numeric
18.1.7	Average per game	M	Numeric (1 decimal place)
18.2	Note - not fit on the list	--	Show only if tied players can not fit on list
18.2.1	Note - text	Mc	Text (see comments)
18.2.2	Average per game	Mc	Numeric (1 decimal place)
19	3-Point field goals percentage	--	
19.1 (n)	For each player	--	
19.1.1	Rank	M	Numeric
19.1.2	Uniform number	M	Numeric
19.1.3	Name	--	
19.1.3.1	Family name	M	Text
19.1.3.2	Given name	M	Text

Level	Data Item	M/D	Comments
19.1.4	Team NOC code	M	Standard IOC NOC code
19.1.5	Games played	M	Numeric
19.1.6	Made	M	Numeric
19.1.7	Attempts	M	Numeric
19.1.8	Shooting percentage	M	Numeric (1 decimal place)
19.2	Note - not fit on the list	--	Show only if tied players can not fit on list
19.2.1	Note - text	Mc	Text (see comments)
19.2.2	Shooting percentage	Mc	Numeric (1 decimal place)
20	3-Point field goals made	--	
20.1 (n)	For each player	--	
20.1.1	Rank	M	Numeric
20.1.2	Uniform number	M	Numeric
20.1.3	Name	--	
20.1.3.1	Family name	M	Text
20.1.3.2	Given name	M	Text
20.1.4	Team NOC code	M	Standard IOC NOC code
20.1.5	Games played	M	Numeric
20.1.6	Total	M	Numeric
20.1.7	Average per game	M	Numeric (1 decimal place)
20.2	Note - not fit on the list	--	Show only if tied players can not fit on list
20.2.1	Note - text	Mc	Text (see comments)
20.2.2	Average per game	Mc	Numeric (1 decimal place)
21	Free throws percentage	--	
21.1 (n)	For each player	--	
21.1.1	Rank	M	Numeric
21.1.2	Uniform number	M	Numeric
21.1.3	Name	--	
21.1.3.1	Family name	M	Text
21.1.3.2	Given name	M	Text
21.1.4	Team NOC code	M	Standard IOC NOC code
21.1.5	Games played	M	Numeric
21.1.6	Made	M	Numeric
21.1.7	Attempts	M	Numeric
21.1.8	Shooting percentage	M	Numeric (1 decimal place)
21.2	Note - not fit on the list	--	Show only if tied players can not fit on list
21.2.1	Note - text	Mc	Text (see comments)
21.2.2	Shooting percentage	Mc	Numeric (1 decimal place)
22	Free throws made	--	
22.1 (n)	For each player	--	
22.1.1	Rank	M	Numeric
22.1.2	Uniform number	M	Numeric
22.1.3	Name	--	
22.1.3.1	Family name	M	Text
22.1.3.2	Given name	M	Text
22.1.4	Team NOC code	M	Standard IOC NOC code
22.1.5	Games played	M	Numeric
22.1.6	Total	M	Numeric
22.1.7	Average per game	M	Numeric (1 decimal place)
22.2	Note - not fit on the list	--	Show only if tied players can not fit on list
22.2.1	Note - text	Mc	Text (see comments)
22.2.2	Average per game	Mc	Numeric (1 decimal place)
23	Total field goals attempts	--	
23.1 (n)	For each player	--	
23.1.1	Rank	M	Numeric
23.1.2	Uniform number	M	Numeric
23.1.3	Name	--	
23.1.3.1	Family name	M	Text
23.1.3.2	Given name	M	Text
23.1.4	Team NOC code	M	Standard IOC NOC code
23.1.5	Games played	M	Numeric
23.1.6	Total	M	Numeric
23.1.7	Average per game	M	Numeric (1 decimal place)

Level	Data Item	M/D	Comments
23.2	Note - not fit on the list	--	Show only if tied players can not fit on list
23.2.1	Note - text	Mc	Text (see comments)
23.2.2	Average per game	Mc	Numeric (1 decimal place)
24	2-Point field goals attempts	--	
24.1 (n)	For each player	--	
24.1.1	Rank	M	Numeric
24.1.2	Uniform number	M	Numeric
24.1.3	Name	--	
24.1.3.1	Family name	M	Text
24.1.3.2	Given name	M	Text
24.1.4	Team NOC code	M	Standard IOC NOC code
24.1.5	Games played	M	Numeric
24.1.6	Total	M	Numeric
24.1.7	Average per game	M	Numeric (1 decimal place)
24.2	Note - not fit on the list	--	Show only if tied players can not fit on list
24.2.1	Note - text	Mc	Text (see comments)
24.2.2	Average per game	Mc	Numeric (1 decimal place)
25	3-Point field goals attempts	--	
25.1 (n)	For each player	--	
25.1.1	Rank	M	Numeric
25.1.2	Uniform number	M	Numeric
25.1.3	Name	--	
25.1.3.1	Family name	M	Text
25.1.3.2	Given name	M	Text
25.1.4	Team NOC code	M	Standard IOC NOC code
25.1.5	Games played	M	Numeric
25.1.6	Total	M	Numeric
25.1.7	Average per game	M	Numeric (1 decimal place)
25.2	Note - not fit on the list	--	Show only if tied players can not fit on list
25.2.1	Note - text	Mc	Text (see comments)
25.2.2	Average per game	Mc	Numeric (1 decimal place)
26	Free throws attempts	--	
26.1 (n)	For each player	--	
26.1.1	Rank	M	Numeric
26.1.2	Uniform number	M	Numeric
26.1.3	Name	--	
26.1.3.1	Family name	M	Text
26.1.3.2	Given name	M	Text
26.1.4	Team NOC code	M	Standard IOC NOC code
26.1.5	Games played	M	Numeric
26.1.6	Total	M	Numeric
26.1.7	Average per game	M	Numeric (1 decimal place)
26.2	Note - not fit on the list	--	Show only if tied players can not fit on list
26.2.1	Note - text	Mc	Text (see comments)
26.2.2	Average per game	Mc	Numeric (1 decimal place)
27	Personal fouls	--	
27.1 (n)	For each player	--	
27.1.1	Rank	M	Numeric
27.1.2	Uniform number	M	Numeric
27.1.3	Name	--	
27.1.3.1	Family name	M	Text
27.1.3.2	Given name	M	Text
27.1.4	Team NOC code	M	Standard IOC NOC code
27.1.5	Games played	M	Numeric
27.1.6	Total	M	Numeric
27.1.7	Average per game	M	Numeric (1 decimal place)
27.2	Note - not fit on the list	--	Show only if tied players can not fit on list
27.2.1	Note - text	Mc	Text (see comments)
27.2.2	Average per game	Mc	Numeric (1 decimal place)
28	Minutes played	--	
28.1 (n)	For each player	--	
28.1.1	Rank	M	Numeric

Level	Data Item	M/D	Comments
28.1.2	Uniform number	M	Numeric
28.1.3	Name	--	
28.1.3.1	Family name	M	Text
28.1.3.2	Given name	M	Text
28.1.4	Team NOC code	M	Standard IOC NOC code
28.1.5	Games played	M	Numeric
28.1.6	Total	M	Time played format
28.1.7	Average per game (minutes)	M	Numeric (1 decimal place)
28.2	Note - not fit on the list	--	Show only if tied players can not fit on list
28.2.1	Note - text	Mc	Text (see comments)
28.2.2	Average per game	Mc	Numeric (1 decimal place)
29	Double doubles	--	
29.1 (n)	For each player	--	
29.1.1	Rank	M	Numeric
29.1.2	Uniform number	M	Numeric
29.1.3	Name	--	
29.1.3.1	Family name	M	Text
29.1.3.2	Given name	M	Text
29.1.4	Team NOC code	M	Standard IOC NOC code
29.1.5	Games played	M	Numeric
29.1.6	Total	M	Time played format
29.1.7	Average per game (minutes)	M	Numeric (1 decimal place)
29.2	Note - not fit on the list	--	Show only if tied players can not fit on list
29.2.1	Note - text	Mc	Text (see comments)
29.2.2	Average per game	Mc	Numeric (1 decimal place)
30	Offensive rebounds	--	
30.1 (n)	For each player	--	
30.1.1	Rank	M	Numeric
30.1.2	Uniform number	M	Numeric
30.1.3	Name	--	
30.1.3.1	Family name	M	Text
30.1.3.2	Given name	M	Text
30.1.4	Team NOC code	M	Standard IOC NOC code
30.1.5	Games played	M	Numeric
30.1.6	Total	M	Time played format
30.1.7	Average per game (minutes)	M	Numeric (1 decimal place)
30.2	Note - not fit on the list	--	Show only if tied players can not fit on list
30.2.1	Note - text	Mc	Text (see comments)
30.2.2	Average per game	Mc	Numeric (1 decimal place)
31	Defensive rebounds	--	
31.1 (n)	For each player	--	
31.1.1	Rank	M	Numeric
31.1.2	Uniform number	M	Numeric
31.1.3	Name	--	
31.1.3.1	Family name	M	Text
31.1.3.2	Given name	M	Text
31.1.4	Team NOC code	M	Standard IOC NOC code
31.1.5	Games played	M	Numeric
31.1.6	Total	M	Time played format
31.1.7	Average per game (minutes)	M	Numeric (1 decimal place)
31.2	Note - not fit on the list	--	Show only if tied players can not fit on list
31.2.1	Note - text	Mc	Text (see comments)
31.2.2	Average per game	Mc	Numeric (1 decimal place)
32	Plus/minus	--	
32.1 (n)	For each player	--	
32.1.1	Rank	M	Numeric
32.1.2	Uniform number	M	Numeric
32.1.3	Name	--	
32.1.3.1	Family name	M	Text
32.1.3.2	Given name	M	Text
32.1.4	Team NOC code	M	Standard IOC NOC code
32.1.5	Games played	M	Numeric

Level	Data Item	M/D	Comments
32.1.6	Total	M	Time played format
32.1.7	Average per game (minutes)	M	Numeric (1 decimal place)
32.2	Note - not fit on the list	--	Show only if tied players can not fit on list
32.2.1	Note - text	Mc	Text (see comments)
32.2.2	Average per game	Mc	Numeric (1 decimal place)
33	Note with static text	M	Text
34 (n)	Note for each predefined text	--	
34.1	Predefined text	--	NOT APPLICABLE
35 (n)	Legend	--	
35.1	Abbreviation	Mc	Code
35.2	Description of abbreviation	Mc	Text
36	Free text	Ma	Text

ATTENDANCE SUMMARY

BASKETBALL

As of 19 AUG 2016

Date	Time	Gender	Teams	Results	Phase	Game No.	Venue	Attendance	% Capacity
FRI 5 AUG	9:30	Women	RUS vs AUS	76-50	Preliminary Round Group A	1	Youth Arena	1,100	9%
	11:30	Women	BRA vs GRE	50-48	Preliminary Round Group A	2	Youth Arena	2,400	20%
	14:30	Women	USA vs ESP	66-60	Preliminary Round Group B	3	Youth Arena	10,500	88%
	16:30	Women	CZE vs NZL	101-90	Preliminary Round Group B	4	Youth Arena	11,560	96%
Daily Total								25,560	53%
SAT 6 AUG	9:30	Women	CHN vs KOR	54-99	Preliminary Round Group B	5	Youth Arena	2,400	20%
	11:30	Women	JPN vs NGR	60-75	Preliminary Round Group A	6	Youth Arena	2,400	20%
	14:30	Women	KOR vs CZE	71-63	Preliminary Round Group B	7	Youth Arena	12,000	83%
	14:30	Men	CRO vs NZL	93-61	Preliminary Round Group A	9	Carioca Arena 1	14,100	97%
	16:30	Women	AUS vs JPN	81-63	Preliminary Round Group A	8	Youth Arena	8,200	68%
	16:30	Men	ITA vs LTU	66-80	Preliminary Round Group B	10	Carioca Arena 1	11,000	76%
	19:30	Men	SRB vs RUS	81-63	Preliminary Round Group A	11	Carioca Arena 1	5,500	38%
	21:30	Men	CAN vs AUS	66-80	Preliminary Round Group B	12	Carioca Arena 1	14,500	100%
Daily Total								70,100	65%
SUN 7 AUG	...								
Daily Total							
MON 8 AUG	...								
Daily Total							
TUE 9 AUG	...								
Daily Total							
WED 10 AUG	...								
Daily Total							

ATTENDANCE SUMMARY
BASKETBALL
MEN

As of 19 AUG 2016

Date	Time	Gender	Teams	Results	Phase	Game No.	Venue	Attendance	% Capacity
<hr/>									
...									
...									
...									
SAT 13 AUG	16:30	Men	CRO vs USA	76-103	Preliminary Round Group A	58	Carioca Arena 1	14,500	100%
	19:30	Men	SRB vs CAN	81-63	Preliminary Round Group B	59	Carioca Arena 1	14,500	100%
	21:30	Men	AUS vs ESP	66-80	Preliminary Round Group B	60	Carioca Arena 1	14,500	100%
Daily Total								43,500	100%
Preliminary Round Total								540,510	70%
SUN 14 AUG	14:30	Women	ITA vs AUS	62-65	Quarterfinal	65	Carioca Arena 1	14,500	100%
	16:30	Women	CAN vs FRA	63-68	Quarterfinal	66	Carioca Arena 1	13,900	96%
	19:30	Women	SRB vs LTU	63-76	Quarterfinal	67	Carioca Arena 1	14,500	100%
	21:30	Women	USA vs RUS	85-70	Quarterfinal	68	Carioca Arena 1	14,500	100%
Daily Total								57,400	99%
<hr/>									
...									
...									
...									
FRI 19 AUG	19:30	Men	AUS vs LTU	71-89	Bronze Medal Game	75	Carioca Arena 1	14,500	100%
	21:30	Men	FRA vs USA	75-85	Gold Medal Game	76	Carioca Arena 1	14,500	100%
Daily Total								29,000	100%
Final Phase Total								201,000	87%
<hr/>									
Men's Tournament Total								602,090	90%
Women's Tournament Total								278,060	57%
Basketball Tournaments Total								880,150	76%
<hr/>									
Youth Arena public capacity								12,000	
Carioca Arena 1 public capacity								14,500	

Legend:

No.	Number
-----	--------

C85C - Attendance Summary

Description	Attendance summary
Source	OC Competition Management
Sort by	For each phase: 1 - Chronologically For each competition day: 1 - Date For each game during the day: 1 - Start time For each venue: 1 - Venue name
Page break	Break at "Group = Date (level 7.1.1)" 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	For percentage capacity round to the nearest whole number

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 phase	--	Preliminary round and final phase
7.1 (n)	For each competition day	--	
7.1.1	Date	M	Date - in the format defined in the OC Look and Feel standard
7.1.2 (n)	For each game during the day	--	
7.1.2.1	Start time	M	Time - in the format defined in the OC Look and Feel standard
7.1.2.2	Gender	M	Text - "Men" or "Women"
7.1.2.3	Teams	--	
7.1.2.3.1	Home team	M	Standard IOC NOC code
7.1.2.3.2	Visiting team	M	Standard IOC NOC code
7.1.2.4	Match result	--	
7.1.2.4.1	Home team score	M	Numeric
7.1.2.4.2	Visiting team score	M	Numeric
7.1.2.5	Phase name	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
7.1.2.6	Game number	M	Numeric
7.1.2.7	Venue name	M	Text
7.1.2.2	Game attendance	M	Numeric
7.1.2.3	Game capacity percentage	M	Numeric
7.1.3	Daily total	--	
7.1.3.1	Attendance	M	Numeric
7.1.3.2	Capacity percentage	M	Numeric
7.2	Phase total	--	
7.2.1	Attendance	M	Numeric
7.2.2	Capacity percentage	M	Numeric
8	Men's tournament total	--	
8.1	Attendance	M	Numeric

Level	Data Item	M/D	Comments
8.2	Capacity percentage	M	Numeric
9	Women's tournament total	--	
9.1	Attendance	M	Numeric
9.2	Capacity percentage	M	Numeric
10	Basketball tournament total	--	
10.1	Attendance	M	Numeric
10.2	Capacity percentage	M	Numeric
11 (n)	For each venue	--	
11.1	Venue name	M	Text
11.2	Venue public capacity	M	Numeric
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

MEDALLISTS
BASKETBALL
MEN

SUN 21 AUG 2016

GOLD	SILVER	BRONZE
USA - United States 00 BARKLEY Charles 5 HILL Grant 6 HARDAWAY Anfernee 7 ROBINSON David 8 PIPPEN Scottie 9 RICHMOND Mitch 10 MILLER Reggie 11 MALONE Karl 12 STOCKTON John 13 O'NEIL Shaquille 14 PAYTON Gary 15 OLAJUWON Hakeem	SRB - Serbia 4 BODIROGA Dejan 5 DANILOVIC Predrag 6 OBRADOVIC Sasa 7 LONCAR Nikola 8 PASPALJ Zarko 9 BERIC Miroslav 10 DJORDJEVIC Aleksandar 11 REBRACA Zeljko 12 DIVAC Vlade 13 SAVIC Zoran 14 TOMASEVIC Dejan 15 TOPIC Milenko	LTU - Lithuania 4 VAISVILA Rytis 5 ZUKAUSKAS Mindaugas 6 ZUKAUSKAS Eurelijus 7 PACESAS Tomas 8 STOMBERGAS Saulius 9 LUKMINAS Darius 10 KURTINAITIS Rimas 11 SABONIS Arvydas 12 KARNISOVAS Arturas 13 MARCIULIONIS Sarunas 14 EINIKIS Gintaras 15 JURKUNAS Andrius

C92C - Medallists (Team)

Description	List of team medallists at this event
Source	OC Technology
Sort by	1 - Medal type 2 - Uniform 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 FIBA 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	Uniform number	M	Numeric
7.4.2	Family name	M	Text
7.4.3	Given name	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

MEDALLISTS BY EVENT

BASKETBALL

As of 21 AUG 2016 at 15:22

Event	Date	Medal	Name	NOC Code
Men	SUN 21 AUG	GOLD	00 BARKLEY Charles 5 HILL Grant 6 HARDAWAY Anfernee 7 ROBINSON David 8 PIPPEN Scottie 9 RICHMOND Mitch 10 MILLER Reggie 11 MALONE Karl 12 STOCKTON John 13 O'NEIL Shaquille 14 PAYTON Gary 15 OLAJUWON Hakeem	USA
		SILVER	4 BODIROGA Dejan 5 DANILOVIC Predrag 6 OBRADOVIC Sasa 7 LONCAR Nikola 8 PASPALJ Zarko 9 BERIC Miroslav 10 DJORDJEVIC Aleksandar 11 REBRACA Zeljko 12 DIVAC Vlade 13 SAVIC Zoran 14 TOMASEVIC Dejan 15 TOPIC Milenko	SRB
		BRONZE	4 VAISVILA Rytis 5 ZUKAUSKAS Mindaugas 6 ZUKAUSKAS Eurelijus 7 PACESAS Tomas 8 STOMBERGAS Saulius 9 LUKMINAS Darius 10 KURTINAITIS Rimas 11 SABONIS Arvydas 12 KARNISOVAS Arturas 13 MARCIULIONIS Sarunas 14 EINIKIS Gintaras 15 JURKUNAS Andrius	LTU

MEDALLISTS BY EVENT

BASKETBALL

As of 21 AUG 2016 at 15:22

Event	Date	Medal	Name	NOC Code
Women	SAT 20 AUG	GOLD	4 EDWARDS Teresa 5 STALEY Dawn 6 BOLTON Ruthie 7 SWOOPES Sheryl 8 AZZI Jennifer 9 LESLIE Lisa 10 McGHEE Carla 11 STEDING Katy 12 McCLAIN Katrina 13 LOBO Rebecca 14 LACEY Venus 15 McCRAY Nikki	USA
		SILVER	4 OLIVA Hortencia Marcari 5 ANGELICA Maria 6 SANTOS Adriana 7 SOBRAL Leila 8 SILVA Maria Paula 9 ARCAIN Janeth 10 GUSTAVO Roseli 11 SOBRAL Marta De Sooza 12 LUZ Silvia 13 OLIVEIRA Alessandra 14 SANTOS Cintia 15 PASTOR Claudia Maria	BRA
		BRONZE	4 MAHER Robyn 5 COOK Allison 6 BRONDELLO Sandy 7 TIMMS Michele 8 SANDIE Shelley 9 FALLON Trisha 10 CHANDLER Michelle 11 ROBINSON Fiona 12 BOYD Carla 13 WHITTLE Jennifer 14 SPORN Rachael 15 BROGAN Michelle	AUS

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 - Uniform 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 FIBA 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 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	Uniform number	M	Numeric
7.3.3.2	Family name	M	Text
7.3.3.3	Given name	M	Text
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

BASKETBALL

As of 20 AUG 2016 at 23:49

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	AUS - Australia							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

BASKETBALL

As of 23 JUN 2016

Olympic Competition Format

There are both women's and men's Basketball tournaments at the Rio 2016 Olympic Games. Both tournaments have the same format and rules. In the preliminary round teams are divided into two groups of six teams. Each team plays every other team in its group. The four best placed teams in each group will qualify for the quarterfinals. The teams placed in 5th and 6th place in each group will be eliminated, and will be ranked 9th to 12th according to the FIBA rules. The winners of the quarterfinal games will qualify for the semifinals. The losers will be eliminated and will be ranked 5th to 8th according to the FIBA rules. The winners of the semifinals will play in the final for 1st and 2nd place (gold medal game) and the losers will play in the final for 3rd and 4th place (bronze medal game).

Differences between the FIBA Basketball World Cup and the Men's Tournament at the Olympic Games

The number of participating teams in the FIBA Basketball World Cup is 24. The format of the competition is different from the Men's Olympic tournament.

Differences between the FIBA World Championship for Women and the Women's Tournament at the Olympic Games

The number of participating teams in the FIBA Women's World Championships is 16. The format of the competition is different from the Women's Olympic tournament.

Changes since the London 2012 Olympic Games

None

Sport Rules and Procedures

Game Description

The main object of basketball, like any team sport, is to gain the highest number of points to win the game. Basketball is played by two teams of five players each. Each team attempts to score into the opponent's basket, and to prevent the other team from doing so. The ball may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions laid down by the rules of the game.

The playing court is a rectangular, flat, hard surface free from obstructions. For the main official FIBA competitions, the dimensions are 28 metres in length by 15 metres in width, measured from the inside edge of the boundary line. The height of the ceiling or the lowest obstruction must be at least seven metres. The ring is placed 3.05 metres above the ground.

The game is played in four periods, 10 minutes of actual playing time each. There is a 24 second time limit for each ball possession, the clock will stop whenever the referee blows a whistle. Each team consists of five players on the field and seven on the bench. Substitutes can take their part in the game and there is no limit to the substitutions. If the regulation time ends in a tie, as many extra periods of five minutes as necessary are played until one team emerges as the winner.

The scoring rules allow one, two or three points for a successful shot. One point is awarded for shots from the free throw line, two points are awarded for shots from all positions within the 6.75 metres line. Shots beyond the 6.75 metres line are awarded three points. Each player is allowed five personal fouls after which he/she is disqualified from that game, but he may be ejected earlier for misconduct, or a major flagrant foul.

Classification and Tie Breaking Rules

- Classification during the preliminary round:

During the preliminary round, before all teams have played all of their games, if two or more teams have the same win/loss record, they will be ranked by goal difference of all completed games. If still tied, all tied teams will share the same rank.

- Classification at the end of the preliminary round:

- At the end of the preliminary round, after all the teams have played one game against every team in the group, they will be classified according to their win/loss record; two points for each game won, one point for each game lost (including lost by default) and zero points for a game lost by forfeit.

- If two or more teams have the same win/loss record of all games in the group, the game(s) between these teams will decide on the classification. If the teams have the same win/loss record in the games between them, further criteria will be applied in the following order:

- Higher goal difference in the games between them
- Higher number of goals scored in the games between them
- Higher goal difference in all games in the group
- Higher number of goals scored in all games in the group

If two or more teams remain tied, a draw will decide on the classification.

- If at any level of these criteria one or more team(s) can be classified, procedure 2. will be repeated from the beginning for the remaining tied teams.

- Final standings:

The teams placed sixth in each group will be classified for the 11th and 12th places according to win/loss record in their preliminary round group. If both teams have the same win/loss record the higher goal difference of all games of these teams played in their respective group will decide on the classification. If still tied, all tied teams will share the same rank.

The teams placed fifth in each group will be classified for the 9th and 10th places according to the same principles as for the 11th and 12th places.

The four teams eliminated in the quarterfinals will be classified for the 5th to 8th places according to win/loss record in their preliminary round group. If two or more teams have the same win/loss record the higher standings of the teams in their respective group will decide on the classification. If two teams have the same standings the higher goal difference of all games of these teams played in their respective group will decide on the classification. If still tied, all tied teams will share the same rank.

Penalties / Disqualification Rules

Players or teams may be disqualified from a game. The provisions of the FIBA Statutes, FIBA Internal regulations and FIBA Basketball rules will be applied.

Protests / Appeals

The teams may lodge a protest against decision(s) of the officials. The provisions of the FIBA Statutes, FIBA Internal regulations and FIBA Basketball rules will be applied.

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.fiba.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	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>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 FIBA World Championships and the Olympic Games Recommended content: - Differences in format, number of athletes, rules, etc.</p> <p>Changes since the London 2012 Olympic Games Recommended content: - Changes in format, rules, progression of competition, etc.</p> <p>Sport Rules and Procedures Recommended content: - Game Description - Classification and Tie Breaking Rule - 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

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MEDALLISTS FROM PREVIOUS OLYMPIC GAMES

BASKETBALL

MEN

Year Location	Gold	Silver	Bronze
2012 London (GBR)	United States (USA) ANTHONY Carmelo BRYANT Kobe CHANDLER Tyson DAVIS Anthony DURANT Kevin HARDEN James IGUODALA Andre JAMES LeBron LOVE Kevin PAUL Chris WESTBROOK Russell WILLIAMS Deron	Spain (ESP) CALDERON Jose Manuel CLAVER Victor FERNANDEZ Rudy GASOL Marc GASOL Pau IBAKA Serge LLULL Sergio NAVARRO Juan Carlos REYES Felipe RODRIGUEZ Sergio SADA Victor SAN EMETERIO Fernando	Russian Fed. (RUS) ANTONOV Semen FRIDZON Vitaliy KARASEV Sergey KAUN Sasha KHRYAPPA Victor KHVOSTOV Dmitry KIRILENKO Andrei MONYA Sergey MOZGOV Timofey PONKRASHOV Anton SHVED Alexey VORONOV Evgeny
2008 Beijing (CHN)	United States (USA) ANTHONY Carmelo BOOZER Carlos BOSH Chris BRYANT Kobe HOWARD Dwight JAMES LeBron KIDD Jason PAUL Chris PRINCE Tayshaun REDD Michael WADE Dwyane WILLIAMS Deron	Spain (ESP) CALDERON Jose Manuel FERNANDEZ Rudy GARBAJOSA Jorge GASOL Marc GASOL Pau JIMENEZ Carlos LOPEZ Raul MUMBRU Alex NAVARRO Juan Carlos REYES Felipe RODRIGUEZ Berni RUBIO Ricky	Argentina (ARG) DELFINO Carlos GINOBILI Emanuel David GONZALES Roman GUTIERREZ Juan GUTIERREZ Leonardo KAMMERICHS Federico NOCHONI Andres OBERTO Fabricio PORTA Antonio PRIGIONI Pablo QUINTEROS Paolo SCOLA Luis
2004 Athens (GRE)	Argentina (ARG) DELFINO Carlos FERNANDEZ Gabriel Diego GINOBILI Emanuel David GUTIERREZ Leonardo HERRMANN Walter MONTECCHIA Alejandro NOCHONI Andres OBERTO Fabricio SANCHEZ Pepe SCOLA Luis SCONOCHINI Hugo Ariel WOLKOWYSKY Ruben	Italy (ITA) BASILE Gianluca BULLERI Massimo CHIACIG Roberto GALANDA Giacomo GARRI Luca MARCONATO Denis MIAN Michele POZZECCO Gianmarco RADULOVIC Nikola RIGHETTI Alex ROMBALDONI Rodolfo SORAGNA Matteo	United States (USA) ANTHONY Carmelo BOOZER Carlos DUNCAN Tim IVERSON Allen JAMES LeBron JEFFERSON Richard MARBURY Stephon MARION Shawn ODOM Lamar OKAFOR Emeka STOUDEMIRE Amare WADE Dwyane
...

Note:

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

N10 - Medallists from previous Olympic Games

Description	Summary of Basketball medallists from previous Olympic Games
Source	FIBA and IOC
Sort by	1 - Event name/Gender 2 - Year (descending) 3 - Medal type 4 - Family name 5 - Given 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 FIBA 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	Family name	M	Text
7.2.4.4.2	Given name	M	Text
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

MEDALS BY NOC

BASKETBALL

Olympic Games: Men 1936 - 2012

Rank	NOC	G	S	B	Tot	Rank by Total
1	USA - United States	14	1	2	17	1
2	URS - Soviet Union	2	4	3	9	2
3	YUG - Yugoslavia	1	4	1	6	3
4	ARG - Argentina	1		1	2	=7
5	ESP - Spain		3		3	=4
6	FRA - France		2		2	=7
6	ITA - Italy		2		2	=7
8	CAN - Canada		1		1	=11
8	CRO - Croatia		1		1	=11
10	BRA - Brazil			3	3	=4
10	LTU - Lithuania			3	3	=4
12	URU - Uruguay			2	2	=7
13	CUB - Cuba			1	1	=11
13	MEX - Mexico			1	1	=11
13	RUS - Russian Fed.			1	1	=11
Total:		18	18	18	54	

Olympic Games: Women 1976 - 2012

Rank	NOC	G	S	B	Tot	Rank by Total
1	USA - United States	7	1	1	9	1
2	URS - Soviet Union	2		1	3	3
3	EUN - Unified Team	1			1	=9
4	AUS - Australia		3	2	5	2
5	BRA - Brazil		1	1	2	=4
5	BUL - Bulgaria		1	1	2	=4
5	CHI - Chile		1	1	2	=4
5	YUG - Yugoslavia		1	1	2	=4
9	FRA - France		1		1	=9
9	KOR - Korea		1		1	=9
11	RUS - Russian Fed.			2	2	=4
Total:		10	10	10	30	

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 FIBA
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

MULTI-MEDALLISTS
BASKETBALL
MEN

Olympic Games

Two or more gold medals

Rank	Name	NOC Code	Gold	Silver	Bronze	Total
1	ANTHONY Carmelo	USA	2		1	3
1	JAMES LeBron	USA	2		1	3
1	ROBINSON David	USA	2		1	3
4	BARKLEY Charles	USA	2			2
4	BRYANT Kobe	USA	2			2
4	EWING Patrick	USA	2			2
4	HALDORSON Burdette	USA	2			2
4	HOUGLAND William	USA	2			2
4	JORDAN Michael	USA	2			2
4	KIDD Jason	USA	2			2
4	KURLAND Bob	USA	2			2
4	MALONE Karl	USA	2			2
4	MULLIN Chris	USA	2			2
4	PAUL Chris	USA	2			2
4	PAYTON Gary	USA	2			2
4	PIPPEN Scottie	USA	2			2
4	STOCKTON John	USA	2			2
4	WILLIAMS Deron	USA	2			2

Three or more medals

Rank	Name	NOC Code	Total	Gold	Silver	Bronze
1	VOLNOV Gennady	URS	4	1	2	1
2	BELOV Sergey	URS	4	1		3
3	ANTHONY Carmelo	USA	3	2		1
3	JAMES LeBron	USA	3	2		1
3	ROBINSON David	USA	3	2		1
6	COSIC Kresimir	YUG	3	1	2	
7	DALIPAGIC Drazen	YUG	3	1	1	1
7	KNEGO Andro	YUG	3	1	1	1
7	ZIZIC Rajko	YUG	3	1	1	1
10	KURTINAITIS Rimas	URS	3	1		2
10	MARCIULIONIS Sarunas	URS	3	1		2
10	SABONIS Arvydas	URS	3	1		2
13	KRUMINS Janis	URS	3		3	
13	MUIZNIEKS Valdis	URS	3		3	
13	VALDMANIS Maigonis	URS	3		3	
16	PETROVIC Drazen	YUG	3		2	1
17	EINKIKS Gintaras	LTU	3			3

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 three medals at previous Olympic Games
Source	FIBA 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 "Three 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 three 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
BASKETBALL
MEN

As of 10 JUL 2016

FIBA Basketball World Cup 2014, ESP

Group Phase

Group A								Games			Points		Class. Points
Rank		ESP	BRA	FRA	SRB	IRI	EGY	Played	Won	Lost	For	Against	
1	ESP	82-63	88-64	89-73	90-60	91-54	5	5	0	440	314	10	
2	BRA	63-82		65-63	81-73	79-50	128-65	5	4	1	416	333	9
3	FRA	64-88	63-65		74-73	81-76	94-55	5	3	2	376	357	8
4	SRB	73-89	73-81	73-74		83-70	85-64	5	2	3	387	378	7
5	IRI	60-90	50-79	76-81	70-83		88-73	5	1	4	344	406	6
6	EGY	54-91	65-128	55-94	64-85	73-88		5	0	5	311	486	5

Group B								Games			Points		Class. Points
Rank		GRE	CRO	ARG	SEN	PUR	PHI	Played	Won	Lost	For	Against	
1	GRE	76-65	79-71	87-64	90-79	82-70	5	5	0	414	349	10	
2	CRO	65-76		90-85	75-77	103-82	81-78	5	3	2	414	398	8
3	ARG	71-79	85-90		81-46	98-75	85-81	5	3	2	420	371	8
4	SEN	64-87	77-75	46-81		82-75	79-81	5	2	3	348	399	7
5	PUR	79-90	82-103	75-98	75-82		77-73	5	1	4	388	446	6
6	PHI	70-82	78-81	81-85	81-79	73-77		5	1	4	383	404	6

Group C								Games			Points		Class. Points
Rank		USA	TUR	DOM	NZL	UKR	FIN	Played	Won	Lost	For	Against	
1	USA	98-77	106-71	98-71	95-71	114-55	5	5	0	511	345	10	
2	TUR	77-98		77-64	76-73	58-64	77-73	5	3	2	365	372	8
3	DOM	71-106	64-77		76-63	62-72	74-68	5	2	3	347	386	7
4	NZL	71-98	73-76	63-76		73-61	67-65	5	2	3	347	376	7
5	UKR	71-95	64-58	72-62	61-73		76-81	5	2	3	344	369	7
6	FIN	55-114	73-77	68-74	65-67	81-76		5	1	4	342	408	6

Group D								Games			Points		Class. Points
Rank		LTU	SLO	AUS	MEX	ANG	KOR	Played	Won	Lost	For	Against	
1	LTU	76-64	75-82	87-74	75-62	79-49	5	4	1	383	331	9	
2	SLO	64-67		90-80	89-68	93-87	89-72	5	4	1	425	374	9
3	AUS	82-75	80-90		70-62	83-91	89-55	5	3	2	404	373	8
4	MEX	74-87	68-89	62-70		79-55	87-71	5	2	3	370	372	7
5	ANG	62-75	87-93	91-83	55-79		80-69	5	2	3	375	399	7
6	KOR	49-79	72-89	55-89	71-87	69-80		5	0	5	316	424	5

RESULTS IN LAST OLYMPIC CYCLE
BASKETBALL
MEN

As of 10 JUL 2016

FIBA Basketball World Cup 2014, ESP

Final Phase

Phase	Teams	Result
Last 16 final	USA vs MEX	86-63
Last 16 final	FRA vs CRO	69-64
Last 16 final	DOM vs SLO	61-71
Last 16 final	ESP vs SEN	89-56
Last 16 final	NZL vs LTU	71-76
Last 16 final	SRB vs GRE	90-72
Last 16 final	TUR vs AUS	65-64
Last 16 final	BRA vs ARG	85-65
Quarterfinal	LTU vs TUR	73-61
Quarterfinal	SLO vs USA	76-119
Quarterfinal	SRB vs BRA	84-56
Quarterfinal	FRA vs ESP	65-52
Semifinal	USA vs LTU	96-68
Semifinal	FRA vs SRB	85-90
Final 3-4	LTU vs FRA	93-95
Final 1-2	USA vs SRB	129-92

Final Standings

Medal	Rank	Team	GP	W/L
Gold	1	USA - United States	9	9/0
Silver	2	SRB - Serbia	9	5/4
Bronze	3	FRA - France	9	6/3
	4	LTU - Lithuania	9	6/3
	5	ESP - Spain	7	6/1
	6	BRA - Brazil	7	5/2
	7	SLO - Slovenia	7	5/2
	8	TUR - Turkey	7	4/3
	9	GRE - Greece	6	5/1
	10	CRO - Croatia	6	3/3
	11	ARG - Argentina	6	3/3
	12	AUS - Australia	6	3/3
	13	DOM - Dominican Rep.	6	2/4
	14	MEX - Mexico	6	2/4
	15	NZL - New Zealand	6	2/4
	16	SEN - Senegal	6	2/4
	17	ANG - Angola	5	2/3
	18	UKR - Ukraine	5	2/3
	19	PUR - Puerto Rico	5	1/4
	20	IRI - IR Iran	5	1/4
	21	PHL - Philippines	5	1/4
	22	FIN - Finland	5	1/4
	23	KOR - Korea	5	0/5
	24	EGY - Egypt	5	0/5

RESULTS IN LAST OLYMPIC CYCLE
BASKETBALL
MEN

As of 10 JUL 2016

Olympic Games 2012, London (GBR)

Preliminary Round

Group A								Games			Points		Class. Points
Rank	USA	FRA	ARG	LTU	NGR	TUN	Played	Won	Lost	For	Against		
1	USA	98-71	126-97	99-94	156-73	110-63	5	5	0	589	398	10	
2	FRA	71-98		71-64	82-74	79-73	5	4	1	376	378	9	
3	ARG	97-126	64-71		102-79	93-79	5	3	2	448	424	8	
4	LTU	94-99	74-82	79-102		72-53	5	2	3	395	399	7	
5	NGR	73-156	73-79	79-93	53-72		5	1	4	338	456	6	
6	TUN	63-110	69-73	69-92	63-76	56-60	5	0	5	320	411	5	

Group B								Games			Points		Class. Points
Rank	RUS	BRA	ESP	AUS	GBR	CHN	Played	Won	Lost	For	Against		
1	RUS	75-74	77-74	80-82	95-75	73-54	5	4	1	400	359	9	
2	BRA	74-75	88-82	75-71	67-62	98-59	5	4	1	402	349	9	
3	ESP	74-77	82-88	82-70	79-78	97-81	5	3	2	414	394	8	
4	AUS	82-80	71-75	70-82	106-75	81-61	5	3	2	410	373	8	
5	GBR	75-95	62-67	78-79	75-106		5	1	4	380	405	6	
6	CHN	54-73	59-98	81-97	61-81	58-90	5	0	5	313	439	5	

Classification

Phase	Teams	Result
Quarterfinal	RUS vs LTU	83-74
Quarterfinal	FRA vs ESP	59-66
Quarterfinal	BRA vs ARG	77-82
Quarterfinal	USA vs AUS	119-86
Semifinal	ESP vs RUS	67-59
Semifinal	ARG vs USA	83-109
Bronze Medal Game	ARG vs RUS	77-81
Gold Medal Game	ESP vs USA	107-100

Final Standings

Medal	Rank	Team	GP	W/L
Gold	1	USA - United States	8	8/0
Silver	2	ESP - Spain	8	5/3
Bronze	3	RUS - Russian Fed.	8	6/2
	4	ARG - Argentina	8	4/4
	5	BRA - Brazil	6	4/2
	6	FRA - France	6	4/2
	7	AUS - Australia	6	3/3
	8	LTU - Lithuania	6	2/4
	9	GBR - Great Britain	5	1/4
	10	NGR - Nigeria	5	1/4
	11	TUN - Tunisia	5	0/5
	12	CHN - China	5	0/5

Legend:

Class. Classification

GP

Games Played

W/L

Win/Loss

N17A - Results In Last Olympic Cycle

Description	The output should include the following results for men: The last FIBA Basketball World Cup and last Olympic Games. For women the following results should be included: The last FIBA World Championship for Women and last Olympic Games.
Source	IOC and FIBA archives
Sort by	For each competition from last Olympic cycle: 1 - Chronologically (descending) For each round: 1 - Chronologically For each group: 1 - Group name For each team in group: 1 - Rank 2 - Team NOC code; sort teams with IRMs to the bottom of the list For each classification game: 1 - Chronologically For each team (final standings): 1 - Rank 2 - Team NOC code; sort teams with IRMs to the bottom of the list
Page break	Break at "Condition = Competition name" 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: Class. - Classification DSQ - Disqualified GP - Games Played W/L - Win/Loss 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 FIBA 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 competition from last Olympic cycle	--	Competition from last Olympic cycle: - Men: The last FIBA Basketball World Cup and last Olympic Games - Women: The last FIBA World Championship for Women and last Olympic Games
7.1	Competition	--	
7.1.1	Competition name	M	Text
7.1.2	Year of competition	M	Year - in the format defined in the OC Look and Feel standard
7.1.3	Competition location	--	
7.1.3.1	City	Mc	Text - for USA, Canada and Australia - state code is mandatory, if competition in one city only
7.1.3.2	NOC code	M	Standard IOC NOC code
7.2 (n)	For each round	--	
7.2.1	Round name	M	Text
7.2.2 (n)	For each group	--	
7.2.2.1	Group name	M	Text
7.2.2.2 (n)	For each team in group	--	

Level	Data Item	M/D	Comments
7.2.2.2.1	Rank	M	Numeric
7.2.2.2.2	Team NOC code	M	Standard IOC NOC code
7.2.2.2.3	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).
7.2.2.2.4	Game result	M	Text - game result in format (team score - opponent team score)
7.2.2.2.5	Number of games played	M	Numeric
7.2.2.2.6	Number of games won	M	Numeric
7.2.2.2.7	Number of games lost	M	Numeric
7.2.2.2.8	Points for	M	Numeric
7.2.2.2.9	Points against	M	Numeric
7.2.2.2.10	Classification points or disqualification identification	M	Score/Points format or code - "DSQ"
7.3	Classification	--	
7.3.1 (n)	For each classification game	--	
7.3.1.1	Phase name	M	Text
7.3.1.2	Teams	--	
7.3.1.2.1	Home team NOC code	M	Standard IOC NOC code
7.3.1.2.2	Visiting team NOC code	M	Standard IOC NOC code
7.3.1.3	Game result	--	
7.3.1.3.1	Home team score	M	Score/Points format
7.3.1.3.2	Visiting team score	M	Score/Points format
7.4	Final standings	--	
7.4.1 (n)	For each team	--	
7.4.1.1	Medal type	Mc	Text, only if team ranked 1 st , 2 nd or 3 rd
7.4.1.2	Rank	M	Numeric or blank if team disqualified
7.4.1.3	Team NOC code	M	Standard IOC NOC code
7.4.1.4	Team NOC	M	Standard IOC NOC name
7.4.1.5	Number of games played	M	Numeric or blank if team disqualified
7.4.1.6	Win/Loss record (W/L) or disqualification identification	--	
7.4.1.6.1	Number of games won	M	Numeric or code - "DSQ"
7.4.1.6.2	Number of games lost	M	Numeric or blank if team disqualified
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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CURRENT FIBA WORLD RANKING
BASKETBALL
MEN

As of 29 JUL 2016

Rank	Team	Current Points
1	ARG - Argentina	865.0
2	USA - United States	861.0
3	ESP - Spain	759.0
4	GRE - Greece	529.0
5	SRB - Serbia	459.0
6	LTU - Lithuania	374.0
7	GER - Germany	314.0
8	ITA - Italy	300.0
9	CHN - China	254.7
10	PUR - Puerto Rico	252.6
11	AUS - Australia	234.0
12	ANG - Angola	205.0
13	NZL - New Zealand	193.0
14	BRA - Brazil	181.6
15	CRO - Croatia	181.0
15	FRA - France	181.0
17	RUS - Russian Fed.	179.0
18	TUR - Turkey	163.0
19	CAN - Canada	124.2
20	SLO - Slovenia	123.0
21	IRI - IR Iran	89.1
22	NGR - Nigeria	85.6
23	VEN - Venezuela	74.0
24	LIB - Lebanon	63.0
25	ISR - Israel	51.0
26	DOM - Dominican Rep.	45.4
27	KOR - Korea	44.1
28	QAT - Qatar	39.5
29	URU - Uruguay	37.6
30	MEX - Mexico	36.8
31	PAN - Panama	33.0
32	JPN - Japan	32.1
33	EGY - Egypt	28.8
34	ALG - Algeria	25.4
35	KAZ - Kazakhstan	20.8
36	SEN - Senegal	20.4
37	JOR - Jordan	19.5
38	LAT - Latvia	18.0
39	ISV - Virgin Islands	14.4
40	CIV - Côte d'Ivoire	13.6
41	TPE - Chinese Taipei	13.5
42	TUN - Tunisia	13.4
43	CMR - Cameroon	11.0

43	UKR - Ukraine	11.0
45	CAF - Centr Afric Rep	10.6
46	MLI - Mali	10.2
...
...
...

Note: FIBA Ranking System - Men**1. Event selection and weight**

2 FIBA World Championships	5
2 Olympic Basketball Tournaments	5
2 FIBA U19 World Championships	1
2 FIBA U21 World Championships	1
4 FIBA Africa Championships	0.2
4 FIBA Americas Championships	0.6
4 FIBA Asia Championships	0.8
4 Eurobasket Championships	0.3
4 FIBA Oceania Championships	0.1

2. Competition Ranking Scoring System

Gold	50
Silver	40
Bronze	30
4	15
5	14
6	13
7	12
8	11
9	10
10	9
11	8
12	7
13	6
14	5
15	4
16	3
17	2
18 etc.	1

3. Cycle

The ranking is calculated within the scope of a two Olympic Games cycle. Here are the number of competitions that are taken into account:

2 FIBA World Championships
2 Olympic Basketball Tournaments
2 FIBA U19 World Championships
2 FIBA U21 World Championships
5 FIBA Africa Championships
5 FIBA Americas Championships
5 FIBA Asia Championships
5 Eurobasket Championships
5 FIBA Oceania Championships

Whenever a new championship is played the oldest championship of that category drops out. The FIBA Ranking is then recalculated.

CURRENT FIBA WORLD RANKING
BASKETBALL
WOMEN

As of 29 JUL 2016

Rank	Team	Current Points
1	USA - United States	1140.0
2	RUS - Russian Fed.	921.0
3	AUS - Australia	902.0
4	BRA - Brazil	456.0
5	ESP - Spain	455.0
6	CZE - Czech Republic	334.0
7	CHN - China	318.0
8	FRA - France	286.0
9	KOR - Korea	268.0
10	ARG - Argentina	206.2
11	CUB - Cuba	206.0
12	CAN - Canada	166.2
13	LTU - Lithuania	158.0
14	JPN - Japan	131.5
15	NZL - New Zealand	116.0
16	BLR - Belarus	110.0
17	LAT - Latvia	101.0
18	GRE - Greece	99.0
19	SRB - Serbia	97.0
20	NGR - Nigeria	85.8
21	TPE - Chinese Taipei	72.5
22	SEN - Senegal	72.0
23	MLI - Mali	68.4
24	SWE - Sweden	40.0
25	BEL - Belgium	39.0
26	SVK - Slovakia	36.0
27	POL - Poland	35.0
28	TUN - Tunisia	32.6
29	CHI - Chile	31.2
30	TUR - Turkey	31.0
31	DOM - Dominican Rep.	28.8
32	HUN - Hungary	26.0
33	ITA - Italy	23.0
34	PUR - Puerto Rico	22.4
35	MEX - Mexico	21.6
36	CRO - Croatia	21.0
37	MOZ - Mozambique	20.0
38	THA - Thailand	19.8
39	ISR - Israel	19.0
40	ANG - Angola	17.6
41	GER - Germany	16.0
42	MAS - Malaysia	14.7
43	IND - India	13.8

44	ROU - Romania	13.0
45	UKR - Ukraine	12.0
...
...
...

Note: FIBA Ranking System - Women**1. Event selection and weight**

FIBA World Championships for Women	5
Olympic Basketball Tournaments for Women	5
FIBA U19 World Championships for Women	1
FIBA U21 World Championships for Women	1
FIBA Africa Championships for Women	0.2
FIBA Americas Championships for Women	0.8
FIBA Asia Championships for Women	0.3
Eurobasket Championships for Women	1
FIBA Oceania Championships for Women	0.1

2. Competition Ranking Scoring System

Gold	50
Silver	40
Bronze	30
4	15
5	14
6	13
7	12
8	11
9	10
10	9
11	8
12	7
13	6
14	5
15	4
16	3
17	2
18 etc.	1

3. Cycle

The ranking is calculated within the scope of a two Olympic Games cycle. Here are the number of competitions that are taken into account:

- 2 FIBA World Championships for Women
- 2 Olympic Basketball Tournaments for Women
- 2 FIBA U19 World Championships for Women
- 2 FIBA U21 World Championships for Women
- 4 FIBA Africa Championships for Women
- 4 FIBA Americas Championships for Women
- 4 FIBA Asia Championships for Women
- 4 Eurobasket Championships for Women
- 4 FIBA Oceania Championships for Women

Whenever a new championship is played the oldest championship of that category drops out. The FIBA Ranking is then recalculated.

N17B - Current FIBA World Ranking

Description	Current FIBA World Ranking
Source	FIBA
Sort by	For each team: 1 - Rank
Page break	Not controlled without repeated output headings and/or 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	Samples: 1. Current FIBA World Ranking for men 2. Current FIBA World Ranking for women

Level	Data Item	M/D	Comments
1	Output title (H1)	M	Text
2	Sport discipline (H2)	M	Text
3	Event/Gender (H3)	M	Standard FIBA 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	Current FIBA World Ranking	--	
7.1 (n)	For each team	--	
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	Current Points	M	Numeric (1 decimal place)
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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INDIVIDUAL ACHIEVEMENTS / RECORDS

BASKETBALL

MEN

As of 29 JUL 2016

All Olympic Games**Most Olympic Games Participated In**

1	CRUZ DOWNS Teofilo	PUR	5	Rome (ITA) 1960; Tokyo (JPN) 1964; Mexico City (MEX) 1968; Munich (FRG) 1972; Montreal, QC (CAN) 1976
2	GAZE Andrew	AUS	5	Los Angeles, CA (USA) 1984; Seoul (KOR) 1988; Barcelona (ESP) 1992; Sydney, NSW (AUS) 2000
3	SCHMIDT Oscar	BRA	5	Atlanta, GA (USA) 1996
4	BELOV Sergei	URS	4	Moscow (URS) 1980; Los Angeles, CA (USA) 1984; Seoul (KOR) 1988; Barcelona (ESP) 1992; Atlanta, GA (USA) 1996
5	VOLNOV Gennadi	URS	4	Munich (FRG) 1972

Most Games Played

1	GAZE Andrew	AUS	40	Los Angeles, CA (USA) 1984 - Sydney, NSW (AUS) 2000
2	SCHMIDT Oscar	BRA	38	Moscow (URS) 1980 - Atlanta, GA (USA) 1996
3	VOLNOV Gennadi	URS	35	Roma (ITA) 1960 - Munich (FRG) 1972
4	BELOV Sergei	URS	33	Mexico City (MEX) 1968 - Moscow (URS) 1980
5

Most Points

1	SCHMIDT Oscar	BRA	1093	Moscow (URS) 1980 - Atlanta, GA (USA) 1996
2
3
4
5

One Olympic Games**Most Points**

1	SCHMIDT Oscar	BRA	338	Seoul (KOR) 1988
2
3
4
5

One Game at Olympic Games**Most Points**

1	SCHMIDT Oscar	BRA	55	Seoul (KOR) 1988
2
3
4
5

Note:

Information provided by FIBA.

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	FIBA
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 FIBA 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

BASKETBALL

MEN

As of 29 JUL 2016

All Olympic Games

Win/Loss Record

1	United States (USA)	101/2	98.1%
2	Soviet Union (URS)	61/13	82.4%
3	Serbia (SRB)	57/74	77.0%
4	Brazil (BRA)	58/43	57.4%
5

Most Consecutive Games Won

1	United States (USA)	62	Berlin (GER) 1936 - Munich (FRG) 1972
2
3
4
5

One Game at Olympic Games

Most Points by One Team

1	Brazil (BRA) 138 vs 85 Egypt (EGY)	Seoul (KOR) 1988
2
3
4
5

Victory with Biggest Points Difference

1	Korea (KOR) 120 vs 20 Iraq (IRQ)	London (GBR) 1948
2	China (CHN) 125 vs 25 Iraq (IRQ)	London (GBR) 1948
3
4
5

Note:

Information provided by FIBA.

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	FIBA
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 FIBA 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

BASKETBALL

As of 21 AUG 2016

Profile

<picture>			
Name:	ROBINSON David	Nickname:	The Admiral
Gender:	Male	NOC code:	USA
Date of birth:	6 AUG 1965	Place of birth:	Key West, FL, United States
Residence:	San Antonio, TX, United States	Height (m / ft in):	2.16 / 7'1"
Weight (kg / lbs):	107 / 235	Occupation:	Professional player
Major injuries:	Strained back, broken foot	Discipline:	Basketball
Event:	Men		
Language(s) spoken:	English	Social media:	www.robinsondavid.com
Hobbies:	Playing and composing	Other sports:	Golf
Family information:	Married, one child		
International debut:	1986	Member of the national team since:	1986
International games played:	48	Previous Olympic Games competed in:	Seoul 1988, Barcelona 1992, Atlanta 1996
Club - Season 2015/2016:	San Antonio Spurs (USA), NBA	Uniform number:	7
Playing position:	Centre		

Major Achievements

Olympic Games:	1996 - Atlanta, GA (USA)	Gold
	1992 - Barcelona (ESP)	Gold
	1988 - Seoul (KOR)	Bronze
FIBA World Championships:	1986 - Spain	Gold

General Interest

Loves mathematics, science, and engineering and relaxes by playing and composing on the keyboard or saxophone. His favourite meals are fettuccine, lasagne and chicken fajitas.
--

Rio 2016 Results

Date	Start Time	Game No.	Gender	Phase	Teams	Location	Result
SUN 7 AUG	21:30	12	Men	Preliminary Round Group A	CHN vs USA	Youth Arena	68-96
TUE 9 AUG	16:30	22	Men	Preliminary Round Group A	USA vs ITA	Youth Arena	87-54
THU 11 AUG	16:30	34	Men	Preliminary Round Group A	USA vs LTU	Youth Arena	104-82
SAT 13 AUG	19:30	47	Men	Preliminary Round Group A	NZL vs USA	Youth Arena	70-133
MON 15 AUG	16:30	58	Men	Preliminary Round Group A	CRO vs USA	Youth Arena	81-102
WED 17 AUG	14:30	68	Men	Quarterfinal	USA vs RUS	Carioca Arena 1	98-75
FRI 19 AUG	19:30	71	Men	Semifinal	USA vs ITA	Carioca Arena 1	101-73
SUN 21 AUG	13:30	76	Men	Gold Medal Game	SRB vs USA	Carioca Arena 1	69-95

Legend:

No.	Number
-----	--------

Please note that biographical data may have been modified to display
all possible data

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, FIBA Basketball World Cup (for men only), FIBA World Championships, Continental Championships, FIBA World Junior Championships and club achievements 2 - Year (descending) For Rio 2016 results data: Chronologically
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	Use the following description for abbreviations which appear in the output: No. - Number 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
7.9.2	State (republic, region, ...) name or code	Mc	Text - for USA, Canada and Australia - state code is mandatory
7.9.3	Country	M	Country name
7.10	Residence	--	
7.10.1	Place	M	Text
7.10.2	State (republic, region, ...) name or code	Mc	Text - for USA, Canada and Australia - state code is mandatory
7.10.3	Country	M	Country name
7.11	Height	Ma	Height format
7.12	Weight	Ma	Weight format
7.13	Occupation	M	Text
7.14	Major injuries	Ma	Text
7.15	Discipline participating in	M	Standard FIBA discipline name

Level	Data Item	M/D	Comments
7.16	Event participating in	M	Standard FIBA 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	International debut	M	Numeric (year)
9.2	Member of the national team since	M	Numeric (year)
9.3	Number of international games played	M	Numeric
9.4	Previous Olympic Games competed in	Ma	Text
9.5	Club - Season 2015/2016	--	
9.5.1	Club name	M	Text
9.5.2	NOC code of the club location	M	Standard IOC NOC code
9.5.3	League	M	Text
9.6	Uniform number	M	Numeric
9.7	Playing position	M	Text - "Guard", "Point Guard", "Shooting Guard", "Forward", "Power Forward", "Small Forward", "Centre" or combination of two positions
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 is 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 FIBA Basketball 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 FIBA World Championships	--	
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 Continental Championships	--	
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 FIBA World Junior Championships	--	
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".
10.6 (n)	For each club achievement	--	
10.6.1	Description of achievement	M	Text
11	General interest	--	

Level	Data Item	M/D	Comments
11.1	Free text	M	Text
12	Rio 2016 results	--	
12.1 (n)	For each game played	--	
12.1.1	Date	M	Date - in the format defined in the OC Look and Feel standard
12.1.2	Start time	M	Time - in the format defined in the OC Look and Feel standard
12.1.3	Game number	M	Numeric
12.1.4	Gender	M	Text - "Men" or "Women"
12.1.5	Phase name	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
12.1.6	Teams	--	
12.1.6.1	Home team	M	Standard IOC NOC code
12.1.6.2	Visiting team	M	Standard IOC NOC code
12.1.7	Location	M	Text
12.1.8	Game result	--	
12.1.8.1	Home team score	M	Score/Points format
12.1.8.2	Visiting team score	M	Score/Points format
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

BASKETBALL

MEN

As of 17 AUG 2016

Profile

Team:	CRO - Croatia
Name:	SKANSI Petar
Gender:	Male
Date of birth:	23 NOV 1943
Citizenship:	Croatia
Playing career:	12 years played in Jugoplastika, Split
Number of seasons coaching this national team:	2 seasons
Other national teams coached / number of seasons:	None
Club coached / number of seasons:	Jugoplastika, Split / 5, Scavolini, Pesaro / 2, Benetton, Treviso / 3
Number of wins / losses as coach of the current team:	12 / 4
National league champion:	2 times (Jugoplastika, Split, 1977; Benetton, Treviso, 1992)
Language(s) spoken:	Croatian, English

Major Achievements (as a player with Yugoslavia)

Olympic Games:	1968 - Mexico City (MEX)	Silver
FIBA World Championships:	1970 - Yugoslavia	Gold
	1967 - Uruguay	Silver
European Championships:	1965 - Soviet Union	Bronze

Major Achievements (as a coach)

Olympic Games:	1996 - Atlanta, GA (USA)	CRO Men's Basketball	7 th
	1992 - Barcelona (ESP)	CRO Men's Basketball	Silver
European Championships:	1979 - Italy	YUG Men's Basketball	Bronze

General Interest

He adores the sea, where he spends every spare moment...

Rio 2016 Results

Date	Start Time	Game No.	Gender	Phase	Teams	Location	Result
SUN 7 AUG	9:30	7	Men	Preliminary Round Group A	CRO vs NZL	Youth Arena	90-75
TUE 9 AUG	19:30	23	Men	Preliminary Round Group A	LTU vs CRO	Youth Arena	83-81
THU 11 AUG	14:30	33	Men	Preliminary Round Group A	CHN vs CRO	Youth Arena	78-109
SAT 13 AUG	21:30	48	Men	Preliminary Round Group A	CRO vs ITA	Youth Arena	71-68
MON 15 AUG	16:30	58	Men	Preliminary Round Group A	CRO vs USA	Youth Arena	81-102
WED 17 AUG	16:30	66	Men	Quarterfinal	CAN vs CRO	Carioca Arena 1	78-75

Legend:

No. Number

N21 - Coach Biography

Description	Detailed information on a coach and his history with the sport
Source	OC Press Operations and OC Technology (for Rio 2016 results data)
Sort by	For each major achievement: 1 - Olympic Games, FIBA Basketball World Cup (for men only), FIBA World Championships and Continental Championships 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: No. - Number 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)	--	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	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	Number of seasons coaching this national team	M	Text
7.10 (n)	Other national teams coached	--	
7.10.1	Name of national teams	Ma	Text
7.10.2	Number of seasons	Ma	Text
7.11 (n)	For each club coached	--	
7.11.1	Club	M	Text
7.11.2	Number of seasons	M	Numeric
7.12	Number of wins / losses as coach of the current team	M	Numeric
7.13	National league champion	--	
7.13.1	Number of times	Mc	Text
7.13.2 (n)	Club and season/year information	--	
7.13.2.1	Club	Mc	Text
7.13.2.2	Season/year	Mc	Year - in the format defined in the OC Look and Feel standard
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 is mandatory

Level	Data Item	M/D	Comments
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 FIBA Basketball 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 FIBA World Championships	--	
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 Continental Championships	--	
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".
9	Major achievements as a coach	--	
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 is 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 FIBA Basketball 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 FIBA World Championships	--	
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 Continental Championships	--	
9.4.1	Year	Mc	Year - in the format defined in the OC Look and Feel standard
9.4.2	Country code	Mc	Text
9.4.3	Achieved with team	Mc	Text
9.4.4	Rank	Mc	Text. For medallists show "Gold", "Silver", "Bronze".
10	General interest	--	
10.1	Free text	D	Text
11	Rio 2016 results	--	
11.1.1	Date	M	Date - in the format defined in the OC Look and Feel standard

Level	Data Item	M/D	Comments
11.1.2	Start time	M	Time - in the format defined in the OC Look and Feel standard
11.1.3	Game number	M	Numeric
11.1.4	Gender	M	Text - "Men" or "Women"
11.1.5	Phase name	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
11.1.6	Teams	--	
11.1.6.1	Home team	M	Standard IOC NOC code
11.1.6.2	Visiting team	M	Standard IOC NOC code
11.1.7	Location	M	Text
11.1.8	Game result	--	
11.1.8.1	Home team score	M	Score/Points format
11.1.8.2	Visiting team score	M	Score/Points format
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

TEAM PROFILE
BASKETBALL
MEN

As of 21 AUG 2016

AUS - Australia

No.	Name	Playing Position	Height m / ft in	Weight kg / lbs	Date of Birth	Age	Club - Season 2015/2016	Int. Games Played
4	SMITH Jason	SG	1.94 / 6'4"	95 / 205	20 OCT 1974	25	Melbourne Titans (AUS), NBL	19
5	MAHER Brett	PG	1.88 / 6'2"	85 / 187	17 APR 1973	27	Adelaide 36ers (AUS), NBL	117
6	MACKINNON Sam	SF	1.97 / 6'6"	101 / 223	25 AUG 1976	24	Townsville Crocodiles (AUS), NBL	71
7	CATTALINI Martin	SF	2.01 / 6'7"	100 / 220	4 OCT 1973	26	Adelaide 36ers (AUS), NBL	22
9	ANSTEY Chris	SF/PF	2.13 / 7'0"	118 / 260	1 JAN 1975	25	Chicago Bulls (USA), NBA	41
10	GAZE Andrew (C)	G	2.01 / 6'7"	96 / 212	24 JUL 1965	35	Melbourne Tigers (AUS), NBL	279
11	HEAL Shane	G	1.83 / 6'0"	83 / 183	6 SEP 1970	30	Sydney Kings (AUS), NBL	155
12	BRADTKE Mark	C	2.09 / 6'10"	120 / 265	27 SEP 1968	32	Melbourne Tigers (AUS), NBL	170
13	LONGLEY Luc	C	2.20 / 7'3"	135 / 298	19 JAN 1969	31	Phoenix Suns (AUS), NBA	73
14	VLAHOV Andrew	SF	2.00 / 6'7"	108 / 238	1 APR 1969	31	Perth Wildcats (AUS), NBL	187
15	ROGERS Paul	C	2.11 / 6'11"	118 / 260	29 SEP 1973	26	Perth Wildcats (AUS), NBL	41
DSQ	GRACE Ricky	PG	1.85 / 6'1"	85 / 187	20 AUG 1966	34	Perth Wildcats (AUS), NBL	23
Team Average			2.00 / 6'7"			28.8		99.8
Uniform Colours	Light: green and yellow Dark: orange and green							
Coach	BARNES Barry							
Assistant Coach	BLACK Alan							
Assistant Coach	BROWN Brett							

Major Achievements

Olympic Games:	1996 - Atlanta, GA (USA)	6 th
	1992 - Barcelona (ESP)	6 th
	1988 - Seoul (KOR)	4 th

World Championships:	1994 - Canada	5 th
	1990 - Argentina	7 th
Oceania Championships:	1995 - Australia	Gold
	1993 - New Zealand	Gold
	1991 - New Zealand	Gold

Olympic Qualification

Oceania Championships, 25 - 29 JUN 2015, Sydney, NSW (AUS):

Game	Phase
AUS vs ASA (141-49)	Preliminary Round
AUS vs NZL (107-88)	Preliminary Round
AUS vs NZL (102-62)	Final

General Interest

One of upcoming forces in international basketball, however, always struggled due to missing international competition as Olympic Games and World Championships ...

Rio 2016 Results

Date	Start Time	Game No.	Gender	Phase	Teams	Location	Result
SUN 7 AUG	16:30	10	Men	Preliminary Round Group B	CAN vs AUS	Youth Arena	111-88
TUE 9 AUG	19:30	24	Men	Preliminary Round Group B	AUS vs SRB	Youth Arena	68-91
THU 11 AUG	21:30	36	Men	Preliminary Round Group B	AUS vs RUS	Youth Arena	109-101
SAT 13 AUG	16:30	46	Men	Preliminary Round Group B	ANG vs AUS	Youth Arena	96-101
MON 15 AUG	21:30	60	Men	Preliminary Round Group B	AUS vs ESP	Youth Arena	73-71
WED 17 AUG	16:30	65	Men	Quarterfinal	ITA vs AUS	Carioca Arena 1	73-71

Legend:

(C)	Captain	C	Centre	DSQ	Disqualified	F	Forward
G	Guard	Int.	International	No.	Number	PF	Power Forward
PG	Point Guard	SF	Small Forward	SG	Shooting Guard		

Player GRACE Ricky disqualified due to ...

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 - Uniform number or disqualification identification 2 - Family name 3 - Given name; sort disqualified players to the bottom of the list For each team official: Sequence of officials as on NOC entry form (no sort applies) For each major achievement: 1 - Olympic Games, FIBA Basketball World Cup (for men only), FIBA World Championships and Continental Championships 2 - Year (descending) For each game played (Olympic qualification): 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 (C) - Captain C - Centre DSQ - Disqualified F - Forward G - Guard Int. - International No. - Number PF - Power Forward PG - Point Guard SF - Small Forward SG - Shooting Guard To be displayed at the bottom of the page.
IRM rules	See Appendix C - Rules for Data Formats and Presentation
Comments	Team average height is rounded to two decimal places. Team average age and team average of international games played are rounded to one decimal place. List of team officials: coach, assistant coach and up to five officials with one of following functions: team manager, doctor, physiotherapist, statistician and interpreter. Order assistant coaches as they are presented on NOC entry form. 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
3	Event/Gender (H3)	M	Standard FIBA 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	Uniform number or disqualification identification	M	Numeric or code - "DSQ"
7.3.2	Family name	M	Text
7.3.3	Given name	M	Text
7.3.4	Captain identification	Mc	Code - "(C)"
7.3.5	Playing position	M	Code - "C", "F", "G", "PF", "PG", "SF", "SG"

Level	Data Item	M/D	Comments
7.3.6	Height	M	or combination of two codes e.g. "F/G" Height format or "-"
7.3.7	Weight	M	Weight format or "-"
7.3.8	Date of birth	M	Date - in the format defined in the OC Look and Feel standard
7.3.9	Age	M	Numeric
7.3.10	Club - season 2015/2016	--	
7.3.10.1	Club name	M	Text
7.3.10.2	NOC code of the club location	M	Standard IOC NOC code
7.3.10.3	League	M	Text
7.3.11	International games played	M	Numeric or blank if no game played
7.4	Team averages	--	
7.4.1	Team average height	M	Height format or "-"
7.4.2	Team average age	M	Numeric (1 decimal place)
7.4.3	Team average of international games played	M	Numeric (1 decimal place)
7.5	Team uniform colour	--	
7.5.1	Light	M	Text
7.5.2	Dark	M	Text
7.6 (n)	For each team official	--	
7.6.1	Function	M	Text - "Coach", "Assistant Coach", "Team Manager", "Doctor", "Physiotherapist", "Statistician" or "Interpreter"
7.6.2	Family name	M	Text
7.6.3	Given name	M	Text
7.6.4	NOC code of the citizenship	Mc	Standard IOC NOC code, show only if different than team
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 is 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 FIBA Basketball 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 FIBA World Championships	--	
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 Continental Championships	--	
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".
9	Olympic qualification	--	
9.1	Competition name	M	Text
9.2	Date	M	Date - in the format defined in the OC Look and Feel standard
9.3	Location	--	
9.3.1	City	M	Text - for USA, Canada and Australia - state code is mandatory

Level	Data Item	M/D	Comments
9.3.2	NOC code	M	Standard IOC NOC code
9.4 (n)	For each game played	--	
9.4.1	Game	--	
9.4.1.1	Teams	--	
9.4.1.1.1	Home team NOC code	M	Standard IOC NOC code
9.4.1.1.2	Visiting team NOC code	M	Standard IOC NOC code
9.4.1.2	Game result	--	
9.4.1.2.1	Home team score	M	Score/Points format
9.4.1.2.2	Visiting team score	M	Score/Points format
9.4.2	Phase name	M	Standard FIBA phase name
10	General interest	--	
10.1	Free text	M	Text
11	Rio 2016 results	--	
11.1.1	Date	M	Date - in the format defined in the OC Look and Feel standard
11.1.2	Start time	M	Time - in the format defined in the OC Look and Feel standard
11.1.3	Game number	M	Numeric
11.1.4	Gender	M	Text - "Men" or "Women"
11.1.5	Phase name	M	Standard FIBA phase and/or event unit name, additionally for preliminary round show group name
11.1.6	Teams	--	
11.1.6.1	Home team	M	Standard IOC NOC code
11.1.6.2	Visiting team	M	Standard IOC NOC code
11.1.7	Location	M	Text
11.1.8	Game result	--	
11.1.8.1	Home team score	M	Score/Points format
11.1.8.2	Visiting team score	M	Score/Points format
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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REFEREE BIOGRAPHY

BASKETBALL

As of 29 JUL 2016

Profile

Name:	John Smith
Gender:	Male
NOC code:	AUS
Date of birth:	25 FEB 1956
FIBA referee since:	1985
National Referee since:	1977
Number of times refereed in Olympic Games:	2
Number of times refereed in FIBA Basketball World Cups and FIBA World Championships:	1
Profession:	Teacher

Major Participation as a Referee (Olympic Games and World Cups / World Championships)

Olympic Games:	1992 - Barcelona (ESP) 1988 - Seoul (KOR)	Semifinal Men tournament (USA vs BRA)
World Championships:	1990 - Buenos Aires (ARG)	Final (ARG vs USA)

N23 - Referee Biography

Description	Detailed information about an referee and his history with the sport
Source	FIBA
Sort by	Major participation as a referee (Olympic Games and World Cups / World Championships): 1 - Olympic Games, FIBA Basketball World Cup and FIBA World Championships 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	Most important games are Semifinal, Final, Bronze and Gold medals games.

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	FIBA referee since	M	Year - in the format defined in the OC Look and Feel standard
7.6	National Referee since	M	Year - in the format defined in the OC Look and Feel standard
7.7	Number of times refereed in Olympic Games	M	Numeric
7.8	Number of times refereed in FIBA Basketball World Cups and FIBA World Championships	M	Numeric
7.9	Profession	M	Text
8	Major participation as a referee (Olympic Games and World Cups / World Championships)	--	
8.1 (n)	For each major competition	--	Olympic Games, FIBA Basketball World Cup and FIBA World Championships
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 is mandatory
8.1.3	NOC code or country code	Mc	Standard IOC NOC code or text
8.1.4	Most important games	M	Text (see comments)
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

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
BASKETBALL
MEN

As of 29 JUL 2016

ARG - Argentina

Total Summary

Opponent	Win%	Played	Won	Lost	For	Against
Nigeria	100	3	3	0	259	194
Tunisia	100	1	1	0	92	69
France	80	5	4	1	327	274
China	75	4	3	1	351	295
Russia	75	4	3	1	328	305
Brazil	69	26	18	8	2129	2048
Australia	50	6	3	3	500	497
Lithuania	43	7	3	4	565	559
Spain	25	8	2	6	600	621
United States	22	27	6	21	2135	2466
Great Britain	N/A	0	0	0	0	0
Total	51	91	46	45	7286	7328

Overview per opponent

AUS - Australia

Won	Lost
3	3

W/L	Result	Year	Competition	Phase
W	74-72	2010	World Championship	1st Round
W	85-68	2008	Olympic Games	Preliminary Round
W	66-62	1998	World Championship	1st Round
L	91-95	1990	World Championship	2nd Round
L	84-98	1990	World Championship	Final 7-8
L	100-102	1974	World Championship	Classification Round 9-14

BRA - Brazil

Won	Lost
18	8

W/L	Result	Year	Competition	Phase
W	80-75	2011	Pan American Championships	Final 1-2
L	71-73	2011	Pan American Championships	2nd Round
W	93-89	2010	World Championship	Last 16
L	67-76	2009	Pan American Championships	1st Round
W	91-80	2007	Pan American Championships	Semifinal
W	86-79	2007	Pan American Championships	2nd Round
L	88-100	2005	Pan American Championships	Final 1-2
W	71-60	2005	Pan American Championships	2nd Round
W	76-74	2003	Pan American Championships	2nd Round
W	78-67	2002	World Championship	Quarterfinal
W	78-59	2001	Pan American Championships	Final 1-2
W	108-98	2001	Pan American Championships	1st Round
W	79-77	1999	Pan American Championships	Qualification Round 1-8
W	86-76	1998	World Championship	2nd Round
L	75-76	1997	Pan American Championships	Final 3-4
W	68-65	1997	Pan American Championships	1st Round
W	83-78	1995	Pan American Championships	1st Round

W	87-82	1995	Pan American Championships	Semifinal
W	98-91	1993	Pan American Championships	Final 3-4
L	82-90	1989	Pan American Championships	1st Round
L	93-113	1988	Pan American Championships	1st Round
L	95-107	1984	Pan American Championships	Classification Round
W	118-98	1980	Pan American Championships	Classification Round
L	66-74	1967	World Championship	Final Round
W	72-56	1952	Olympic Games	1st Round
W	40-35	1950	World Championship	Final Round

CHN - China

Won	Lost
3	1

W/L	Result	Year	Competition	Phase
W	82-57	2004	Olympic Games	1st Round
W	95-71	2002	World Championship	2nd Round
L	77-87	1996	Olympic Games	1st Round
W	97-80	1986	World Championship	2nd Round

...
...
...

Note:

Major international competitions include Olympic Games, FIBA Basketball World Cups (for men only), FIBA World Championships and Continental Championships.

Legend:

L	Lost	N/A	Not Applicable	W	Won
---	------	-----	----------------	---	-----

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, FIBA Basketball World Cups (for men only), FIBA World Championships and Continental Championships.
Source	IOC and FIBA archives
Sort by	For each opponent (Total Summary): 1 - Win percentage 2 - Opponent For each opponent (Overview per opponent): 1 - Opponent team NOC code For each game played: 1 - Reverse chronologically (the most recent first)
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	Use the following description for abbreviations which appear in the output: L - Lost N/A - Not Applicable W - Won To be displayed at the bottom of the 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 FIBA 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
8	Total Summary	--	
8.1 (n)	For each opponent	--	Results from previous competitions against all other teams competing at these Games
8.1.1	Opponent	M	Standard IOC NOC name
8.1.2	Win percentage	M	Numeric
8.1.3	Total number of games played	M	Numeric
8.1.4	Total number of games won	M	Numeric
8.1.5	Total number of games lost	M	Numeric
8.1.6	Total number of points for	M	Numeric
8.1.7	Total number of points against	M	Numeric
8.2	Total	--	
8.2.1	Win percentage	M	Numeric
8.2.2	Total number of games played	M	Numeric
8.2.3	Total number of games won	M	Numeric
8.2.4	Total number of games lost	M	Numeric
8.2.5	Total number of points for	M	Numeric
8.2.6	Total number of points against	M	Numeric
9	Overview per opponent	--	
9.1 (n)	For each opponent	--	
9.1.1	Opponent	--	
9.1.1.1	Opponent team NOC code	M	Standard IOC NOC code
9.1.1.2	Opponent team NOC	M	Standard IOC NOC name
9.1.2	Won-Lost	M	Numeric
9.1.2.1	Total number of games won	M	Numeric
9.1.2.2	Total number of games lost	M	Numeric

Level	Data Item	M/D	Comments
9.1.3 (n)	For each game played	--	
9.1.3.1	W/L (result code)	M	Code - "L" or "W"
9.1.3.2	Game result	M	Text, format: points for-points against
9.1.3.3	Year of competition	M	Year - in the format defined in the OC Look and Feel standard
9.1.3.4	Competition	M	Text
9.1.3.5	Phase	M	Text
10	Note with static text	M	Text
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

HISTORY BASKETBALL

Origin of Basketball

Basketball was invented in December 1891 by Canadian native Dr. James W. Naismith, an instructor at the International Y.M.C.A. Training School in Springfield, Massachusetts, now Springfield College. As the story goes, James Naismith was eager to invent a game that would keep the students indoors during the long, cold winter period. Looking for the answer, Naismith cut out the bottom of a peach basket, fixed it on the balcony of the Y.M.C.A. gym, and tossed the first ball through. A few days later Naismith pinned the first thirteen rules on the notice board and prepared to meet his class. Naismith reported later: "The game was success from the time that first ball was tossed up - it was the start of the first basketball game and the end of trouble with that class". On 7th August 1936, Naismith tossed the ball up for the first jump ball in Berlin; a dream had come true - basketball had become an Olympic Sport. In long and everlasting memory of the man who invented one of the greatest games, Springfield is the home of basketball Hall of Fame.

Basketball Today

FIBA estimates that over 400 million people play basketball world-wide at competition and grassroots level in 2001. A global study, conducted by Roper Starch Worldwide in April 1997 based on 35,000 interviews, shows that basketball is the most popular sport in Asia and Australia. Basketball was a record breaker for both live spectators and TV-viewers at the past two Olympic Basketball Tournaments and the last FIBA World Championships. The basketball games in Atlanta '96 drew sensational crowds; the average for all games at the Georgia Dome for both Men and Women was over 30,000 spectators per game. Today basketball is a truly global sport, represented by 211 national federations on five continents.

Basketball at the Olympic Games

After being launched as a demonstration sport at the 1904 Olympic Games in St. Louis, basketball made a first appearance as a medal sport in 1936 in Berlin, Germany. In 1976, women's basketball was added to the programme. A turning point for the promotion of the game was the decision of the extraordinary FIBA World Congress in April 1989 to abolish the distinction between amateurs and professionals. This decision enabled stars like Magic Johnson, Michael Jordan, Detlef Schrempf and the late Drazen Petrovic to make the Basketball Tournament one of the highlights of the 1992 Olympics in Barcelona. 122 men's national teams and 77 women's national teams from all continents tried to qualify for the 12 spots in the 1996 Olympic Games in Atlanta.

Basketball in Brazil

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Note:

Information provided by FIBA. For further information please consult: www.fiba.com

N86A - Facts and Figures - History

Description	Interesting facts about the history of Basketball
Source	FIBA 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

FIBA - FEDERATION FACTS BASKETBALL

As of 23 JUN 2016

Fédération Internationale de Basketball (FIBA)

Postal address: Route Suisse 5
 P.O. Box 29
 1295 Mies
 Switzerland

Telephone: +41 22 545 00 00
Fax: +41 22 545 00 99
Website: <http://www.fiba.com>

FIBA Officials	Name	NOC	Since
President	MURATORE Horacio	Argentina	2014
Secretary General	BAUMANN Patrick	Switzerland	2003
Secretary General Emeritus	STANKOVIC Borislav	Serbia	2004
Treasurer	WEISS Ingo	Germany	2014
FIBA Central Board Members			
FIBA Africa	NIANG Hamane	Mali	2014
	MANAVE Anibal	Mozambique	2014
	ADJANOHOOUN Clotaire Celestine	Benin	2014
FIBA Americas	RICHARDS Usie	Virgin Isl, US	2009
	TOOLEY Jim	United States	2014
	O'KEEFE Michelle	Canada	2014
	BEDOYA Marcelo	Paraguay	2014
FIBA Asia	SHEIKH AL-THANI Saud Bin Ali	Qatar	2010
	XIAO Tian	China	2014
FIBA Europe	DEMIREL Turgay	Turkey	2014
	REGALADO Jose Luis Saez	Spain	2006
	WALLIN-KANTZY Lena	Sweden	2002-2006 and 2010-2019
FIBA Oceania	SIUTAT Jean-Pierre	France	2014
	SHIPLEY Burton	New Zealand	2014
	DERWIN Scott	Australia	2014
	SHONIBER Deborah K	Marshall Islands	2014
NBA	TATUM Mark	United States	2014
Players	DIVAC Vlade	Serbia	2014
Co-opted	ANIKEEVA Julia	Russian Federation	2014
	PANGILINAN Manuel V	Philippines	2014
	THOHIR Erick	Indonesia	2014

FIBA Media Contact Name

FIBA Office: Communications Director: KOLLER Patrick
 (address as above) Telephone: +41 22 545 00 00
 Fax: +41 22 545 00 99
 Email: koller@fiba.com

Note:

For further information please consult: www.fiba.com

N86B - Facts and Figures - FIBA - Federation Facts

Description	Interesting data about FIBA
Source	FIBA
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

QUALIFICATION CRITERIA BASKETBALL

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-FIBA Qualification Systems document for Rio 2016.

Note:

For further information please consult: www.fiba.com

N86C - Facts and Figures - Qualification Criteria

Description	Facts about FIBA qualification criteria
Source	FIBA
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 BASKETBALL

Facility name:	Super Dome
Location:	London
Address:	...
History:	...
Distance from:	Olympic Village - 12km (approx. 20 minutes by bus) MPC - 13km (approx. 24 minutes by bus) IBC - 14km (approx. 28 minutes by bus)
How to get there:	...
Other sports at this venue:	Gymnastics
Construction area:	...
Spectator capacity:	10,000
Air conditioning:	Yes
Lighting levels:	1500 lux / 3200 degrees Kelvin
Generic facilities available at the competition venue:	...
General information:	This Basketball Venue is normally used by the Sydney Basketball club
Post Games use:	...
Altitude:	16m

N86D - Facts and Figures - Facility Description

Description	Interesting facts about the Basketball 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 BASKETBALL

CARIOCA ARENA 1

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 basketball 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.

Sub-centre opening date: 2 August 2016.

Opening hours on competition days: three hours before competition until four hours after competition.

Opening hours on non-competition days: 9:00 to 18:00.

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.

FIBA Media Officer

FIBA 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

BASKETBALL

Date	Name	NOC Code	Gender	Year of Birth
TUE 9 AUG	AN Sun-Mi LOBELA Daunai	KOR ZAI	F F	1972 1973
THU 11 AUG	FISHER Scott	AUS	M	1963
FRI 12 AUG	MA Zongqing	CHN	F	1975
SAT 13 AUG	FALLON Trisha JUNG Jae-Kun PAYTON Gary	AUS KOR USA	F M M	1972 1969 1968
MON 15 AUG	HAN Hyun-Sun OKAZATO Akemi GAZE Andrew MALONE Karl	KOR JPN AUS USA	F F M M	1973 1974 1965 1963
TUE 16 AUG	GUSTAVO Roseli SCHIESARO Novella	BRA ITA	F F	1971 1973
FRI 19 AUG	BALLABIO Viviana SADOVNIKOVA Diana SANTANA Antonio Jose	ITA UKR BRA	F F M	1967 1971 1972
SUN 21 AUG	HYUN Joo-Yeop	KOR	M	1975

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
BASKETBALL
MEN
GOLD MEDAL MATCH

News Item: 1211

Serbia (SRB) vs United States (USA)
69-95

WILKENS Lenny (USA) - Coach

On winning the gold medal:

"It is a great experience. I've worked with some of the greatest players in NBA. This was better than 1992, because there were a whole lot of better teams this time around. These were the greatest players in the world."

On the differences between the first and second half:

"I told the players that reaching in and putting them on the foul line slows down the game and a slower game is their kind of game. We wanted to play good defence and not pick up so many fouls in the second half. We went to a smaller, quicker lineup and I thought that gave us the edge and we started to make shots."

On David ROBINSON's (USA) performance:

"He was tremendous. He and Reggie (MILLER, USA) come up big. Everyone has worked hard with this team and come up big at different times. Tonight it was David and Reggie they just picked us up big time along with John STOCKTON (USA)."

ROBINSON David (USA) - Player

On his performance tonight:

"Any one of these guys could have stepped up, that is why they call this a "Dream Team". I am just glad it was my opportunity tonight; it was a lot of fun. We were a little bit tight in the first half and I could tell we needed a spark and I just tried to come off the bench and give us that."

On second half run that sealed the victory:

"At one point, Penny (HARDAWAY) made a great shot and I could feel us starting to get it together. That has been the case the whole tournament. A couple of teams have really played us close in the first half and the second half is when we expect to wear them down with our depth."

OBRADOVIC Zelimir (SRB) - Coach (quotes taken in Serbian)

On winning the silver medal:

"We came out to show everybody that Serbia (SRB) can play great basketball and the entire world was able to see it. The Americans played a great game. This was a very big game for Serbia (SRB)."

On the play of the United States (USA):

"They played a very fast game and tried to take advantage of that. They are like machine guns, very fast machine guns. They can always hurt you."

PASPALJ Zarko (SRB) - Player

On tonight's game:

"I think we did very well in first half. We hit a lot of shots on offence and they didn't have any offense at all. We didn't have the right choice of shots in the second half and that was a big reason why we lost."

On whether his seven-for-seven shooting in the first half was a dream come true:

"No, I don't care about that. Sometimes it's one guy, sometimes it's me that makes all those shots. I just tried to play the best I could. I just try to play ball just like everybody else."

Issued by Olympic News Service
 Time: 16:05
 Date: 21 AUG 2016

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 FIBA event name - if needed
4	Phase & event unit (H4)	Ma	Standard FIBA 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	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

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
BASKETBALL
MEN
GOLD MEDAL MATCH

News Item: 1235

Serbia (SRB) - United States (USA)
69-95

Lenny WILKENS (USA) - Coach

On the game tonight:

"Serbia (SRB) showed that their 5-0 record was no fluke. They came out very hard and they were very aggressive. Our players responded and our bench came in and did a terrific job. Anfernee HARDAWAY (USA) had an outstanding game. Reggie MILLER (USA) played great, John STOCKTON (USA) and David ROBINSON (USA) also played well. These four guys really impacted the game. When we went small our quickness really bothered them."

On if he was nervous during the game:

"Coaches always get nervous, it's part of the game. I certainly had some anxious moments there. In the second half we didn't pick up as many fouls and our quickness had an impact. There is no question about it in the beginning I was nervous. You should be a little nervous or else you're not involved".

On the gold medal presentation to Muhammad Ali:

"Certainly he was a big role model for us. He is the most principled man I have ever met. He had courage and convictions during a very difficult time. He never wavered once. He deserves all the praise and honour he has gotten."

On whether Vlade DIVAC (SRB) fouling out was the turning point of the game:

I think it was turning anyway. Our defence was picking up and we put in our quick line-up, so I didn't think it would make any difference. Vlade would have had to guard David (ROBINSON, USA) and he was playing pretty darn good."

On how college players would have done:

"I have to be honest with you. There isn't a college team that could beat Serbia (SRB), Lithuania (LTU) or even Argentina (ARG) with how good they're playing. You have to give these teams credit. They are 100 times better than they were in 1992. Their execution, their defence, and their shooting has improved. We salute them."

On (David) ROBINSON's (USA) hernia problem:

"First of all, whenever David wrapped his leg, it was not a problem. The thing I mentioned to all the players was that we were going to play everybody to start with, but that we would get into a more regular starting rotation. I didn't think his leg bothered him at all. I always checked with David to make sure that we weren't risking anything."

On whether or not the achievement will silence the critics:

"Forgive me for saying it, but Jesus Christ couldn't silence the critics, so why do you think the gold medal would do it. I have analysed it and, this team had to face better competition than in 1992, and they came through it. Whether it satisfies them or not, I really don't care. I think the fans tonight feel very proud of our team. They stood up and supported us and we thank them for that. We have enjoyed it and this has been a great experience."

On whether or not he will coach the next Olympics:

"No, I won't coach the next Olympics. Two has been enough, I believe somebody else deserves that opportunity."

WILKENS on how this achievement ranks in his career:

"I feel very fortunate to have won the NBA championships, to have broken Red Aurebach's record (all-time most wins in the NBA), and to be in the Hall of Fame. The 1996 Olympic gold medal ranks up there with all the rest of them. I feel God has blessed me and I give my thanks for that."

Issued by: Olympic News Service
Time: 16:34
Date: 21 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 FIBA event name - if needed
4	Phase & event unit (H4)	Ma	Standard FIBA 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

BASKETBALL

News Item: 5

Men: USA out to reclaim Men's Basketball crown

The question of whether the United States can reclaim its position at the very top of international Basketball will be answered when the Men's Olympic Basketball tournament kicks off at the Olympic Basketball Arena on Tuesday, 31 July.

- The USA have won 12 of the 15 Olympic Men's titles but since Sydney 2000 are without a Gold medal in senior FIBA competition. A disappointing Bronze medal showing in Athens 2004 saw an overhaul in the selection system of the team and the birth of a dedicated programme promoting consistency of selection and increased international competition. The talented and athletic USA team competing in Beijing is headlined by the NBA's Most Valuable Player, Kobe BRYANT, (USA) and its leading scorer Lebron JAMES (USA). It also boasts five returning Olympians with veteran point guard Jason KIDD (USA), the only holdover from the Gold medal-winning Sydney 2000 edition.
- The USA's main rival for Gold looks to be Spain. Crowned world champions in Japan in 2006, they won Silver at last year's European championships. Spain's talented roster boasts playmaker Jose Manuel CALDERON (ESP), shooting guard Juan Carlos NAVARRO (ESP) and rising star 18year-old Ricard RUBIO (ESP), who led his club team DKV Joventut to the ULEB Cup title this year. Their chances, however, will once again revolve around 2.15 metre centre Pau GASOL (ESP), the MVP of the 2006 FIBA World Championship.
- Argentina, the defending Olympic champions, will rely heavily on the veteran core of Luis Alberto SCOLA (ARG), Carlos Francisco DELFINO (ARG), Fabricio Raul Jesus OBERTO (ARG), Andres Marcelo NOCIONI (ARG) and superstar shooting guard Emanuel David GINOBILI (ARG). There was some doubt over GINOBILI's appearance in Beijing due to an ankle injury suffered in the spring, but he appears close to full fitness after being mollycoddled in Argentina's warm-up games prior to the tournament.
- Russia, who upset Spain in last year's European Championship final, will also be a strong medal contender. A lot will ride on forward Andrey KIRILENKO's (RUS) performance, while running the point will be Dzhon-Robert KHOLDEN (RUS), a naturalised Russian from Pennsylvania, USA.
- Led by three-time Euroleague champion Sarunas JASIKEVICIUS (LTU) and reigning Euroleague MVP Ramunas SISKAUSKAS (LTU), Lithuania will be looking to add to their already impressive Olympic Basketball resume with another medal. Bronze medallists in 1992, 1996 and 2000, they narrowly missed another when beaten by USA in the third/fourth play-off in Athens 2004.
- Greece, Silver medallists at the FIBA World Championships in 2006, have rebounded from a relatively disappointing fourth at the European Championships with a dominating performance at home during the Olympic Qualifying Tournament in July.
- Croatia returns to the Olympic Games for the first time since Atlanta 1996. Despite its inexperience at this level, it does boast a win against Spain during the 2007 European Championships.
- NBA superstar Dirk NOWITZKI (GER) finally fulfilled one of his dreams when he led his NOC to a berth in the Olympic Games for the first time since Barcelona 1992. NOWITZKI is an unstoppable power forward with ball handling ability and deep range and how he plays will influence his team's performance.
- Like Germany, China's chances of exceeding its previous best Olympic finish of eighth rely heavily on one man, YAO Ming (CHN). A serious foot injury sustained while playing for the NBA's Houston Rockets sidelined YAO for several months in the lead-up to the tournament and the 2.26m centre has only just recently returned to the court.
- Australia have never finished higher than fourth at an Olympics and will be hoping that its imposing frontline, led by Andrew BOGUT (AUS) and David ANDERSEN (AUS) can deliver the Boomers a first-time podium finish.
- Perennial African champions Angola will be looking to build on their ninth place finish at the 2006 World Championships while Iran, the reigning Asian champions, will compete in Olympic Basketball for the first time in 60 years.
- The Men's Basketball competition begins on Tuesday, 31 July when Russia take on Iran at the Olympic Basketball Arena.

Women: USA team set to rebound in Olympic Women's Basketball

The United States is likely to continue its dominance of Olympic Women's Basketball despite failing to reach the final of the 2006 world championships in Brazil.

- Since Women's Basketball was first contested at the Montreal 1976 Olympic Games the USA has never failed to reach the podium (the Moscow 1980 Olympic Games boycott notwithstanding). The USA has won a record five Gold medals, one Silver and one Bronze. The team takes a 25-0 winning streak into the opening game of the Beijing 2008 Olympic Games, courtesy of a 1992 bronze medal playoff win and unbeaten Olympic campaigns in 1996, 2000 and 2004. The USA will be led once again in the middle by 1.96 metre centre Lisa LESLIE, who will be going for a record fourth consecutive Gold. LESLIE will be joined in the front court by Tina THOMPSON and 2008 No. 1 pick in the WNBA Draft, Candace PARKER. The back court rotation is strong, featuring three-time Olympian Katie SMITH (USA), Sue BIRD (USA) and Diana TAURASI (USA).
- After winning the Silver medal at the 2006 FIBA World Championships and becoming European champions in 2007, Russia is a contender to take Gold in Beijing. Anchored by star centre Maria STEPANOVA (RUS) and with recently naturalised USA-born Rebekka Linn KHAMMON (RUS) running the point, Russia is well-equipped to return to the top of the women's game.
- Australia, the current world champion, is spearheaded by 1.96m centre Lauren JACKSON, widely regarded as the best player in the world and forward Penny TAYLOR, the 2006 world championship MVP. The Australian team returns six Olympians and has had only two changes to its roster since its world championship win, adding Rohanee COX and Suzy BATKOVIC.
- European Silver medallists Spain are fielding a young team that likes to run the open court. A narrow loss in the European final to Russia said to many that the Spanish will be medal contenders in Beijing.
- Despite disappointing results in the last two major tournaments, the Czech Republic boasts one of the bigger teams in the tournament and will look to dominate on the boards and shut teams down defensively.
- Brazil is in a period of transition after the retirements of several long-serving players that had pushed the team to capture medals in the 1994 world championships, Atlanta 1996 Olympic Games and the Sydney 2000 Olympic Games, as well as fourth place at Athens 2004 and the 2006 world championships.
- China's expectations will be high, not only as the host nation, but due to a series of impressive results in the build-up to the Beijing tournament. China won the Beijing test event in April, defeating USA in the final and finishing above Australia, Cuba and Korea.
- Belarus and Latvia are surprise qualifiers from Europe following strong showings in the 2007 European championships, where they placed third and fourth respectively.
- Injury and retirements have undermined Korea's campaign and their team will struggle to match previous best finishes of second at Los Angeles 1984 and fourth at Sydney 2000.
- Athens quarterfinalists in 2004, New Zealand have just two survivors from that team and are in the midst of a generational change, while African champions Mali will celebrate a first Olympic appearance.
- The Women's Basketball tournament opens on Sunday, 29 July when Belarus meets Australia in the opening game at the Olympic Basketball Arena at 09:00.

Issued by: Olympic News Service
 Time: 16:01
 Date: 29 JUL 2016

DAILY PREVIEW
BASKETBALL
WOMEN
PRELIMINARY ROUND
SAT 6 AUG

News Item: 139

Basketball starts with Belarus vs Australia

Day 1 of the Women's Preliminary Round starts with Belarus playing Australia at the Olympic Basketball Arena on Wednesday, 1 August.

Belarus vs Australia

- Australia won silver at the last two Olympic Games.
- The Australians are the reigning World Champions. They beat Russia 91-74 in the final game at the Brazil 2006 World Cup.
- Lauren JACKSON (AUS), considered one of the best players in the world, averaged 22.9 points at the Athens 2004 Olympic Games.
- It will be Australia's sixth appearance in the last seven Olympic Games.
- Australia clinched their place in Beijing after winning the 2006 World Championship.
- Belarus will make their debut in a major tournament (Olympic Games and World Championship).
- Belarus claimed their spot at the Olympic Qualifying Tournament in Spain, beating Brazil in the quarterfinal.
- In 2007, Belarus played in the European Championship for the first time, winning Bronze and clinching the chance to play the Olympic Qualifying Tournament.
- Yelena LEUCHANKA (BLR) was the only Belarus-born player to go to the WNBA.
- LEUCHANKA played for the same UMCC Ekaterinburg team with Suzy BATKOVIC (AUS), Penny TAYLOR (AUS) and Kristi HARROWER (AUS) in the Russian league.
- Australia is ranked world No. 2 and Belarus is ranked No. 30.

Mali vs New Zealand

- Mali will play their first Olympic Games in Women's Basketball.
- The Malians clinched their place in the Olympic Games beating the favourite host team in the final game of the 2007 Africa Championships in Senegal.
- Hamchetou MAIGA (MLI) is the most experienced player. The 30-year old point guard has already played in the Euroleague and WNBA.
- The Malians are well-known for being athletic and fast.
- New Zealand finished eighth at the Athens 2004 Olympic Games and 11th at the Sydney 2000 Olympic Games.
- New Zealand qualified for the Beijing 2008 Olympic Games after beating Fiji at the Oceania Championship as Australia, the World Champion and their biggest continent opponents, had already qualified for Beijing.
- The Tall Ferns (as the New Zealand women's team is known) are playing in their third consecutive Olympics.
- New Zealand missed the last three World Championships.

Spain vs China

- Spain will play their third Olympic Games (Barcelona 1992 and Athens 2004).
- Spain finished sixth at the Athens 2004 Olympic Games and second in the last Eurobasket, played in Italy.
- Spain qualified at the Olympic qualifier played at home after beating Cuba in the quarterfinal.
- Spain has an interesting mix of young and experienced players on the team.
- Spain is the only European country to have had both Men's and Women's Basketball team in the last two Olympic Games.
- China has clinched their place in Beijing for being the host nation.

- China will play their sixth of the seven last Olympic Games.
- China's best result was the second place at the Barcelona 1992 Olympic Games.
- All of the Chinese players play in the Chinese League.
- Spain beat China in four of their six previous games.

Brazil vs Korea

- Brazil will play in their fifth consecutive Olympic Games.
- Brazil's best result was second place at the Atlanta 1996 Olympic Games. In Sydney, they finished third and lost the Bronze medal game in Athens.
- Brazil won the last spot to play at the Beijing 2008 Olympic Games, beating Cuba 72-67 in the qualifying tournament in Spain.
- Brazil was the World Champion in Sydney 1994 FIBA World Championship.
- The Brazilians will have to replace three of their best players (JANETH, ALESSANDRA and HELEN) who retired after the 2006 World Championship.
- Korea will play for the sixth time in the last seven Olympic Games.
- Korea finished 12th at the Athens 2004 Olympic Games. Their best result was the Silver medal at the Los Angeles 1984 Olympic Games.
- Centre HA Eunjoo (KOR), who is 202cm tall, is the tallest player of the tournament.
- Brazil and Korea have played eight times - each side has won four times.

United States vs Czech Republic

- USA has won the Gold medal in the last four Olympic Games and five of the last six.
- USA clinched their place in Beijing after beating Cuba in the final game at the Valdivia (Chile) 2007 Americas Championship.
- USA is looking for revenge after losing to Russia in the World Championship semifinal in 2006.
- Lisa LESLIE (USA) can match Teresa EDWARDS' (USA) four Gold medal record should USA win Gold but would be the first one to achieve it in consecutive Olympic Games.
- Czech Republic finished fifth at the Athens 2004 Olympic Games.
- Czech qualified for Beijing after defeating Japan in the quarterfinal of the qualifying tournament played in Spain.
- Czech has a tall starting team. Only point guard Hana MACHOVA (CZE), who is 182cm, is smaller than 190cm.
- United States has won all three times they have met in an international tournament.

Russian Fed. vs Latvia

- Russia won the Bronze medal at the Athens 2004 Olympic Games.
- The Russians qualified for Beijing by winning the 2007 EuroBasket.
- Russia's best player, centre Maria STEPANOVA, will count on the help from United States-born Rebekka Linn HAMMON, a WNBA star, who will run the offence from the point guard position.
- Russia beat USA in the semifinal of the 2006 World Championship in Brazil but lost the final against Australia.
- The Russian League has been growing every year to become the most lucrative in the World.
- Latvia will play in the Olympic Games for the first time as an independent country.
- Latvian-born Uļjana SEMENOVA won Gold medals at the Montreal 1976 and Moscow 1980 Olympic Games playing for the Soviet Union.
- Latvia qualified for Beijing after smashing Angola 84-26 in the quarterfinal of the qualifying tournament in Spain.
- Anete JEKABSONE-ZOGOTA (LAT) was named the 2007 FIBA Europe Women's Player of the Year.
- Russia won both times they have played Latvia.

Issued by: Olympic News Service

Time: 19:00

Date: 5 AUG 2012

DAILY PREVIEW
BASKETBALL
MEN
PRELIMINARY ROUND
MON 15 AUG

News Item: 377

Croatia and United States have already qualified for the quarterfinals (the result of the game CRO vs USA will decide the winner of the Group A and will not have any influence on 3rd and 4th place in the group). The other two teams who will progress to the quarterfinals from Group A depend on the results of the last games: NZL vs LTU, ITA vs CHN.

Group A	Italy win (ITA vs CHN)	China win (ITA vs CHN)
New Zealand win (NZL vs LTU)	New Zealand Italy	New Zealand China
Lithuania win (NZL vs LTU)	Lithuania Italy	Lithuania China

Who will progress to the quarterfinals from Group B - last games: ANG vs RUS, SRB vs CAN, AUS vs ESP.

ANG vs RUS: Angola win

Group B	Spain win (AUS vs ESP)	Australia win (AUS vs ESP)
Serbia win (SRB vs CAN)	Serbia Spain Russian Fed. Angola	Serbia Spain Angola Australia
Canada win (SRB vs CAN)	Canada Spain Russian Fed. Angola	Canada Spain Angola Australia

ANG vs RUS: Russian Fed. win

Group B	Spain win (AUS vs ESP)	Australia win (AUS vs ESP)
Serbia win (SRB vs CAN)	Serbia Spain Russian Fed. Angola	Serbia Spain Russian Fed. Australia
Canada win (SRB vs CAN)	Canada Spain Russian Fed. Angola	Canada Spain Angola Australia

Issued by: Olympic News Service
Time: 18:30
Date: 14 AUG 2016

**GAME REVIEW
BASKETBALL
MEN
GOLD MEDAL GAME**

News Item: 1221

**Serbia (SRB) vs United States (USA)
69-95 (21:16, 17:27, 17:17, 13:8, 1:27)**

- The United States (USA) used a 19-4 run over (5:27) in the second half to pull away from Serbia (SRB) and claim a 96-69 victory and the gold medal in men's basketball for the 11th time in 13 appearances in the Olympic Games.
- The United States (USA) were leading 54-52 at the 13:09 mark when David ROBINSON (USA) went to work. He scored the next nine points for the United States (USA). Anfernee HARDAWAY (USA) threw down an alley-oop dunk to give the United States (USA) its first double-digit lead at 65-55 (10:08).
- When John STOCKTON (USA) hit two free throws at the 7:42 mark, the United States (USA) held a 73-68 lead. Serbia (SRB) hit just one field goal and was two of six from the line during the United States' (USA) run.
- ROBINSON (USA), HARDAWAY (USA) and Reggie MILLER (USA) scored 37 of the United States' (USA) final 44 points. ROBINSON (USA) had 16, MILLER (USA) had 12 and HARDAWAY had 9. As it has throughout the Games, the United States (USA) got tremendous production from its bench. Loaded with National Basketball Association stars, the United States' (USA) bench outscored its Serbian (SRB) counterparts, 64-11.
- Serbia (SRB) was plagued by foul trouble in the second half. Vlade DIVAC (SRB) picked up his fifth foul with 16:37 remaining in the game. Zarko PASPALJ (SRB) picked up his fourth with 8:32 left.
- The United States (USA) was led by ROBINSON's (USA) 28 points. MILLER (USA) added 20 and HARDAWAY (USA) had 17. PASPALJ (SRB) led Serbia (SRB) with 19 points. Dejan BODIROGA (SRB) and Aleksandar DJORDJEVIC (SRB) each added 13.
- Serbia (SRB) controlled most of first half. The score was tied six times, but the United States (USA) did not lead until 3:12 remained in the half, when Shaquille O'NEAL (USA) hit a layup to give United States (USA) a 36-35 lead. DIVAC (SRB) hit one of free throws to tie the score at 36-36, but HARDAWAY (USA) nailed a trey, ROBINSON (USA) hit two from the line and HARDAWAY (USA) scored from about 12 feet to give the United States (USA) a seven-point lead with 59 seconds left. BODIROGA (SRB) hit two free throws for the final scoring of the half.
- Fouls were a problem in the first half for United States (USA). The Americans had 10 team fouls before Serbia (SRB) got its third at 4:56 mark. Scottie PIPPEN (USA) picked up three fouls in the half, as did PASPALJ (SRB). Serbia (SRB) ended the half with 10 fouls and United States (USA) had 15. The five point halftime edge was the second closest of the tournament for the United States (USA). Argentina (ARG) trailed by two points (46-44) in the United States' (USA) first game.

Issued by: Olympic News Service
 Time: 16:15
 Date: 21 AUG 2016

**DAILY REVIEW
BASKETBALL
WOMEN
PRELIMINARY ROUND
SAT 6 AUG**

News Item: 133

USA and Australia flex muscles as Korea spring shock

USA and Australia both enjoyed comfortable wins, Russian Fed. survived a scare and little-fancied Korea came from behind to defeat Brazil in overtime on Day 1 of the Women's Basketball preliminary round at the Olympic Basketball Arena on Wednesday.

Belarus vs Australia: 64-83

- Centre Lauren JACKSON (AUS) led the Opals with a game-high 18 points. She also pulled down 10 rebounds. The 19-point winning margin was a fair reflection of the game, in which Australia were never behind after the opening basket to Belarus.
- Australia's Prime Minister, Kevin RUDD, watched the game and went courtside after the game to congratulate the team.

Mali vs New Zealand: 72-76

- The game went down to the wire. In the final seconds, Mali captain Hamchetou MAIGA drove into the paint with her team down by two but was called for a travelling violation, handing New Zealand possession and the game.
- The Tall Ferns win meant Mali will have to wait a little longer to record what would be their historic first victory in Olympic Basketball competition.

Spain vs China: 64-67

- China had to rely on their tight defence to secure victory, after going into the final five minutes of the fourth quarter with only a three-point lead.
- China were led by Lan BIAN's team-high 15 points and game-high 12 rebounds while captain Lijie MIAO had 12 points alongside Nan CHEN's 12 points and 10 rebounds.

Brazil vs Korea: 64-67 (overtime)

- Korea enjoyed a 9-0 run in overtime as Brazil showed their inexperience by conceding too many turnovers. In a frantic final minute of the fourth quarter, Korea guard Younah CHOI made both her free throws from the line with 20 seconds left in regulation time to tie the game at 55-55, forcing overtime.
- Both teams struggled offensively, shooting 36 per cent and 35 per cent respectively.

United States vs Czech Republic: 97-57

- Defending Gold medallists USA overcame a slow start to easily beat the Czechs on the back of an aggressive defensive effort and USA centre Sylvia FOWLES' game-high 18 second-half points.
- The USA Men's Basketball team, including stars Lebron JAMES and Kobe BRYANT, watched the game and stole the attention of the spectators.

Russian Fed. vs Latvia: 62-57

- Russia survived a real scare from Latvia to record a win despite trailing by seven points going into the final quarter.
- A 21-4 points run in the first eight minutes of the final period sealed victory as Ilona KORSTIN and Tatiana SHCHEGOLEVA led the Russian scoring with 13 points apiece.
- USA-born Rebekka Linn HAMMON (RUS) chipped in with 11 points.

Issued by: Olympic News Service
 Time: 23:57
 Date: 6 AUG 2016

SPORT REVIEW

BASKETBALL

News Item: 1512

USA reign as kings and queens of the Basketball court

Both USA Basketball teams reigned supreme at the Beijing 2008 Olympic Games as the Men's team held off a determined Spain squad 118-107 on the final day of competition, while the USA Women's team cruised past Australia 92-65 on Saturday.

Men

- The USA found redemption in Beijing by beating both the world champions and the European champions to regain their Olympic crown after managing only a Bronze at the Athens 2004 Olympic Games. Kobe BRYANT (USA) delivered on his pre-Olympic billing, scoring 13 of his 20 points in the final quarter to lead the United States. The USA didn't lose a game the entire tournament.
- Spain cruised through the quarterfinal beating Croatia 72-59 and the semifinal downing Lithuania 91-86.
- The preliminary round saw European champions Russia fail to get out of their group. China scored two wins to make it to the final eight to the delight of the hometown crowd.
- After losing to Croatia and Argentina, Australia beat Iran, Russia and Lithuania to advance to the semifinals.
- Asian champions Iran played well but failed to win a game in their first Olympic Games in 60 years.
- Bronze medallists Argentina ended the tournament with a double disappointment, despite overcoming Lithuania to reach the podium. The defending Olympic champions failed to reach the Gold medal final and lost their star Emanuel David GINOBILI who aggravated an ankle injury in the sixth minute of their game against the USA. That injury also disappointed fans who were anticipating a showdown between GINOBILI and BRYANT.
- The USA leaves Beijing with its 13th Gold medal in Men's Olympic Basketball competition, while Spain adds second Silver to the one it won at the Los Angeles 1984 Olympic Games.

Women

- The USA Women's juggernaut rolled to a fourth consecutive Olympic tournament triumph thanks to a 92-65 win over Australia in the championship game, giving retiring Lisa LESLIE a fourth Gold medal, equalling a Women's Olympic record. USA now has a 33-game winning streak in Olympic tournament play, dating back to the 1992 Bronze-medal playoff win. Such was the depth of talent in the team that although USA led the tournament in five statistical categories overall, including field-goal percentage (54.2), points (94.3) and assists (18.3), the only individual category leader was Sylvia FOWLES who had tournament high 64.3 field goal percentage.
- For Australia, it was a disappointing end to a strong campaign. They were simply blown away in the first half of the final, as USA shot 69 per cent to the Opals 19 from two-point field goal range. The world champions added yet Silver to the those they earned at the Sydney 2000 Olympic Games and the Athens 2004 Olympic Games.
- European champions Russia took the Bronze medal with a win over China as USA-born guard Rebekka Linn HAMMON scored 22 to lead her side to a 94-81 victory.
- China's retiring captain, MIAO Lijie ended as the leading scorer overall, just shading Australia's Lauren JACKSON with 17.9 points per game. This capped a remarkable tournament for the fourth-placed host NOC, after the team had failed to progress out of the preliminaries in Athens.
- The USA, Australia and Russia were all unbeaten in a preliminary round, in which only the only surprise was Brazil's failure to progress out of its Group. The rebuilding South American's registered just a single victory in five outings while Mali, playing in its first Olympics, fell short in its dream to register what would have been a historic first win.

Issued by: Olympic News Service
 Time: 01:07
 Date: 22 AUG 2016

N89 - Preview / Review

Description	Short sport, daily or game 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>Game Review</p> <p>Daily Review</p> <p>Sport 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 FIVB event name (mandatory for game preview/review) - if applicable
4	Phase & event unit (H4)	Ma	Standard FIVB 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	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

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MEDIA COMMUNICATION

News Item: 58

Extended hours for Basketball Venue Press Centre at the Youth Arena

The operating hours for the Venue Press Centre at the Youth Arena have been extended.

Beginning Sunday 7 AUG 2016 until the end of the Olympic Games, the VPC will be open three hours before competition until four hours after competition.

Issued by: Olympic News Service
Time: 9:04
Date: 6 AUG 2016

Note:

For more details contact the Media Liaison Officer.

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	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

NEWS ARTICLE

News Item: 172

Magic Johnson to cheer USA women's team

Magic Johnson, former NBA's Los Angeles Lakers, and member of the USA gold medal Dream Team I at 1992 Olympic Games, Barcelona, will take time off during his visit of the Athens Games, to cheer on USA Women's team. This game will open the women's competition, and will feature the underdogs of the Olympic Games...

Issued by: Olympic News Service
Time: 12:33
Date: 5 AUG 2016

Note:

For more details contact the Media Liaison Officer.

NEWS ARTICLE

News Item: 102

Basketball by the numbers

- 789000000 Cost in GB pounds sterling to construct the North Greenwich Area in 1999, previously known as the Millennium Dome.
- 5439148 Number of followers LeBron JAMES (USA) has on social networking site Twitter.
- 165033 The total number of points scored across men's and women's competition in Olympic Games history.
- 20000 The number of times the official basketball of the Games is bounced to test its fatigue strength. The energy of each bounce is required to meet the same level of the first bounce.
- 18000 Number of double decker buses that could fit inside the North Greenwich Arena.
- 1936 Basketball made its debut at the Berlin 1936 Olympic Games.
- 1093 The total number of points scored in Olympic competition by Oscar SCHMIDT (BRA), more than any other male player.
- 488 The total number of points scored in Olympic competition by Lisa LESLIE (USA), more than any other female player. Lauren JACKSON (AUS) needs just 41 points to pass this mark.
- 238 Most points scored in a single men's basketball match, when Brazil beat China 130-108 at the Seoul 1988 Olympic Games.
- 144 The number of athletes taking part in the basketball competition at the Games, across both the men's and women's competition.
- 140 The number of feature lights that will be used to illuminate the shell of the Basketball Arena in the colours of the teams playing at the time.
- 112-77 The score by which the Soviet Union beat the USA to win the first women's gold medal for basketball at the Montreal 1976 Olympic Games.
- 100 Biggest margin in points in a men's basketball match, between winner Republic of Korea and Iraq (120-20) at the London 1948 Olympic Games.
- 63 The USA won their first 63 matches in men's basketball at the Olympic Games before losing to the Soviet Union in the final of the Munich 1972 Olympic Games.
- 57 The number of different signals basketball referees can use during a match.
- 43.8 The average margin by which the USA Dream Team won their eight games at the Barcelona 1992 Olympic Games as they won the gold medal.
- 40 The number of matches Andrew GAZE (AUS) has played in men's basketball at the Olympic Games, more than any other male player.
- 35 The height in metres of the basketball arena at the Games.
- 30 The number of referees that will be used during the Games.
- 27 Fewest points scored in a men's basketball final (Berlin 1936) when United States beat Canada 19-8.
- 21 The number of international players that were playing in the North America's NBA when NBA players made their Olympic debut in 1992.
- 20 Great Britain's finishing position last time they competed in the Olympic basketball competition at the London 1948 Olympic Games.
- 19 The number of gold medals won by the USA men's and women's teams combined.
- 16 The size (USA) of sneakers worn by LeBron JAMES (USA).

- 15 The number of minutes it would take Niagara Falls in North America to fill the North Greenwich Arena if you turned it upside down.
- 15 The number of months taken to construct the basketball arena.
- 12 The number of years between the first (1936) and second (1948) men's basketball competitions at the Olympic Games, due to the Second World War.
- 12 The number of panels on the official basketball of the Games, compared to just eight on the official NBA ball.
- 9 Michael JORDAN's (USA) shirt number in both his two Olympic gold medal winning campaigns in 1984 in Los Angeles and Barcelona 1992, as opposed to his number 23 jersey with the Chicago Bulls.
- 8 The number of months it will take to dismantle and pack the basketball arena after the Games.
- 5 Teresa EDWARDS (USA) has won five Olympic medals, more than any other player in women's or men's basketball.
- 4 Pau GASOL (ESP) is the fourth player to go straight from Europe to the NBA and score 10,000 points.
- 4 London 2012 could be the fourth Olympic Games in a row in which the United States and Australia play each other in the women's gold medal game.
- 3.05 The height in metres that each basket stands above the ground.
- 3 Number of seconds that still had to be played in the Munich 1972 men's final when the United States was already celebrating its apparent victory over the Soviet Union. However, Aleksander BELOV (URS) beat the buzzer and secured the Soviet Union's first gold medal in basketball.
- 2.4 The height in metres of the doors inside the Basketball Arena, to accommodate the exceptionally tall athletes.
- 2 The number of players required to be on court for a team to continue playing.
- 0 The number of timeouts called by USA coach Chuck DALY (USA) during the USA's eight games at the 1992 Barcelona Olympic Games.

Issued by: Olympic News Service
 Time: 17:02
 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.Basketball 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	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

IOC NEWS

News Item: 168

Basketball: 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 Basketball Men's Tournament of the Rio 2016 Olympic Games.

Immediately after his participation in the event 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, Basketball:
 - (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. FIBA 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: 19:30
 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
BASKETBALL
MEN**

CARIOCA ARENA 1 SAT 21 AUG 2016 Start Time 13:30

News Item: 1614

Gold

- Presenter** Mr Francisco J. ELIZALDE (PHL) - IOC member
short text about Mr Francisco J. ELIZALDE from the IOC brochure about IOC members
- Accompanied by** Mr Horacio MURATORE (ARG), FIBA Vice-President
short text about Mr Horacio MURATORE from the FIBA Brochure

Silver

- Presenter** Sir Philip CRAVEN (GBR) - IOC member
short text about Sir Philip CRAVEN from the IOC brochure about IOC members
- Accompanied by** Mr Jose Luis Saez REGALADO (ESP), FIBA Central Board member
short text about Mr Jose Luis Saez REGALADO from the FIBA Brochure

Bronze

- Presenter** Mr Patrick BAUMANN (SUI) - IOC member
short text about Mr Patrick BAUMANN from the IOC brochure about IOC members
- Accompanied by** Mr Bob ELPHINSTON (AUS), FIBA Oceania President
short text about Mr Bob ELPHINSTON from the FIBA Brochure

N91B - Medal Presenters

Description	List of the medal presenters and the persons accompanying them
Source	IOC and FIBA
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 FIBA 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 Basketball 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 3) 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 Basketball. 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 FIBA 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, FIBA 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 Pre-Competition Activities

2.1.1 Process

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
Technical Meeting				
Before the Technical Meeting	FIBA	Team Roster (C33) { with the list of 12 players}	OVR	--
During the Technical Meeting	FIBA	Team Roster (C33) { with the list of 12 players for data validation}	Teams	--
After validation of the final list of 12 players	Teams	Team Roster (C33) {confirmed with the final list of 12 players and the assigned uniform number for each player}	TD	--
After approval	TD	Team Roster (C33) {approved with the final list of 12 players and the assigned uniform number for each player}	OVR	--
No later than two (2) hours after the end of the Technical Meeting	OVR	Team Roster (C33)	INFO, Print	2HATM

Legend:

FIBA	Fédération Internationale de Basketball
INFO	INFO System
OVR	On Venue Results System
Print	Print Distribution
TD	FIBA Technical Delegate

2.1.2 Distribution

Output		Venue							Main Press Centre (MPC)	Other Sites	INFO					
		Press		Sport												
Code	Name	Press Stands	Commentators	Press Centre Work Room	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIBA Hotel	PDF format	Screen format
C33	Team Roster				1	1		H							Y	Y

Technical Meeting

1. No later than two (2) hours after the end of the Technical Meeting (2HATM)

C33	Team Roster				1	1		H							Y	Y
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2.2 Results Processing for the Men's and Women's Tournament

2.2.1 Process

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
Referee/umpires/commissioner assignments				
No later than 18:00 on the day before game	FIBA	List of assigned officials (one referee, two umpires and one commissioner) for the next day's games	OVR	--
	OVR	Daily Schedule (C58)	INFO, Print	1EBCD
	OVR	Start List (C51) {for all games on the next day of competition}	INFO	1EBCD
Before the first game of the day				
One (1) evening before a day of competition	ONS	Daily Preview (N89)	INFO, Print	1EBCD
One (1) evening before the last competition day of the preliminary round	ONS	Daily Preview - Progression (N89)	INFO, Print	1EBLCP
No later than sixty (60) minutes before the scheduled start of the first game of the day	OVR	Start List (C51) {for all games on that day}	Print	60MBFGD
Before, during and after all games				
No later than ten (10) minutes before the scheduled start of the game	OVR	Information about starting line-ups	Broadcasters and scoreboard production	--
No later than one (1) minute after the end of each period	OVR	Intermediate Results (C70) {output should be clearly marked "NOT VALIDATED", distributed to coaches of playing teams}	Print	1MAEP
No later than two (2) minutes after the end of each period	OVR	Play by Play (C69) {output should be clearly marked "NOT VALIDATED"}	INFO	2MAEP
	OVR	Intermediate Results (C70) {output should be clearly marked "NOT VALIDATED"}	INFO	2MAEP
No later than two (2) minutes after the end of the game approval	OVR	Play by Play (C69)	INFO	2MAGA
	OVR	Results (C73)	INFO	2MAGA
	OVR	Shot Chart (C77A)	INFO	2MAGA
	OVR	Line-Up Analysis (C77B)	INFO	2MAGA
	OVR	Tournament Summary (C76A1)	INFO	2MAGA
	OVR	* If a preliminary round game: Preliminary Round - Comparative Ranking (C76A2)	INFO	2MAGA
	OVR	Cumulative Statistics (C84A)	INFO	2MAGA
	OVR	Overall Team Statistics (C84B)	INFO	2MAGA
	OVR	Team Statistics (C84C)	INFO	2MAGA
	OVR	Individual Statistics (C85A)	INFO	2MAGA
	OVR	Attendance Summary (C85C)	INFO	2MAGA
No later than five (5) minutes after the end of the game approval	OVR	Results (C73)	Print	5MAGA
Thirty (30) minutes after the end of the game	ONS	Game Review (N89)	INFO, Print	30MAG
After the last game of the day				
No later than five (5) minutes after the last game of that day	OVR	Tournament Summary (C76A1)	Print	5MAL
Thirty (30) minutes after the end of the last match of the day	ONS	Daily Review (N89)	INFO, Print	30MAL
Before the end of the preliminary round				
After competition days three and four, and after each game of competition day five except the last game	OVR	Potential Group Ranking (C66)	Print	AD345

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
After the end of the preliminary round				
No later than thirty (30) minutes after the end of the last game of the preliminary round	OVR	Tournament Summary (C76A1) {updated with teams for the quarterfinal games}	Print	30MALP
After the end of the quarterfinals				
No later than thirty (30) minutes after the end of the last game of the quarterfinals	OVR	Tournament Summary (C76A1) {updated with teams for the semifinal games}	Print	30MALQ
After the end of the semifinals				
No later than thirty (30) minutes after the end of the last game of the semifinals	OVR	Tournament Summary (C76A1) {updated with teams for the bronze and gold medal games }	Print	5MALS
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 (Team) (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 end of the gold medal game	OVR	Tournament Summary (C76A1)	Print	5MAGM
No later than five (5) minutes after the results of the gold medal match are approved	OVR	Medallists (Team) (C92C)	INFO, Print	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

Legend:	
FIBA	Fédération Internationale de Basketball
INFO	INFO System
IOC	International Olympic Committee
ONS	Olympic News Service
OVR	On Venue Results System
Print	Print Distribution

2.2.2 Distribution

Output		Venue								Main Press Centre (MPC)	Other Sites	INFO				
		Press			Sport											
Code	Name	Press Stands	Commentators	Press Centre Work Room	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIBA Hotel	PDF format	Screen format

Referee/umpires/commissioner assignments

1. No later than 18:00 on the day before game (1EBCD)

C58	Daily Schedule			B	1	P	1	H		H				Y	
C51	Start List													Y	Y

Before the first game of the day

1. One (1) evening before a day of competition (1EBCD)

N89	Daily Preview														Y
-----	---------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

2. One (1) evening before the last competition day of the preliminary round (1EBLCP)

N89	Daily Preview - Progression														Y
-----	-----------------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

3. No later than sixty (60) minutes before the scheduled start of the first game of the day (60MBFGD)

C51	Start List			H	1	P	1	H		H		H		H	
-----	------------	--	--	---	---	---	---	---	--	---	--	---	--	---	--

Before, during and after all games

1. No later than one (1) minute after the end of each period (1MAEP)

C70	Intermediate Results							Hc							
-----	----------------------	--	--	--	--	--	--	----	--	--	--	--	--	--	--

2. No later than two (2) minutes after the end of each period (2MAEP)

C69	Play by Play														Y
C70	Intermediate Results													Y	Y

3. No later than two (2) minutes after the end of the game approval (2MAGA)

C69	Play by Play						H				H				Y
C73	Results														Y
C77A	Shot Chart														Y
C77B	Line-Up Analysis														Y
C76A1	Tournament Summary														Y
C76A2	* If a preliminary round game: Preliminary Round - Comparative Ranking														Y
C84A	Cumulative Statistics														Y
C84B	Overall Team Statistics														Y
C84C	Team Statistics														Y
C85A	Individual Statistics														Y
C85C	Attendance Summary														Y

4. No later than five (5) minutes after the end of the game approval (5MAGA)

C73	Results	P	P	H	1	P	1			H	H				
-----	---------	---	---	---	---	---	---	--	--	---	---	--	--	--	--

5. Thirty (30) minutes after the end of the game (30MAG)

N89	Game Review														Y
-----	-------------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

After the last game of the day

1. No later than five (5) minutes after the last game of that day (5MAL)

C76A1	Tournament Summary			H	1	P	1			H	H		H		
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2. Thirty (30) minutes after the end of the last match of the day (30MAL)

Output		Venue								Main Press Centre (MPC)	Other Sites	INFO				
		Press		Sport												
Code	Name	Press Stands	Commentators	Press Centre Work Room	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIBA Hotel	PDF format	Screen format
N89	Daily Review															Y

Before the end of the preliminary round

1. After competition days three and four, and after each game of competition day five except the last game (AD345)

C66	Potential Group Ranking				H	1						H				
-----	-------------------------	--	--	--	---	---	--	--	--	--	--	---	--	--	--	--

After the end of the preliminary round

1. No later than thirty (30) minutes after the end of the last game of the preliminary round (30MALP)

C76A1	Tournament Summary														Y	Y
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After the end of the quarterfinals

1. No later than thirty (30) minutes after the end of the last game of the quarterfinals (30MALQ)

C76A1	Tournament Summary														Y	Y
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After the end of the semifinals

1. No later than thirty (30) minutes after the end of the last game of the semifinals (5MALS)

C76A1	Tournament Summary														Y	Y
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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 (Team)				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
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3. Thirty (30) minutes after a press conference (30MAQ)

N88	Press Conference Highlights															Y
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Additional procedure before and after a gold medal match

1. When presenters are confirmed (WPC)

N91B	Medal Presenters				H+B	1	H	1								Y
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2. No later than five (5) minutes after the end of the gold medal game (5MAGM)

C76A1	Tournament Summary					H	1	P	1			H	H	H		
-------	--------------------	--	--	--	--	---	---	---	---	--	--	---	---	---	--	--

3. No later than five (5) minutes after the results of the gold medal match are approved (5MAMRA)

C92C	Medallists (Team)				1	1	1								Y	Y
C93	Medallists by Event														Y	Y
C95	Medal Standings														Y	Y

4. Fifteen (15) minutes after flash quotes (15MAQ)

N87A	Flash Quotes															Y
------	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

5. Thirty (30) minutes after a press conference (30MAQ)

N88	Press Conference Highlights															Y
-----	-----------------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

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 as 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	FIBA	All requested data (FIBA 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	FIBA, IOC	--
At least three (3) months before the Games Opening Ceremony	FIBA Sports Director	List of names and functions of all persons to be included in the output Competition Officials (Technical Officials) (C35A)	CM	--
	FIBA Sports Director	List of names and functions of all persons to be included in the output FIBA Referees (C35B)	CM	--
After checking and updating of data from FIBA and adding missing data have been completed (the delivery schedules will be agreed between FIBA and the OC)	OC	Updated FIBA data for review	FIBA	--
No later than three (3) months before the Games	OC	Test Event starts	FIBA, IOC	--
No later than ten (10) days before the first day of competition	IOC, FIBA	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	FIBA, 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
	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	Multi-Medallists (N15)	INFO	DIO
	ONS	Results in Last Olympic Cycle (N17A)	INFO	DIO
	ONS	Current FIBA World Ranking (N17B)	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 - FIBA - Federation Facts (N86B)	INFO	DIO
	ONS	Facts and Figures - Qualification Criteria (N86C)	INFO	DIO
	ONS	Facts and Figures - Facility Description (N86D)	INFO	DIO

Time Reference (When)	From (Who)	Deliverable (What)	To-For (Whom)	Distribution Availability Code
At Sport Entry Deadline	ONS	Facts and Figures - Media Information (N86E)	INFO	DIO
	IDS	Team Entries (C31T)	INFO, Print	ASED
	ONS	Facts and Figures - Birthdays during the Games (N86F)	INFO	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 FIBA 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
	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
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	Sport 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	FIBA, all NOCs	--

Legend:

CM	Competition Manager
FIBA	Fédération Internationale de Basketball
IDS	Information Diffusion System
INFO	INFO System
IOC	International Olympic Committee
NOC	National Olympic Committee
OC	Organising Committee
ONS	Olympic News Service
OVR	On Venue Results System
Print	Print Distribution
VRM	Venue Results Manager

3.1.2 Distribution

Output		Venue								Main Press Centre (MPC)	Other Sites	INFO				
		Press		Sport												
Code	Name	Press Stands	Commentators	Press Centre Work Room	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIBA Hotel	PDF format	Screen format

Pre-Games activities

1. Day press centre (main or venue whichever comes first) operations start (DPCO)

N02	Competition Format and Rules			H							H				
-----	------------------------------	--	--	---	--	--	--	--	--	--	---	--	--	--	--

2. Day INFO operations start (DIO)

C07	Training Schedule														Y
C08	Competition Schedule														Y Y
	Competition Officials				H+B	1	H	1							Y Y
N02	Competition Format and Rules														Y Y
N10	Medallists from previous Olympic Games														Y
N11	Medals by NOC														Y
N15	Multi-Medallists														Y
N17A	Results in Last Olympic Cycle														Y
N17B	Current FIBA 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 - FIBA - 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 FIBA 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	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIBA Hotel	PDF format	Screen format
C07	Training Schedule				1	1		H+B	H			H			Y	
C08	Competition Schedule			H+B	1	H	1	H+B	H	B	H	H				
	Competition Officials			H+B	1	H	1								Y	
N02	Competition Format and Rules						1									

6. When On Venue Results becomes owner of data (OVRO)

C38	Entry Data Checklist				1	1										
C39	Entry Data Checklist - Competition Officials				1	1										

7. 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	Sport 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	FIBA	Text for Official Communication	OVR	--
Two (2) minutes after receiving text	OVR	Official Communication (C67) {for approval}	FIBA	Print - approval
After approval	FIBA	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	FIBA	Text for Sport Communication	OVR	--
Two (2) minutes after receiving text	OVR	Sport Communication (C68) {for approval}	FIBA	Print - approval
After approval	FIBA	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:

FIBA	Fédération Internationale de Basketball
INFO	INFO System
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	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIBA 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	1	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				1	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
------	----------	--	--	--	--	--	--	--	--	--	--	--	--	--	---

4 Distribution Rules for Printable Outputs Grouped by ORIS Output Code

This chapter gives an overview of all outputs produced for Basketball 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.

Code	Name	Results Book	Produced by	Availability	Venue							Main Press Centre (MPC)	Other Sites	INFO				
					Press		Sport											
					Press Stands	Commentators	Press Centre Work Room	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIBA 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	1	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	2HATM				1	1		H							Y Y
C35A	Competition Officials (Technical Officials)	IDS (VRM)	DIO															Y
			DIFO				1	1	1	H				H				Y
C35B	FIBA Referees	IDS (VRM)	DIO															Y
			DIFO				1	1	1	H				H				Y
C38	Entry Data Checklist	OVR	OVRO				1	1										
C39	Entry Data Checklist - Competition Officials	OVR	OVRO					1	1									
C51	Start List	OVR	1EBCD															Y Y
			60MBFGD				H	1	P	1	H		H		H			
C58	Daily Schedule	OVR	1EBCD			B	1	P	1	H		H						Y
C66	Potential Group Ranking	OVR	AD345			H	1						H					
C67	Official Communication	Y	OVR	15MAJ	Pc	Pc	H	1	H	1	H+B	H	H	H	H			Y
C68	Sport Communication	OVR	15MAJ					1	H	1	H+B	H			H			Y
C69	Play by Play	OVR	2MAEP															Y
			2MAGA				H							H				Y
C70	Intermediate Results	OVR	1MAEP							Hc								
			2MAEP															Y Y
C73	Results	Y	OVR	2MAGA									H	H				Y Y
			5MAGA	P	P	H	1	P	1				H	H				

Code	Name	Results Book	Produced by	Availability	Venue						Main Press Centre (MPC)	Other Sites	INFO	
					Press		Sport							
					Press Stands	Commentators	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge		
C76A1	Tournament Summary	Y	OVR	2MAGA										Y Y
				5MAL		H	1 P	1			H	H	H	
				30MALP										Y Y
				30MALQ										Y Y
				5MALS										Y Y
				5MAGM		H	1 P	1			H	H	H	
C76A2	Preliminary Round - Comparative Ranking		OVR	2MAGA										Y
C77A	Shot Chart		OVR	2MAGA										Y
C77B	Line-Up Analysis		OVR	2MAGA										Y
C84A	Cumulative Statistics	Y	OVR	2MAGA										Y
				5MAGA									H	
C84B	Overall Team Statistics	Y	OVR	2MAGA										Y
C84C	Team Statistics	Y	OVR	2MAGA										Y
C85A	Individual Statistics	Y	OVR	2MAGA										Y
C85C	Attendance Summary	Y	OVR	2MAGA										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	Y	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
N15	Multi-Medallists		ONS	DIO										Y
N17A	Results in Last Olympic Cycle		ONS	DIO										Y
N17B	Current FIBA 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 - FIBA - Federation Facts		ONS	DIO										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	FIBA	Competition Management	Sport Production	Teams	Officials	Olympic Family Lounge	Common Work Room	Agencies & Newspapers	Olympic Village	FIBA Hotel	PDF format	Screen format
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 AEDRM															Y	
																		Y	
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	1EBLCP															Y	
	Preview / Review - Game Review	ONS	30MAG															Y	
	Preview / Review - Daily Review	ONS	30MAL															Y	
	Preview / Review - Sport Review	ONS	60MAC															Y	
N90A	Media Communication	ONS	10MAPR 15MAPR						H	1	1	1				Hc		Y	
				Pc															
N90B	News Article	ONS	10MAPR															Y	
N90C	IOC News	ONS	15MAJ															Y	
N91B	Medal Presenters	ONS	WPC					H+B	1	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: Technical Officials, Referees, Doping Control Officer
 (The VRM should consult Protocol/Ceremonies and the Doping Control Officer regarding the specific outputs required)

FIBA: FIBA President, FIBA Secretary General, FIBA Technical Delegates, FIBA Office, FIBA Press

5 Distribution Availability Codes

Code	Description of abbreviation
AD345	After competition days three and four, and after each game of competition day five except the last game
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 FIBA 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
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
xEBLCP	X (x) evening(s) before the last competition day of the preliminary round
xHATM	X (x) hour(s) after the Technical Meeting
xMAC	X (x) minute(s) after the competition
xMAEP	X (x) minute(s) after the end of each period
xMAG	X (x) minute(s) after the end of the game
xMAGA	X (x) minute(s) after the end of the game approval
xMAGM	X (x) minute(s) after the gold medal game
xMAJ	X (x) minute(s) after each jury or other official body decision
xMAL	X (x) minute(s) after the end of the last game of that day
xMALP	X (x) minute(s) after the last game of the preliminary round
xMALQ	X (x) minute(s) after the last game of the quarterfinals
xMALS	X (x) minute(s) after the last game of the semifinals
xMAMRA	X (x) minute(s) after medal game results are approved
xMAPR	X (x) minute(s) after public release of a communication
xMAQ	X (x) minute(s) after quotes/a press conference
xMAS	X (x) minute(s) after the session
xMBFGD	X (x) minute(s) before the scheduled start of the first game of the day

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Section 3 - Real Time Information

1 Introduction

This section of the document defines scoreboard layouts 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 FIBA 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.

Whenever the NOC code is shown on a scoreboard screen it should be accompanied with the appropriate flag, if the technical solution allows.

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 FIBA's approval.

2.3 Official FIBA Scoreboard Layout

4 MEIER J.	●●○○○	18	USA	FRA	4 HUE S.	○○○○○	16
5 JONES M.	●●●○○	8			5	○○○○○	0
6 SMITH E.	●●●●○	3			6 HASSAN Y.	○○○○○	3
7 FRANK Y.	●●○○○	20	108	4	7 MOUSSA M.	●●●●○	11
8 NANCE L.	●●●○○	13	■ ■ □	■ □ □	8 RAMIREZ J.	●●○○○	26
9 KING H.	●●○○○	0			9 CHEN Z.	●●○○○	14
10	○○○○○	0			10 WANG L.	●○○○○	0
11 RUSH S.	●●○○○	16	◀ 00:00 ▶		11 LEE B.	●●●●●	4
12	○○○○○	0			12 KIM T.	●●○○○	10
13 JIMINEZ M.	●●●●○	21			13 HUBER R.	●○○○○	13
14 SANCHES N.	●●●●●	4			14 DAVID M.	●●●●●	9
15 MANOS K.	●●○○○	5	5	5	15	○○○○○	0

The scoreboard shall include and/or indicate:

- The team's names (NOC codes)
- The points scored by each team, and the cumulative points scored by each individual player
- The number of each individual player, family name and initial of given name
- The number of fouls committed by each player on the team from 1 to 5. The fifth foul shall be indicated in red or orange. The number may be shown with 5 indicators or a number display with a minimum height of 135mm. In addition, the 5th foul may be indicated with a slow flashing display (~ 1 Hz) for 5 seconds.
- The number of team fouls from 1 to 5, stopping at 5
- The number of the period from 1 to 4, and E for an extra period
- The number of charged timeouts per half from 0 to 3
- The team for the throw-in at the next alternating possession jump ball situation
- The game clock
- A clock for timing the timeout (optional). The game clock must not be used for this purpose.

2.4 Part A - Before the Competition

2.4.1 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



2.4.2 Today's Games

- What: Today's games sorted by start time. Screen shows sport discipline name, event name, title "TODAY'S GAMES", phase name and for each game show scheduled start time, group name if preliminary round only, teams (NOC code, flag) and game result for completed games.
The NOC code should always be accompanied with the appropriate flag.
- When: Before and after the game
How: Static screen



2.5 Part B - Before the Game

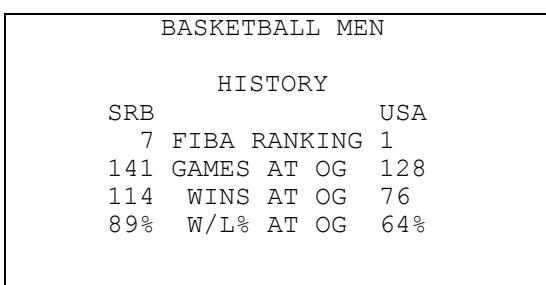
2.5.1 Game Presentation

- What: Screen shows sport discipline name, event name, phase name, group name if preliminary round only, scheduled start time and teams (NOC, NOC code and flag).
The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
- How: Static screen



2.5.2 Facts/History

- What: Teams' Olympic Games facts. Screen shows sport discipline name, event name, title "HISTORY" and for each team NOC code, flag, FIBA ranking, number of games played at Olympic Games, number of games won at Olympic Games and Win/Loss record percentage.
Show home team on left side, visiting team on right side.
The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
- How: Static screen



2.5.3 Cumulated Statistics

- What: Four cumulated statistics selected by FIBA Communication for the teams in each game. Screen shows sport discipline name, event name, title "CUMULATED STATISTICS" and for each team NOC code, flag and four cumulated statistics (free text) selected by FIBA Communication.
- Show home team on left side, visiting team on right side.
- The NOC code should always be accompanied with the appropriate flag.
- When: Before the game. Do not show during the first competition day
- How: Static screen

BASKETBALL MEN		
CUMULATED STATISTICS		
SRB	USA	
77.8	POINTS	75.4
33/105%	3 POINTS	32% 40/124
39.6	REBOUNDS	37.0
9.4	STEALS	10.2

2.5.4 Fun Facts/History

- What: Fun facts on team and/or player. Screen shows sport discipline name, event name, team (NOC, NOC code and flag) and various facts about team/player provided by FIBA Communication on a daily basis.
- The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
- How: Static screen

BASKETBALL MEN		
SERBIA (SRB)		
How they qualified?		
Results in last continental		
Xth appearance		
2 gold (2010, 2012)		
3 silver (last in 1998)		
5 bronze (last in 1993)		
Or best result		

2.5.5 Did You Know

- What: Screen shows sport discipline name, event name, team (NOC, NOC code and flag) and text and image(s) provided by FIBA Communication on a daily basis.
- The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
- How: Static screen

BASKETBALL MEN		
FRANCE (FRA)		
Image(s)	Did you know that four NBA players are playing for France? N. Batum, B. Diaw, E. Fournier and R. Gobert?	

2.5.6 Players Head to Head - Facts

- What: Three key facts about the two selected players. Screen shows for each player picture, scoreboard name, uniform number, NOC code, flag, playing position and three key facts (free text) about the two selected players provided by FIBA Communication on a daily basis.
Show home team player on left side, visiting team player on right side.
The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
How: Static screen

	
DJORDJEVIC Aleksandar 10 SRB G 1x World Cup title 2x Eurobasket title Tournament: 11 Pts/game	BARKLEY Charles 00 USA F/C 1x Olympic winner 2x NBA title Tournament: 7 Rbs/game

2.5.7 Players Head to Head - Statistics

- What: Three statistics for two selected players. Screen shows for each player picture, scoreboard name, uniform number, NOC code, flag, playing position and three statistics for two selected players provided by FIBA Communication on a daily basis.
Show home team player on left side, visiting team player on right side.
The NOC code should always be accompanied with the appropriate flag.
- When: Before and during the game
How: Dynamic screen

	
BODIROGA Dejan 4 SRB SG 9.6 Pts/game FG: 64% 2.7 Rbs/games	MILLER Reggie 10 USA SG 10.1 Pts/game FG: 51% 1.0 Rbs/games

2.5.8 Game Officials

- What: Screen shows sport discipline name, event name, teams (NOC code), title "REFEREE:", referee (scoreboard name, NOC code and flag), title "UMPIRES:", umpires (scoreboard name and NOC code), title "COMMISSIONER:" and commissioner (scoreboard name and NOC code).
The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
How: Static screen

BASKETBALL MEN
SRB VS USA
REFEREE:
BETANCOUR LEON MIGUEL (ESP)
UMPIRES:
REYES RONFINI JOSE (MEX)
CHAVEZ RAUL (ARG)
COMMISSIONER:
KOTLEBA LUBOMIR (SVK)

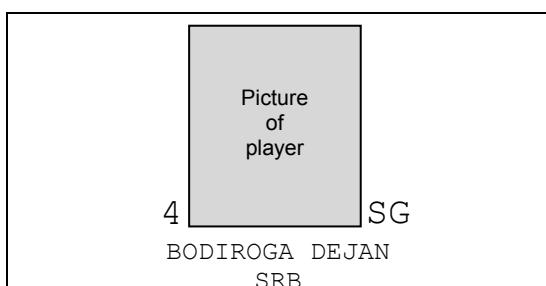
2.5.9 Team Presentation

- What: Screen shows team (NOC, NOC code and flag) and team players sorted by uniform number, title "COACH" and coach. For each player show uniform number, scoreboard name, height in cm and playing position. For coach show scoreboard name.
The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
How: Static screen

UNITED STATES (USA)
CM
00 BARKLEY CHARLES 198 F/C
5 HILL GRANT 203 SF/PF
6 HARDAWAY ANFERNEE 201 G
7 ROBINSON DAVID 216 C
8 PIPPEN SCOTTIE 201 SF/PF
9 RICHMOND MITCH 196 PG
10 MILLER REGGIE 201 SG
11 MALONE KARL 206 F/C
12 STOCKTON JOHN 185 PG
13 O'NEAL SHAQUILLE 216 C
14 PAYTON GARY 193 G
15 OLAJUWON HAKEEM 213 C
COACH
WILKENS LENNY

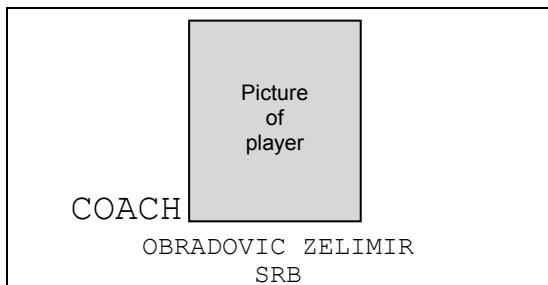
2.5.10 Player Presentation

- What: Screen shows player's uniform number, picture, playing position, scoreboard name, team NOC code and flag.
The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
How: Static screen



2.5.11 Coach Presentation

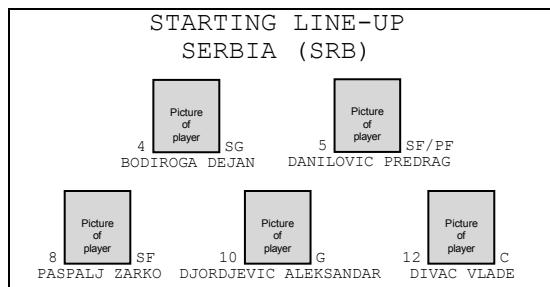
- What: Screen shows title "COACH", coach's picture, scoreboard name, team NOC code and flag.
The NOC code should always be accompanied with the appropriate flag.
- When: Before the game
- How: Static screen



2.6 Part C - During the Game

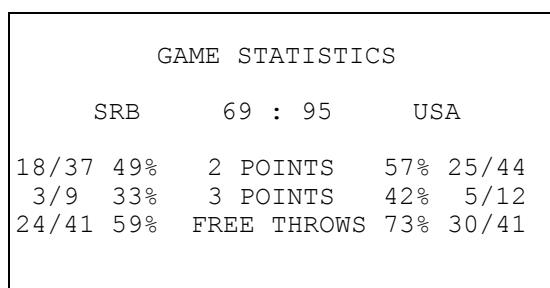
2.6.1 Starting Line-up

- What: Screen shows title "STARTING LINE-UP", team (NOC, NOC code and flag) and team starting line-up sorted by uniform number or with a logic related to position. For each player show uniform number, picture, playing position and scoreboard name.
The NOC code should always be accompanied with the appropriate flag.
- When: At the beginning of each period (quarter/overtime)
- How: Static screen



2.6.2 Game Statistics - Option 1

- What: Comparative team statistics (current state in match). Screen shows title "GAME STATISTICS" and for each team NOC code, flag, points scored, 2 points (made, attempts and shooting percentage), 3 points (made, attempts and shooting percentage) and free throws (made, attempts and shooting percentage).
Show home team on left side, visiting team on right side.
The NOC code should always be accompanied with the appropriate flag.
- When: During the game
- How: Dynamic screen



2.6.3 Game Statistics - Option 2

What: Comparative team statistics (current state in match). Screen shows title "GAME STATISTICS" and for each team NOC code, flag, points scored, rebounds (offensive/defensive), assists and steals.

The NOC code should always be accompanied with the appropriate flag.

Show home team on left side, visiting team on right side.

When: During the game

How: Dynamic screen

GAME STATISTICS					
SRB		69	:	95	USA
9/14	23	REBOUNDS (OFF/DEF)	31	11/20	
11		ASSISTS	12		
5		STEALS	12		

2.6.4 Game Statistics - Option 3

What: Comparative team statistics (current state in match). Screen shows title "GAME STATISTICS" and for each team NOC code, flag, points scored, blocks, turnovers and fouls.

Show home team on left side, visiting team on right side.

The NOC code should always be accompanied with the appropriate flag.

When: During the game

How: Dynamic screen

GAME STATISTICS					
SRB		69	:	95	USA
0	BLOCK	2			
18	TURNOVERS	12			
25	FOULS	29			

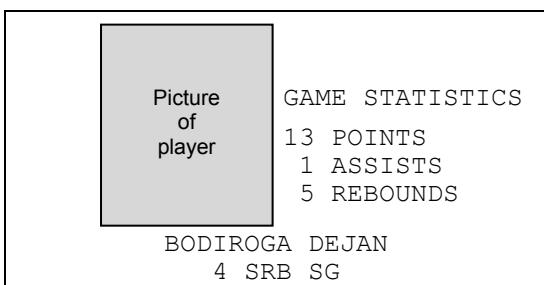
2.6.5 Game Leaders

- What: Screen shows title "GAME LEADERS" and for each team NOC code, flag and points scored; title "POINTS" and for each team game leader scoreboard name and points scored; title "REBOUNDS" and for each team game leader scoreboard name and rebounds; title "ASSISTS" and for each team game leader scoreboard name and assists. Show home team player on left side, visiting team player on right side.
The NOC code should always be accompanied with the appropriate flag.
- When: During the game
How: Dynamic screen



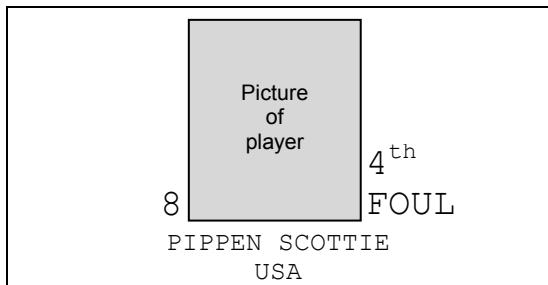
2.6.6 Player Statistics

- What: Screen shows player's picture, points scored, assists, rebounds, scoreboard name, uniform number, team NOC code, flag and playing position.
Points should be always presented. Two other statistics follow automated logic: if the player made shots, then shot % will always appear and no other statistics (rebounds, assists)
The screen can also be used to point out a very bad performance by expected star.
Note: This screen will not show triple doubles, etc.
The NOC code should always be accompanied with the appropriate flag.
- When: During the game
How: Dynamic screen



2.6.7 Player foul

- What: Screen shows player's uniform number, picture, current number of fouls, scoreboard name, team NOC code and flag.
Highlight 5th foul in red to indicate that the player has to leave the court and cannot play anymore.
The NOC code should always be accompanied with the appropriate flag.
- When: During the game if a player commits a foul
- How: Static screen



2.7 Part D - After the Game

2.7.1 Group Standings

What: Screen shows the current group standing according to FIBA rules. Show sport discipline name, event name, title "PRELIMINARY ROUND - GROUP", group name and for each team show rank, NOC code, flag, number of games played, number of games won, number of games lost, point difference (show plus "+" when positive and minus "-" when negative) and number of classification points. Column headings are "RK" - rank, "TEAM" - team, "GP" - games played, "W" - games won, "L" - games lost, "DIFF" - difference and "PTS" - classification points.

The NOC code should always be accompanied with the appropriate flag.

When: Before and after the game, during the preliminary round

How: Static screen

BASKETBALL MEN						
PRELIMINARY ROUND - GROUP A						
RK	TEAM	GP	W	L	DIFF	PTS
1	USA	4	4	0	+105	8
2	CRO	4	3	1	+7	7
3	LTU	4	2	2	+35	6
4	CHN	4	2	2	+12	6
5	ARG	3	0	3	-27	3
6	ANG	3	0	3	-132	3

2.7.2 Final phase

What: Graphic presentation using brackets (show game scheduled date and start time or home team and visiting team NOC codes and flags for completed games).

The NOC code should always be accompanied with the appropriate flag.

When: Before and after the game, during the final phase

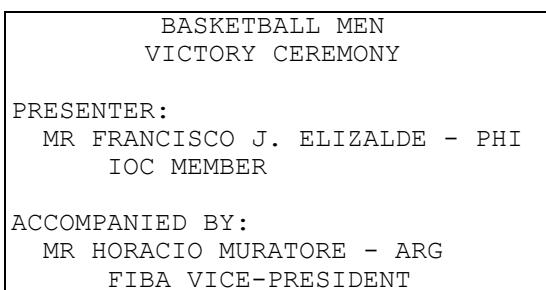
How: Static screen



2.8 Part E - During the Victory Ceremony

2.8.1 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, flag 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.).
The NOC code should always be accompanied with the appropriate flag.
- When: As the dignitary is introduced before the ceremony
- How: Single screen



2.8.2 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, flag and list of team medallists sorted by uniform number. For each player show uniform number and scoreboard name.
The NOC should always be accompanied with the appropriate flag.
- 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):

BASKETBALL MEN VICTORY CEREMONY
BRONZE LITHUANIA

BASKETBALL MEN BRONZE - LITHUANIA
4 VAISVILA RYTIS 5 ZUKAUSKAS MINDAUGAS 6 ZUKAUSKAS EURELIJUS 7 PACESAS TOMAS 8 STOMBERGAS SAULIUS 9 LUKMINAS DARIUS 10 KURTINAITIS RIMAS

For each medal team: Scrolling screen for name presentation

As the silver medallist is presented (show left screen first, then right screen):

BASKETBALL MEN VICTORY CEREMONY
SILVER SERBIA
BRONZE LITHUANIA

BASKETBALL MEN SILVER - SERBIA
4 BODIROGA DEJAN 5 DANILOVIC PREDRAG 6 OBRADOVIC SASA 7 LONCAR NIKOLA 8 PASPALJ ZARKO 9 BERIC MIROSLAV 10 DJORDJEVIC ALEKSANDAR

For each medal team: Scrolling screen for name presentation

As the gold medallist is presented (show left screen first, then right screen):

BASKETBALL MEN VICTORY CEREMONY
GOLD UNITED STATES
SILVER SERBIA
BRONZE LITHUANIA

BASKETBALL MEN GOLD - UNITED STATES
00 BARKLEY CHARLES 5 HILL GRANT 6 HARDAWAY ANFERNEE 7 ROBINSON DAVID 8 PIPPEN SCOTTIE 9 RICHMOND MITCH 10 MILLER REGGIE

For each medal team: Scrolling screen for name presentation

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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 Basketball document are defined as follows:

Term	Definition
24 second operator	Operator of the 24 second clock.
24 second rule	When a player gains control of a live ball on the court, a shot for goal must be attempted by his team within 24 seconds. Infraction of this article is a violation.
Assist	A pass to a team-mate that leads directly to a basket.
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.
Attendance	Number of spectators (tickets sold).
Biggest lead	Highest score difference at any moment of the game. If a team has never led, the value of "biggest lead" is zero.
Biggest scoring run	Largest number of consecutive points scored by one team without any points scored by the opponent.
Blocked shot	When the defence deflects or stops a shot attempt by hand while the ball is still on its upward flight.
Captain	Leader of the team elected by the players or appointed by the coach.
Commissioner	A person to supervise the work of table officials, and to assist the referee and umpires in the smooth functioning of the game.
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.
Defensive rebound	Taking possession of the ball after a missed shot by an opponent.
Delegation Registration Meeting (DRM)	The Delegation Registration Meeting is the process for official registration of all athletes and team officials who will participate at the Olympic Games. All NOCs must attend a DRM with the OC prior to being permitted entry into the Olympic Village.
Discipline/Sport discipline	"A discipline is a branch of a sport comprising one or several

Term	Definition
	events." (as per Olympic Charter)
Disqualification	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.
Disqualifying foul	Any flagrantly unsportsmanlike infraction.
Double foul	Two opposing players commit fouls against each other at approximately the same time.
Event	"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)
	See "Basketball References" for the list of events.
Fast break point	Point scored from a very quick counterattack.
Field goal	A basket scored from any action on the playing court except free throws.
Fifth foul	A player who has committed five personal and/or technical fouls must automatically leave the game.
Fouls drawn	Personal fouls committed on a player.
Free throw	An opportunity given to a player to score one point, uncontested, from a position behind the free throw line and inside the semicircle.
Game	A game is played by two teams of five players each, in four periods of ten (10) minutes each (4 x 10 minutes).
Game lost by default	A team shall lose a game by default if, during the game, the number of team players on the court is less than two. If, at the time the game is stopped, the team to which the game is awarded is winning, the score at that time shall stand. If the team to which game is awarded is not winning, the score will be recorded as 2-0 in its favour.
Game lost by forfeit	A team shall lose the game by forfeit if: 1. It refuses to play after being instructed to do so by the Referee 2. By its actions it prevents the game from being played 3. Fifteen (15) minutes after the starting time, the team is not present or is not able to field five players. The game is awarded to the opponents and score shall be recorded as 20-0.
Goal average	Goal average is calculated by dividing points scored by points conceded. Goal average will be used to establish classification.
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,

Term	Definition
	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 before competition starts for each sport discipline.
Injury	A situation when a player is not capable of continuing the game due to physical injury.
Jump ball	The action of tossing the ball vertically by the referee between two opposing players to a height greater than either of them would reach in the jump.
Jump ball situation, throw-in	Any situation that would require a jump ball at the beginning of all periods other than the first period or during the game, will be ruled as a throw-in by the team who did not have possession.
Jury of appeal	The official body responsible for deciding on appeals against decisions taken by the Technical Committee concerning the approval of game results and penalties imposed. Decisions by the Jury of Appeal may not be appealed.
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.
Offensive foul	When an offensive player, with or without the ball, makes illegal contact against an opponent. It will be also charged as a turnover to this player.
Offensive rebound	When a player grabs his own or a team-mate's missed shot attempt.
Officials	The Referee and Umpires assisted by the Table Officials (a Timekeeper, a Scorer, an Assistant scorer and a 24 second operator).
Olympic Data Feed (ODF)	<p>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.</p> <p>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.).</p> <p>The ODF technical specifications are available at: http://odf.olympictech.org.</p>
Olympic Games	<p>"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)</p>
	The Olympic Games include the Opening Ceremony, Closing Ceremony, official training, competition and other competition related activities.

Term	Definition
Olympic News Service (ONS)	<p>The Olympic News Service exists to provide the media with comprehensive coverage from every race, every match, every 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>
One point	<p>A goal scored from a free throw.</p>
Overtime	<p>Extra period(s) (lasting five (5) minutes each), played if the score is tied at the end of fourth period. As many overtime periods as required are played until one team emerges as the winner.</p>
Period	<p>A part of the game (four quarters and overtimes).</p>
Personal foul	<p>A player foul which involves illegal contact with an opposing player, whether the ball is live or dead.</p>
Phase	<p>A step in the progression of the competition.</p>
Player disqualification	<p>See "Basketball References" for the list of competition phases.</p>
Playing position	<p>A flagrant foul penalised by expulsion from the game.</p>
Points	<p>A player's position on the court due to the team's arrangement for a specific playing design. The playing positions are:</p> <ul style="list-style-type: none"> • G - Guard • PG - Point Guard • SG - Shooting Guard • F - Forward • PF - Power Forward • SF - Small Forward • C - Centre
Points from turnover	<p>The sum of the value of scored baskets (free throw, two points and three points).</p>
Points scored following a turnover without the game clock being stopped and without the possession of the ball changing.	
Points in the paint	<p>Points scored inside the painted (restricted) area.</p>
Rank	<p>Placing in an event. Teams are ranked according to FIBA rules.</p>
Referee	<p>The court official (see officials).</p>

Term	Definition
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
Scoreboard operator	The official who operates the scoreboard.
Scorer	The official responsible for filling in the score sheet before and during the game. This involves: keeping a record of the names and numbers of players who start the game and all substitutions who enter the game; keeping a chronological running summary of points scored; recording personal and technical fouls called on each player; recording technical fouls called on each coach; recording the timeouts charged; indicating the number of fouls committed by each player; indicating the team fouls using team marks.
Second chance points	Points scored following an offensive rebound without the game clock being stopped and without the possession of the ball changing.
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 five players of each team who will start the game.
Statistics	Statistics evaluate the performance of the teams and players.
Steal	A defensive action, which causes a turnover by an opponent.
Substitution of player	A change (replacement) of players on the playing court.
Team fouls penalty rule	When the players of a team, in a period of a game (10 minutes), have committed four player fouls (personal and/or technical), all subsequent player personal fouls shall be penalised by two free throws.
Team rebound	<p>A team rebound is charged when:</p> <ul style="list-style-type: none"> • The ball goes out of bounds immediately after a missed field goal or free throw attempt and before any player gains control of the ball; • A foul occurs immediately after a missed field goal or free throw attempt and before any player gains control of the ball.
Team standings	A ranking of the teams according to the result of their game(s).
Team turnover	A team turnover is charged for all 8 and 24 second violations.
Technical Committee	<p>The official body responsible for:</p> <ul style="list-style-type: none"> • Supervision and approval of playing installations and technical equipment;

Term	Definition
	<ul style="list-style-type: none"> • Establishing the competition schedule; • Appointment of referees and approval of Table Officials (Timekeeper, Scorer, Assistant scorer and 24 second operator).
Technical Delegate (TD)	<p>The Technical Delegate is appointed by the International Federation to "ensure that their rules are complied with and to review and validate all technical elements of the competitions including entries, venue standards, competition schedule, pre-Olympic events as well as the conditions regarding accommodation, food and transport provided for the Technical Officials and Judges." (as per Olympic Charter)</p>
Technical foul	<p>A deliberate or a repeated infringement of the proper conduct of the game or of the spirit of sportsmanship and fair play. Technical fouls by a player are all player fouls, which do not involve contact with an opponent.</p>
Three points	<p>A goal scored from the 3-point field goal area.</p>
Three second rule	<p>While his team is in control of the ball, a player shall not remain for more than three (3) consecutive seconds in the restricted area. Infraction of this article is a violation.</p>
Time played	<p>The sum of time that the player is on the court.</p>
Timekeeper	<p>Operator of the game clock.</p>
Timeout	<p>A timeout is one (1) minute interruption of the game requested by the coach or assistant coach.</p>
Turnover	<p>If the offensive team loses possession of the ball without attempting either a field goal or a free throw.</p>
Two points	<p>A goal scored from the 2-point field goal area.</p>
Umpire	<p>A court official (see officials). There are two umpires appointed for each game.</p>
Uniform number	<p>Player uniforms must be numbered. The uniform numbers 0, 00 and 1 to 99 are allowed (sort: 00, 0, 1, 2, ... 99). Numbers 01, 02, etc. are not used.</p>
Unsportsmanlike foul	<p>Personal foul on a player with or without the ball, which in the opinion of the Official, was deliberately committed by the player against an opposing player.</p>
Venue capacity	<p>Number of all spectator seats in a venue, including accreditation restricted seats.</p>
Venue public capacity	<p>Number of spectator seats excluding accreditation restricted seats.</p>
Venue Results Manager (VRM)	<p>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.).</p>
Violation	<p>An infraction of the rules of the game:</p> <ul style="list-style-type: none"> • Travelling • Illegal dribble or double dribble

Term	Definition
	<ul style="list-style-type: none">• Carrying the ball• Three second violation• Five second violation• Eight second violation• 24 second shot clock violation• Ball returned to back court• Out of bounds• Intentional foot ball• Basket interference

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, Water Polo, 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
	<p>Bracket types:</p> <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 Basketball 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
BK	Basketball
CIS	Commentator Information System
cm	centimetre
CM	Organising Committee Competition Management
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
FIBA	Fédération Internationale de Basketball
ft	feet
IBC	International Broadcasting Centre
ID	Identification number
IDS	Information Diffusion System
IF	International Federation
in	inch
IOC	International Olympic Committee
IRM	Invalid Result Mark
IT	Information Technology
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
NF	National Federation
NOC	National Olympic Committee
OC	Organising Committee
ODF	Olympic Data Feed
OG	Olympic Games
ONS	Olympic News Service
ORIS	Olympic Results and Information Services

Code	Description
OVR	On Venue Results system
SEQ	Sport Entries and Qualification
TAO	IOC Technology Assistance and Observation team
TBD	To be defined
TD	Technical Delegate
VPC	Venue Press Centre
VRM	Venue Results Manager
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 Basketball Specific Rules

Gender abbreviations	Event gender: M (men), W (women) Athlete gender: F (female), M (male)
Traditional Basketball presentation order	Not applicable
Schedule status options	The following schedule status options are applicable to an event or event unit: <ul style="list-style-type: none">• Unscheduled Not visible on the schedule, optional (e.g. tie-breaker if applicable)• Scheduled The start time is known• Getting_Ready At time x before start - "x" is defined by Olympic Broadcasting Services (OBS)• Running In progress• Scheduled_Break Planned break (e.g. end of period)• Finished All action on the field of play is complete• Delayed Did not start as scheduled, should start in the current ticketing session• Postponed 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 present• Interrupted Unplanned interruption after the start, and is expected to resume in the current ticketing session• Rescheduled The new date and start time are known• Cancelled Will not take place at these Games
Results status options	<ul style="list-style-type: none">• Start List Start list has been created• Live In progress• Intermediate 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 competing• Unconfirmed Activity on the field of play is complete but there is no results status update yet. Not applicable for Basketball.• Unofficial Results are available but not approved• Official Results are approved

	<ul style="list-style-type: none"> • Protested 	The competition is no longer in progress and a protest has been lodged
Results marks	<ul style="list-style-type: none"> • Bye - The team advances to the next round in the absence of an assigned opponent (e.g. disqualification) 	
Invalid Results Marks (IRM)	<ul style="list-style-type: none"> • DSQ - Disqualified • S - Suspended • DNP - Did Not Play 	
IRM presentation order	<ul style="list-style-type: none"> • If more than one team is marked as Disqualified (DSQ) they should be listed in alphabetical order of their NOC codes • If more than one player is marked as Disqualified (DSQ) they should be listed in alphabetical order of their family and given names • If more than one player is marked as Suspended (S) they should be listed in alphabetical order of their family and given names 	
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	
Tie breaking case number format	00	
Period time format	<p>MM:SS M:SS SS.t S.t 0.t 0.0</p>	<p>First, second, third or fourth period: Count down from 10:00 to 0.0</p> <p>Each extra period: Count down from 5:00 to 0.0</p>
24 second shot clock format	<p>SS S 0</p>	Count down from 24 to 0
Time played format	<p>H:MM:SS MM:SS M:SS 0:00</p>	
Time played in minutes format	##0	Round seconds as follows: 0 to 29 rounded down, 30 to 59 rounded up
Game duration format	H:MM	

Height/Weight format	Height (metric): 0.00 Height (imperial): 0'#0" Weight (metric): ##0 Weight (imperial): ##0
	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".
Presentation of ties	Results <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, FIBA, 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. semifinals, etc.), if applicable
Unit	Specification of the phase (e.g. game, 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	Game has been delayed
	B	Game has been postponed
	C	Game has been interrupted
	D	Game has been rescheduled
	E	Game has been cancelled
	F	FIBA Technical Delegate decision: <...>
	G	FIBA decision: <...>
	H	Accident of FAMILYNAME Givenname (NOC)
	I	Basketball: IOC disqualifies FAMILYNAME Givenname (NOC)
	J	Basketball: 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 FIBA 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), Uniform No. <...> was disqualified for <...> (FIBA rule <...>)
	8	<team name> (NOC) was disqualified for <...> (FIBA rule <...>)
	9	The IOC Disciplinary Commission decided on dd?? Mmm?? yyyy??? to disqualify FAMILYNAME Givenname (NOC), member of team <team name> (NOC). According to the FIBA 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
	10	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	FIBA Technical Delegate
	II	Basketball Competition Manager

Further information	i	For more details contact the FIBA Office
	ii	For more details contact the FIBA Technical Delegate
	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 Basketball.

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	• 12	
Silver	• 12	
Bronze	• 12	
Diploma	• 96	

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:

- Tournament Summary (C76A1)

Note: The software must be flexible enough to handle medal allocations as decided by FIBA 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:			
FIBA ID	Numeric	SEQ	Provided by FIBA
Captain	<ul style="list-style-type: none"> • Yes • No 	SEQ	
Playing position 1	<ul style="list-style-type: none"> • Guard • Point Guard • Shooting Guard • Forward • Power Forward • Small Forward • Centre 	SEQ	
Playing position 2	<ul style="list-style-type: none"> • Guard • Point Guard • Shooting Guard • Forward • Power Forward • Small Forward • Centre 	SEQ	Optional
Uniform number	Numeric	SEQ	
Current Club - Name	Text	SEQ	
Current Club - City	Text	SEQ	
Current Club - NOC	Code	SEQ	
Current Club - League	Text	SEQ	
International games played	Numeric	SEQ	
Team:			
Light uniform colour	Text	SEQ	
Dark uniform colour	Text	SEQ	
Team Officials:			
Coach	<ul style="list-style-type: none"> • Yes • No 	SEQ	
1 st Assistant Coach	<ul style="list-style-type: none"> • Yes • No 	SEQ	
2 nd Assistant Coach	<ul style="list-style-type: none"> • Yes • No 	SEQ	Optional

Document Control

Version History	
Release 6 Version 1.2 18 Mar 2015	Approved version Updated with Change Request 4639 and 4951 after the final Consolidation meeting, 13-14 Nov 2014, Montreux and comments received from FIBA
Release 6 Version 1.1 19 Dec 2014	Approved (signed-off) version Sign-off letters from both the FIBA (19 Jan 2015) and Rio 2016 (27 Jan 2015) have been received by the IOC. No further changes will be made to this document without Change Management.
Release 6 Version 1.1 19 Dec 2014	Submitted for sign-off Updated with comments received in the review period after the ORIS meeting
Release 6 Version 1.1 19 Dec 2014	Submitted for sign-off Updated with comments received in the review period after the ORIS meeting
Release 6 Version 1.0 24 Nov 2014	Submitted for review Submitted for review after the ORIS Basketball meeting, 21-23 October 2014. Based on the ORIS Basketball meeting minutes as of 23 October 2014.
Release 6 Version 0 23 Sep 2014	Draft Updated based on ORIS document release 5 and the analysis of the London Questionnaire

Release 6 - Version 1.2 - 18 Mar 2015
Global Changes <ol style="list-style-type: none">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").
Executive Summary <p>Chapter 2.2.4:</p> <ul style="list-style-type: none">• In the second paragraph, the text has been updated regarding the presentation of column headings in outputs <p>Chapter 4:</p> <ul style="list-style-type: none">• 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 Basketball Working Group: The name of the Rio 2016 Cluster Venue Results Manager has been changed to Mr Tassos KOUTSOGIANNIS and the name of the OMEGA Venue Manager to Mr Martin KUENSTLING

Basketball References

Chapter 1 - Specifications

- Events: progression and competition format types: In the last bullet below the table, the reference sentence has been adjusted

Procedures

Chapter 2.1.1 "Schedules":

- The time to produce the output "Competition Schedule" (C08) has been changed to four (4) weeks before the Opening Ceremony

Chapter 2.1.2 "Entries and Participant Data":

- The paragraph has been modified

Chapter 2.1.2.1 "After the Sport Entry Deadline":

- The first paragraph has been modified

Chapter 2.1.2.3 "Competition Officials":

- The text has been modified

Chapter 2.1.2.4 "Substitution of a Games participant":

- The title has been changed to "Replacement of an athlete"

Chapter 2.1.2.4.1 "Late athlete replacement":

- The text in the chapter has been modified

Chapter 2.3.1.5 "Before the end of the preliminary round":

- The text has been changed to read "FIBA requires the output:

- Potential Group Ranking (C66)

to be produced after competition days three and four, and after each game of competition day five except the last game. These outputs will be provided to the ONS for the production of the output Event Preview Progression (N89)."

Chapter 3 "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

C33:

- Sample: The Note has been changed to read "Number of games played at the official FIBA/FIBA continental championships for senior men/women (provided by FIBA)."

C38:

- Sample: 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

C38C:

- Sample: Scoreboard name: The max. character field "25" has been replaced by "30" (according to the "NOC long and short names document")

	<p>C39:</p> <ul style="list-style-type: none"> • Sample: 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 <p>N17A:</p> <ul style="list-style-type: none"> • Sample: 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 FIBA 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 C35A and C35B: The value in the "Produced by" column has been changed from "VRM" to "IDS (VRM)"
- Description of availability code AD345 has been changed to read "After competition days three and four, and after each game of competition day five except the last game"
- 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 2.1.1 "NOC Names":

- The entire bracket in the last sentence has been deleted

Chapter 2.2 "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 FIBA's approval."

Chapter 2.8 "Part E - During the Victory Ceremony":

- The medal screen titles have 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)"
- Term "Disqualification": The definition has been updated
- Term "INFO": The definition has been updated
- Term "Timeout": 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 Basketball have the comment "Not applicable for Basketball added."
- "Schedule status options": "Getting_Ready" definition has been updated
- "Schedule status options": "Live" has been changed to "Running"
- "Schedule status options": "Finished" definition has been updated
- "Results status options": "Intermediate" definition has been updated
- "Results status options": "Unofficial" definition has been updated
- "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", "10", the wording regarding the ranking has been deleted
- New chapter "Results, Medals and Diplomas" has been added (part of the information of the former chapter "Medal and Diploma reallocation" has been included here)
- Chapter "Data to be Captured": Data to be captured has been updated

Release 6 - Version 1.1 - 19 Dec 2014

Global Changes

- FIBA has decided to keep the output "Referee Biography" (N23). The yellow highlighting has been removed from the output name and output code throughout the document

Basketball References

Chapter 2 - Competition

- The last sentence of the bullet "Classification at the end of the preliminary round" has been modified to read "3. If at any level of these criteria one or more team(s) can be classified, procedure 2. will be repeated from the beginning for the remaining tied teams."

Procedures

The following chapters have been

- modified:
 - 2.3.1.5: the end of first sentence has been changed to read "... to be produced after competition days three and four, and after two games of competition day five."
 - 2.5.2.1, 2.5.2.2, 2.5.2.3, 2.5.3.1, 2.5.3.2.1, 2.5.3.2.2 and 2.6: output "Intermediate Results" (C70) has been added
 - 2.5.2.1: output "Results" (C73) has been deleted
 - 3: the beginning of the third paragraph has been changed to read "FIBA is currently not planning to deliver ..."

Section 1 - Outputs

Outputs

The following outputs have been modified:

- C35B: column heading "NY" has been changed to "Years as FIBA Referee"; abbreviation "NY" has been deleted from the Legend
- C51, C70 and C73: outputs have been changed to show the NOC code

	<p>for coach and assistant coach if different than team; sample and data matrix have been adjusted.</p> <ul style="list-style-type: none"> • C66: two new columns have been added to the "Last group games" table: column "Date" after column "Teams" and column "Final" at the end of the table; Format of "Tie breaking case number" has been changed to show leading zero; abbreviation "GP" has been deleted from the Legend; sample and data matrix have been adjusted. • C70: sample has been modified to show "NOT VALIDATED" stamp • C76A2: sample data in the column "Streak" has been corrected (separator "/" replaced with "-") • C77B: layout has been modified to show each row of "Line-up" tables separated by line • N02: The last sentence of the bullet "Classification at the end of the preliminary round" has been modified to read "3. If at any level of these criteria one or more team(s) can be classified, procedure 2. will be repeated from the beginning for the remaining tied teams." • N23: output has been modified according to the FIBA proposal; sample and data matrix have been adjusted.
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Section 2 - Distribution Rules

Distribution of the following output has been modified to AD345:

- C66

The following distribution availability code has been modified:

- AD34 has been replaced with AD345 (After competition days three and four, and after two games of competition day five)

Section 3 - Real Time Information

Scoreboards

The following chapters have been

- modified: 2.1.1: (text "Whenever the NOC code is shown on a scoreboard screen it should be accompanied with the appropriate flag, if the technical solution allows." has been added at the end of the chapter)
- modified: 2.4.2, 2.5.1, 2.5.2, 2.5.3, 2.5.4, 2.5.5, 2.5.6, 2.5.7, 2.5.8, 2.5.9, 2.5.10, 2.5.11, 2.6.1, 2.6.2, 2.6.3, 2.6.4, 2.6.5, 2.6.6, 2.6.7, 2.7.1, 2.7.2, 2.8.1 and 2.8.2: ("What" section: flag has been added wherever NOC code is shown)
- modified: 2.5.7: (description has been modified to indicate that player's statistics are dynamically generated)
- modified: 2.5.9: (screen has been renamed "Team Presentation"; description and sample have been modified to show all team players and coach)
- modified: 2.6.7: (description have been modified to use the screen if player commits 1st, 2nd, 3rd, 4th or 5th foul and show player 5th foul highlighted in red)
- deleted: 2.5.10

Appendix C - Rules for Data Formats and Presentation

- Chapter 1, Tie breaking case number format has been added

Appendix D - Supporting Documents

- Chapter "Data to be Captured" has been added

Release 6 - Version 1.0 - 24 Nov 2014

Global Changes

- The following outputs have been introduced and the change is reflected throughout the document:

- C35B "FIBA Referees"
- C66 "Potential Group Ranking"
- C70 "Intermediate Results"
- C77B "Line-Up Analysis"
- The following output has been renamed and renumbered and the change is reflected throughout the document:
 - C35 "Competition Officials" has been renamed "Competition Officials (Technical Officials)" and renumbered to C35A
- The following output has been renumbered and the change is reflected throughout the document:
 - C77 "Shot Chart" has been renumbered to C77A
- The venue names "Deodoro Arena" and "Olympic Hall 1" have been changed to "Youth Arena" and "Carioca Arena 1" respectively
- The playing positions have been changed as follows:
 - G - Guard
 - PG - Point Guard
 - SG - Shooting Guard
 - F - Forward
 - PF - Power Forward
 - SF - Small Forward
 - C - Centre
- Playing positions presented with numbers 1, 2, 3, 4 and 5 have been replaced by abbreviations G, PG, SG, F, PF, SF and C respectively

Pending Action Items

The following sections contain text highlighted in yellow:

- | | |
|---|--|
| Procedures | <ul style="list-style-type: none"> • FIBA should provide the ORIS team with a proposal on when the new output "Potential Group Ranking" (C66) will be produced and made available to ONS (affects Procedures, chapter 2.3.1.4) (due date: 6 Dec 2014) |
| C35B | <ul style="list-style-type: none"> • FIBA should provide the ORIS team with a proposal for the column heading "NY" (due date: 30 Nov 2014) |
| C66 | <ul style="list-style-type: none"> • OMEGA should provide the ORIS team with a sample for the new output "Potential Group Ranking" (C66) (due date: 6 Dec 2014) |
| Procedures,
Distribution Rules,
N23 | <ul style="list-style-type: none"> • FIBA should provide the ORIS team with the decision on if the output "Referee Biography" (N23) should be produced. If the answer is "yes", with what content and how data will be transferred to ONS (due date: 30 Nov 2014) |

Executive Summary

- 4 Rio 2016 ORIS Project Participants
- The names and functions for the ORIS Basketball Working Group have been updated

Basketball References

- 1 - Specifications
 - Events: progression and competition format types
 - The phase names have been spelled out ("Quarterfinal" instead of "QF", etc.)
 - The first bullet "The events are presented in traditional FIBA order" has been deleted
- 2 - Competition
 - Participation references
 - The third bullet has been modified to read "Athletes per team on the Team Long List: Up to 24"

Procedures

The following chapters have been

- added: 2.3.1.5
- deleted: 2.3.1.4, 2.5.3.2.3 and 2.8
- modified:
 - 2.1.2.2: the fourth paragraph has been changed to read "The OC Competition Management is responsible for the verification of data for all participants and will return the approved/corrected outputs to OC Technology no later than one (1) day before the Technical Meeting."
 - 2.1.2.3: the first paragraph has been changed to read "At least three (3) months before the Games the FIBA Sports Director will supply the OC Competition Management with the names and functions of all persons who may be included in the outputs:
 - Competition Officials (Technical Officials) (C35A)
 - FIBA Referees (C35B)"

The third paragraph has been changed to read "When FIBA arrives in the host city, the OC Competition Management should verify with the FIBA Technical Delegate the names and functions of the actual competition officials participating at the Games. After approval, OC Technology should produce the outputs:

- Competition Officials (Technical Officials) (C35A)
- FIBA Referees (C35B)"
- for distribution according to the ORIS distribution rules.".
- 2.2.2: the following text has been added at the end of the third sentence of the first paragraph "; teams will also confirm their uniform colours, team captain, head coach and assistant coaches"
- 2.3.1.1: the first paragraph has been changed to read "No later than 18:00 on the day before a game, FIBA will assign the officials (one referee, two umpires and one commissioner) for the next day's games."
- 2.3.1.3: the fourth, fifth and sixth paragraphs have been changed to read "No later than one (1) minute after the end of each period, the output:
 - Intermediate Results (C70)

should be printed and distributed to the coaches of playing teams. The output should be clearly marked "NOT VALIDATED".

No later than two (2) minutes after the end of each period, the outputs:

- Play by Play (C69)
- Intermediate Results (C70)

will be available in INFO. These outputs should be clearly marked "NOT VALIDATED".

If a referee decides to verify whether the last shot was made within the playing time, the OVR will await his decision before releasing the outputs "Play by Play" (C69) and "Intermediate Results" (C70);

the seventh paragraph has been deleted; the eight paragraph has been changed to read "No later than two (2) minutes after the results of a game are officialised, the outputs:

- Play by Play (C69)
- Results (C73)
- Shot Chart (C77A)
- Line-Up Analysis (C77B)
- Tournament Summary (C76A1)
- Preliminary Round - Comparative Ranking (C76A2), only during the preliminary round
- Cumulative Statistics (C84A)
- Overall Team Statistics (C84B)
- Team Statistics (C84C)
- Individual Statistics (C85A)
- Attendance Summary (C85C)

will be available in INFO.";

The last paragraph has been changed to read "No later than five (5) minutes after the results of a game are officialised, the output:

- Results (C73)
will be printed and distributed by OC Technology according to the ORIS distribution rules."; The last paragraph has been deleted.
- 2.3.1.6: the first paragraph has been deleted
- 2.3.1.10.2: the third paragraph has been deleted
- 2.5.2.1: the second paragraph has been deleted; The following text has been added at the end of the last paragraph ", and the output "Start List" (C51) should be reissued as "REVISED". The outputs "Competition Schedule" (C08) and "Daily Schedule" (C58) should be updated with the new date and time for the rescheduled game(s)"
- 2.5.2.3: the beginning of the first paragraph has been changed to read "If a player ..."
- 2.5.3.1: the second bullet has been changed to read ""Start List" (C51), "Play by Play" (C69), "Results" (C73), Shot Chart (C77A) and Line-Up Analysis (C77B) - From this point on, the player should not appear in these outputs"
- 2.5.3.2.1: the third bullet has been deleted; The fourth bullet has been changed to read "The outputs "Team Roster" (C33), "Play by Play" (C69), "Results" (C73), Shot Chart (C77A), Line-Up Analysis (C77B) for all games played and "Cumulative Statistics" (C84A) for the disqualified team will be removed from INFO"; a sixth bullet "The output "Attendance Summary" (C85C) will be maintained" has been added.
- 2.5.3.2.2: the chapter title has been changed to "Team disqualification during the final phase"; the beginning of the first paragraph has been changed to read "If a team is disqualified during the final phase ..."; the second bullet has been deleted; the third bullet has been changed to read "The outputs "Team Roster" (C33), "Play by Play" (C69), "Results" (C73), Shot Chart (C77A), Line-Up Analysis (C77B) for the game played and "Cumulative statistics" (C84A) for the disqualified team will be removed from INFO"; a sixth bullet "The output "Attendance Summary" (C85C) will be maintained" has been added; a ninth bullet "If the disqualified team was among medallists, the disqualified team should not appear on any of the outputs "Medallists (Team)" (C92C), "Medallists by Event" (C93), "Medal Standings" (C95)." has been added; a last paragraph "All of the above outputs should be updated and distributed as appropriate." has been added.
- 2.5.3.3: the text "<the> FIBA <Technical Delegate/...>" has been changed to "the FIBA Sport Director or his representative"
- 2.5.4: the text "<the> FIBA <function>, or the designated person >" has been changed to "the FIBA Sport Director or his representative"; the text "<the> FIBA <function>" has been changed to "the FIBA Sport Director".
- 2.6: the output "Potential Group Ranking (C66)" has been added
- 2.7: the beginning of the second paragraph has been changed to read "For each of the FIBA events (women, followed by men):"; The output "FIBA Referees (C35B)" has been added.
- 3: the text has been modified
- 3.2: the fifth bullet "Referee Biography (N23)" of the first paragraph has been highlighted in yellow

Section 1 - Outputs

Outputs

The following outputs have been added: C35B, C66, C70 and C77B

The following outputs have been modified:

- C08: output has been changed to show the games for both competition genders, competition gender has been deleted from the heading (H3) and added to the table (column "Gender" after column "Team"); description table, Sort by has been changed to 1 - Date 2 - Start time 3 - Gender (women first); sample has been updated with the latest available competition schedule.

- C31T: naturalised player identification "*" has been added in front of the athlete name, the Legend has been updated accordingly; the column "Club - Season 2015/2016" has been updated to show club name, NOC code of the club location and league; column "Int. Games Played" has been deleted; the text "* - In accordance with FIBA Internal Regulations, each national team may have only 1 player who has acquired the nationality of the given country by naturalization or by any other means after reaching the age of 16 on the final list of 12 players." has been added to the Note.
- C33: player's age (column "Age") has been added after column "Date of Birth"; the column "Club - Season 2015/2016" has been updated to show club name, NOC code of the club location and league; disqualified players have been moved to the bottom of the table after team average and separated by a blank line; calculation of the team average has been changed to exclude disqualified player(s); sample has been changed to show team roster (regular case) and a sample with team roster with a disqualified player has been added; samples have been modified to show new uniform numbers 0, 00 and 1-99.
- C35A: column "Gender" has been added after column "Name". Legend has been updated accordingly. Referees have been deleted from output (included in new output C35B).
- C38: field "Club - season 2015/2016" has been updated to show club name, NOC code of the club location and league; description table, Sort by has been changed to 1 - NOC code 2 - Function (Player, Coach, Assistant Coach) 3 - Family name 4 - Given name.
- C39: FIBA ID has been added; description table, Sort by has been changed to 1 - Function (Jury Members, Referees) 2 - Family name 3 - Given name.
- C51: column "No." has been updated to show new uniform numbers 0, 00 and 1-99; column "GP" has been added before the column "PPG", the Legend has been updated accordingly; column "+/-PG" has been added after column "PPG", the Legend has been updated accordingly; box statistics (points from turnovers, points in the paint, second chance points, fast break points and bench points) for each team have been added; abbreviation "SF" has been used for small forward and semifina
- C58: output has been changed to show the games for both competition genders, competition gender has been deleted from the heading (H3) and added to the table (column "Gender" after column "Team"); description table, Sort by has been changed to 1 - Start time 2 - Gender (women first).
- C69: "Game Duration" has been added below "Attendance"; abbreviations "2FG" and "3FG" have been changed to "2PtsFG" and "3PtsFG" respectively; symbol slash "/" has been replaced with text "of" in action "Free Throw" e.g. "Free Throw made 1/2" changed to "Free Throw made 1 of 2"; data matrix, level 13.3.1.4: the comment has been changed to read "Numeric as absolute value, only if point(s) scored".
- C73: "Game Duration" has been added below "Attendance"; player's plus-minus (column "+/-") has been added before column "PTS"; number of shots made and missed and shooting percentage have been added to the points in the paint (box statistics); bench points has been added to box statistics (left table); time leading has been added to box statistics (right table); player's minutes played value "00:00" has been replaced with abbreviation "DNP" (Did Not Play) in the column "MIN"; description of abbreviation "*" has been changed to "Game Starter"; identification of injured player "(I)" has been deleted.
- C76A1: "Today's Games" table: columns "Half" and "End of Regulation" have been deleted, column "Location" has been added after column "Start Time", columns with period scores ("Q1", "Q2", "Q3", "Q4", "OT1", ...) have been added at the end of the table; "Group" tables: column "YRank" has been

- deleted, column "Diff." (Difference) has been added after column "Against" (Point against); "Final Standings" table: column heading "W-L" has been changed to "W/L"; abbreviations "Diff." (Difference), "OTx" (Overtime) and "Qx" (Quarter Time) have been added to the Legend; abbreviation "YRank" (Yesterday's Rank) has been deleted from the Legend; Legend abbreviation "W-L" (Win-/Loss) has been changed to "W/L" (Win/Loss); sample data has been adjusted.
- C76A2: "Group" tables: column "YRank" has been deleted, column "Diff." (Points difference) has been added after column "Against" (Points against); "Comparative Ranking" table: column "Class. Points." (classification points) has been added after column "GP" (games played), column heading "W-L" has been changed to "W/L", column "W/L%." (Win/loss record percentage) has been added after column "W/L" (Win/loss record), column "Diff." (Points difference) has been added after column "Against" (Points against), column "Last 2" has been renamed "Streak" and the values in the column have been divided by a symbol "-" (dash), e.g. "W-L-L-W", columns "-5Pts" (margin) and "+15Pts" (margin) have been deleted; abbreviation "Diff." (Difference) has been added to the Legend; abbreviation "YRank" (Yesterday's Rank) has been deleted from the Legend; Legend abbreviation "W-L" (Win-Loss) has been changed to "W/L" (Win/Loss); sample data has been adjusted.
 - C77A: "Attendance" and "Game Duration" have been added to the upper right corner of the output; team shot statistics table (number of shots made and missed and shooting percentage of field goals, 2 points, 3 points and free throws) for each team have been added below the team shot charts; player's shot statistics table (number of shots made and missed and shooting percentage of field goals, 2 points, 3 points and free throws) for each player have been added to the right side of the player shot chart; team shooting zones overviews have been added; abbreviations "%" (Shooting Percentage) and "M/A" (Made/Attempts) have been added to the Legend.
 - C84A: player's, team and opponent plus-minus (column "+/-") have been added before column "PTS"; number of shots made and missed and shooting percentage have been added to the points in the paint (box statistics - points table); bench points have been added to box statistics - points and box statistics - average per game tables; recap per game statistics table has been added; team and players shooting zones overviews have been added; codes "(C)" (captain) and "DNP" (Did Not Play) have been added to the Legend; description table, Sort by criteria for each player has been changed to 1 - Uniform number (ascending) or disqualification identification 2 - Family name (ascending) 3 - Given name (ascending); sort disqualified players to the bottom of the list; sample has been adjusted.
 - C84C: the following team statistics tables have been added: total field goals made, 2-point field goals made, 3-point field goals made, free throws made, total field goals attempts, 2-point field goals attempts, 3-point field goals attempts, free throws attempts, offensive rebounds, defensive rebounds, allowed field goals, allowed 2-point field goals, allowed 3-point field goals, allowed free throws, allowed field goals attempts, allowed 2-point field goals attempts, allowed 3-point field goals attempts, allowed free throws attempts, opponent total field goals percentage, opponent 2-point field goals percentage, opponent 3-point field goals percentage, opponent free throws percentage, bench points, fast break points and points from turnovers
 - C85A: player's uniform number (column "No.") has been added after column "Rk"; the following individual statistics tables have been added: total field goals attempts, 2-point field goals attempts, 3-point field goals attempts, free throws attempts, personal fouls, minutes played, double doubles, offensive rebounds, defensive rebounds and plus/minus.
 - C85C: output has been changed to show the games for both competition genders, competition gender has been deleted from the heading (H3) and added to the table (column "Gender" after column "Time"); column "Session"

- has been deleted; description table and data matrix: the term "session" has been changed to "game".
- N20 and N22: "Club - season 2015/2016" has been updated to show club name, NOC code of the club location and league
 - N86E: sample: the venue name has been added

Section 2 - Distribution Rules

Distribution of the following outputs has been

- added: C35B, C66, C70 and C77B
- modified: C07, C08, C33, C51, C58, C67, C68, C69, C73, C76A1, C76A2, C84A, C84B, C84C, C85A, C85C, N90A and N91B

The following distribution availability code has been added:

- AD34 (After competition days three and four)

Section 3 - Real Time Information

Scoreboards

- The content of the scoreboard screens has been modified based on the document "FIBA Sport Presentation Graphics"

Appendix A - Glossary

- The term "Playing position" has been modified
- The term "Uniform number" has been added

Appendix C - Rules for Data Formats and Presentation

- Chapter 1 Traditional Basketball presentation order: the text "Please see Basketball References" has been changed to read "Not applicable"
- Chapter 1, Invalid Results Marks (IRM): the code "DNP - Did Not Play" has been added
- Chapter 1: "Game duration format" has been added

Appendix D - Supporting Documents

- Chapter "Medal and Diploma Reallocation" has been added

Release 6 - Version 0 - 23 Sep 2014

Global Changes

The following outputs have been introduced, renamed or renumbered and the change is reflected throughout the document:

- "Team Long List" (C31T) has been renamed "Team Entries"
- New output "Entry Data Checklist - Teams" (C38C) has been introduced
- New output "Sport Communication" (C68) has been introduced
- "Team Statistics" (C85A) has been renumbered C84C
- "Individual Statistics" (C85B) has been renumbered C85A
- New output "Medallists from previous Olympic Games" (N10) has been introduced
- New output "Individual Achievements / Records" (N18A) has been introduced
- New output "Team Achievements / Records" (N18B) has been introduced
- "Biography" (N20) has been renamed "Athlete Biography" (N20)
- New output "NOC Profile" (N24) has been introduced
- "Facts and Figures" (N86) has been split into separate outputs for each topic (N86A-N86G)
- "Flash Quotes" (N87) has been renumbered N87A
- New output "Quotes of the Day" (N87B) has been introduced
- New output "IOC News" (N90C) has been introduced

	<p>The terms "2 Points Field Goals" and "3 Points Field Goals" have been changed to "2-Point Field Goals" and "3-Point Field Goals" respectively</p>
Executive Summary	<ul style="list-style-type: none"> Some text has been modified
Basketball References	<ul style="list-style-type: none"> "Specifications" chapter with appropriate table has been added
Procedures	<p>The following chapters have been</p> <ul style="list-style-type: none"> added: 2.4.2 deleted: 2.2.1, 2.8.1, 2.8.2, 2.8.3, 2.8.4 modified: 2.1.1, 2.1.2, 2.2, 2.3, 2.4.1, 2.5, 2.6, 2.7, 2.8 renamed/renumbered: 2.6, 3
Section 1 - Outputs	
Introduction	<ul style="list-style-type: none"> Text has been reworded
Outputs	<p>General:</p> <p>Description table and data matrix have been adjusted by referring to Appendix C for formats to be used.</p> <p>The following outputs have been</p> <ul style="list-style-type: none"> modified: <ul style="list-style-type: none"> C07 (column heading "Estimated Finish Time" has been renamed "Finish Time") C08, C58, C85C, N20, N21, N22, (abbreviation "No." (Number) has been added to Legend) C08 and C76A1 (abbreviation "Ax" (x (x=1-4) ranked team from group A) and "Bx" (x (x=1-4) ranked team from group B) has been added to Legend) C31T, C33, C38 and N22 (column heading "Club - Season 2011/2012" has been renamed "Club - Season 2015/2016") C31T, C33 and N22 (code "Int'l." shortened to "Int."; abbreviation "Int." (International) has been added to Legend) C33, C51, C73 and C84A (abbreviation "No." (Uniform number) has been added to Legend) C33, C51 and N22 (column heading "Pos" has been renamed "Playing Position"; abbreviation "Pos" (Playing Position) has been deleted from Legend) C69 (abbreviations "2FG" (2-Point Field Goals), "3FG" (3-Point Field Goals), "Diff" (Difference), "OTx" (Overtime), "Pts" (Points), "Px" (Player Fouls), "Qx" (Quarter Time) and "Tx" (Team Fouls) have been added to Legend) C76A1, C76A2 and N17A (abbreviation "Class." (Classification) has been added to Legend) C76A1, C76A2, C84B, C84C and C85A (the "As of time" has been added to the output header (H6)) C77 (abbreviations "OTx" (Overtime) and "Qx" (Quarter Time) have been added to Legend) C84B (abbreviation "Agn" (Against) has been changed to "Agn.") C84C and C85A (abbreviations "Avg" (Average per Game), "Def" (Defensive Rebounds) and "Off" (Offensive Rebounds) have been changed to "Avg.", "Def." and "Off." respectively) C93 (uniform number has been added in front of the player's name) N15 (new medal table with criteria "Two or more gold medals" has been added) N02: sample has been updated to reflect the changes in the Basketball

	<p>References</p> <ul style="list-style-type: none"> • N20, N21 and N22 (Rio 2016 results have been modified to show the following data for each game played: Date, start time, game number, event gender, phase, teams, location and match result) • N62 (content has been modified)
Section 2 - Distribution Rules	
Introduction	<ul style="list-style-type: none"> • Text has been reworded <p>Distribution of the following outputs has been modified:</p> <ul style="list-style-type: none"> • C07, C08, C69 and C73
Section 3 - Real Time Information	
Introduction	<ul style="list-style-type: none"> • Text has been reworded
Scoreboards	<p>The following chapters have been added:</p> <ul style="list-style-type: none"> • 2.1 and 2.2 • modified: 2.6
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	
	<ul style="list-style-type: none"> • Term "Timeout" has been added • Some terms and their appropriate descriptions have been updated • Chapter 2 "Specifications" has been added
Appendix B - Abbreviations	
	<ul style="list-style-type: none"> • Some codes and their appropriate descriptions have been updated
Appendix C - Rules for Data Formats and Presentation	
	<ul style="list-style-type: none"> • Chapter 1: "Schedule status options" has been split into "Schedule status options" and "Results status options". New topics have been introduced: "Results marks", "Period time format", "24 second shot clock format", "Time played format" and "Time played in minutes format".
Appendix D - Supporting Documents	
	<ul style="list-style-type: none"> • New appendix containing templates for the output "Official Communication" (C67) and Medal and Diploma Reallocation

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