



SportsML-G2 Working Party Summary of SportsML 2.2

www.sportsml.org

Paul Kelly, WP Chair
XML Team Solutions

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SportsML 2.2

- Directly out of Rome agenda
 - documentation
 - all node descriptions edited
 - more "global" english and better descriptions
 - all "TBD" replaced
 - samples
 - especially important for tournament markup
 - G2-ification
 - date formats
 - competition representation

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SportsML 2.2

- 2.2 Highlights
 - competition modelling
 - G2 naming (Japanese Baseball)
 - adjusted scores (rulings after an event) (DPA)
 - event-outcome-type (random, authority-decision) (DPA, XTS)
 - event-standing-points-against (German handball) (DPA)
 - tournament-status (ATOS/HKJC)
 - applies to divisions and stages
 - Olympics-type modelling (NTB/DPA/TT)
 - allow <sports-content-codes> under div, stage, round
 - optional teams for future events (DPA)
 - multiple locations for players (ATOS)
 - new locations types (NTB/ATOS/PA)
 - Requirements representing 8 different organizations



SportsML 2.2

- 2.2 Highlights
 - soccer
 - mostly work of Trond of NTB
 - line-formation for player and team
 - play structure rationalized
 - penalty-result vocab
 - play-type vocab
 - penalty-type vocab
 - participant role vocab
 - score-attempt-method vocab
 - eradicated non-globalisms



SportsML 2.2

- 2.2 Highlights
 - tennis
 - new game-result vocab (15, 30, ad, game, deuce, etc.)
 - Sporting Index, UK
 - minor plugin changes
 - ice-hockey, american-football, baseball, basketball, golf, curling and rugby
 - overall audit of schema
 - sets stage for next set of requirement gathering
 - toward fulfillment of Rome agenda
 - 3.0 and beyond



SportsML WP Progress

- In a nutshell
 - vast improvement in inline documentation
 - many small changes adding up to significant overall improvement
 - cooperation from 10 or more organizations
 - issue of North-American bias addressed
 - collaborative platform established
 - redMine, svn, etc.