Irish Standard
I.S. EN 17531:2021

Reporting in support of supervision of online gambling services by the gambling regulatory authorities of the Member States

I.S. EN 17531:2021

Incorporating amendments/corrigenda/National Annexes issued since publication:

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This document is based on:	*Published:*
EN 17531:2021	2021-09-29

This document was published under the authority of the NSAI and comes into effect on:	ICS number:
2021-10-18	NOTE: If blank see CEN/CENELEC cover page

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National Foreword

I.S. EN 17531:2021 is the adopted Irish version of the European Document EN 17531:2021, Reporting in support of supervision of online gambling services by the gambling regulatory authorities of the Member States

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EUROPEAN STANDARD

NORME EUROPÉENNE

EUROPÄISCHE NORM

EN 17531

September 2021

ICS 03.160; 97.200.99; 35.240.99

English Version

Reporting in support of supervision of online gambling services by the gambling regulatory authorities of the Member States

Remontées d'informations à l'appui de la surveillance des services de jeux d'argent et de hasard en ligne par les autorités de régulation des jeux en ligne des États membres

Berichterstattung zur Unterstützung der Aufsicht über Online-Glücksspiele durch die Glücksspielaufsichtsbehörden der Mitgliedstaaten

This European Standard was approved by CEN on 25 July 2021.

EUROPEAN COMMITTEE FOR STANDARDIZATION
COMITÉ EUROPÉEN DE NORMALISATION
EUROPÄISCHES KOMITEE FÜR NORMUNG

CEN-CENELEC Management Centre: Rue de la Science 23, B-1040 Brussels

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European foreword

This document (EN 17531:2021) has been prepared by Technical Committee CEN/TC 456 “Reporting in support of online gambling supervision”, the secretariat of which is held by AFNOR.

This European Standard shall be given the status of a national standard, either by publication of an identical text or by endorsement, at the latest by March 2022, and conflicting national standards shall be withdrawn at the latest by March 2022.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. CEN shall not be held responsible for identifying any or all such patent rights.

This document has been prepared under a mandate given to CEN by the European Commission and the European Free Trade Association.

Any feedback and questions on this document should be directed to the users’ national standards body. A complete listing of these bodies can be found on the CEN website.

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Introduction

This document was developed in response to a European Commission standardisation request as regards a European standard on reporting in support of supervision of online gambling services by the gambling regulatory authorities of the Member States of 4 April 2018.

This document seeks to identify the data elements needed by Members States' regulatory authorities for online gambling supervision purposes. However, it recognizes that some Member States **may** need to add data elements that are unique to, or required in, their regulation of online gambling. Further, in some Member States, regulatory authorities **may** not be permitted to collect certain data, such as player personal information. Therefore, some clauses in this standard **may** not be applicable to some Member States. It is the responsibility of the operators and suppliers to ensure compliance with the requirements of each Member State.

Additionally, the document seeks to provide regulatory authorities with access to data reports that will support the achievement of their objectives of public policy, in particular consumer protection, operational transparency, game fairness, and the detection and prevention of fraud and betting-related match-fixing.

Given the divergent regulation of all forms of gambling and in the absence of harmonisation, the document aims at minimising administrative burden for regulatory authorities, operators and suppliers resulting from compliance with different regulatory reporting requirements through a voluntary standard.

1 Scope

The development of (a) European standard(s) on reporting by online gambling service operators and suppliers to the gambling regulatory authorities in the Member States for the purpose of supervision of online gambling services standard (referred to within the specification as OGR or Online Gambling Reporting).

It will provide a voluntary tool to the gambling regulatory authorities in the Member States, without prejudice to the competence of Member States in the regulation of online gambling. It does not impose any obligation on them to introduce or alter reporting requirements or to authorise or deny authorisation to any operators or suppliers for example where the national gambling legislation imposes other rules. Member States remain competent to define for which games reporting should take place. The scope of reporting is in accordance with the applicable legislation in the Member State where the operator is licensed and where services are offered to consumers.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 9834-8:2014, *Information technology — Procedures for the operation of object identifier registration authorities — Part 8: Generation of universally unique identifiers (UUIDs) and their use in object identifiers*

ISO 20022 (Series), *Financial services — Universal financial industry message scheme*

ISO 3166-1, *Codes for the representation of names of countries and their subdivisions — Part 1: Country code*

ISO 3166-2, *Codes for the representation of names of countries and their subdivisions — Part 2: Country subdivision code*

ISO 4217, *Codes for the representation of currencies*

ISO 5218, *Information Interchange — Representation of Human Sexes*

RFC 3339, *Date and Time on the Internet: Timestamps*

RFC 2822, *Internet Message Format*

3 Terms and definitions

No terms and definitions are listed in this document.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- IEC Electropedia: available at http://www.electropedia.org/
- ISO Online browsing platform: available at http://www.iso.org/obp

4 Symbols and Abbreviated Terms

The following abbreviated term is used within this document.

OGR Online Gambling Reporting a shortened version of the standard title Online Gambling: Reporting in Support of Supervision

5 Clause title, e.g. Paragraphs and Lists

5.1 General

In alignment with the European Commission mandate, this document's specification uses XML as the extensible mark-up language. The specification is developed using a set of rules and conventions that apply throughout. For ease of implementation by all types of enterprises and regulatory authorities an XSD is provided.

Within this document, many elements are identified as “optional”. Similarly, 0 (zero) instances of many elements are allowed. This simply means that the specific elements are not required within reports for the reports to be syntactically correct.

Regulators **may** require that operators report some or all these elements to meet the semantic requirements of the jurisdiction. Operators should be sure to ask their local regulators which of these elements are required within the regulator’s jurisdiction. Similarly, regulators **may** specify default values for the optional elements – that is, the semantic meaning of the optional element if it is omitted.

As a convention any data element that does not have a value **shall** be <empty> or omitted from the reporting.

5.2 Reporting Model

Two modes of reporting are supported by this standard: periodic reporting and near-real-time reporting.

— **Periodic** reporting is the primary mode of reporting within this standard. It **may** be the only mode of reporting used in many jurisdictions. In this mode, gaming activity is summarized and reported after the fact, typically on a daily and/or monthly basis. The information reported in this mode includes game-play summaries, funds-in-play summaries, player account activity summaries, and jackpot activity summaries.

— **Near-real-time** reporting is the secondary mode of reporting. It **may** be used when a greater level of detail is required. In this mode, gaming activity is also reported after the fact, but at a much greater level of detail and at a much greater frequency than with periodic reporting – for example, reporting sports bets immediately after they have been placed. Near-real-time reports are designed to provide the detail behind the periodic reports. The types of information reported in this mode include game-play results, player account movements, and jackpot movements. Even though these reports are referred to as near-real-time, the frequency can be much longer depending on the needs of the jurisdiction – for example, sports bets can be reported hourly or daily if that is the preferred frequency.

All reports are designed to be internally consistent with one another so that the reported data itself can be audited and reconciled. Near-real-time reports can be reconciled against periodic reports. Different periodic reports can be reconciled against one another. Ending balances can be reconciled against opening balances.

Not all reports **may** be needed by a specific jurisdiction – for example, if a jurisdiction does not audit player registration information, the jurisdiction might not need reports containing that information. OGR is designed so that jurisdictions can select the modes, as well as the types of data, most appropriate to their needs.

5.3 Data Transport Security

It is expected that standard computing data delivery security mechanisms, for example HTTPS, VPNs, and standard encryption methodologies, for example TLS, PGP or AES, will be used for data in transit, that is for the data files being transferred between Operator and Regulator systems. However, data at rest, i.e. data stored within the Operator’s and Regulator’s systems and how it is protected, is outside the scope of

this document. To address data integrity, a standard mechanism, for example digital signatures, may be used.

5.4 Model for Funds Movement

The primary funds movement model used in this document is similar to double-entry bookkeeping (see Figure 1). For every debit, there is an offsetting credit. For example, if there is a debit (deduction) to a player account for a wager, there is also an offsetting credit to the game for the wager. Player accounts, games, and jackpots are viewed as bookkeeping accounts. Funds move from one account to another. The total debits always equal the total credits. Within the specification, credits are represented as positive values; debits are represented as negative values. Positive values increase the value of an account; negative values decrease the value of an account.

The only exception to this rule is funds movements to/from external sources – for example, deposits to player wallets or adjustments to jackpots. Within this document, there are no offsetting entries for those types of funds movements. Thus, those types of funds movements cannot be reconciled against other offsetting funds movements reported with this document. Instead, those types of funds movements must be reconciled against external sources of information – for example, statements from banks or payments processors.

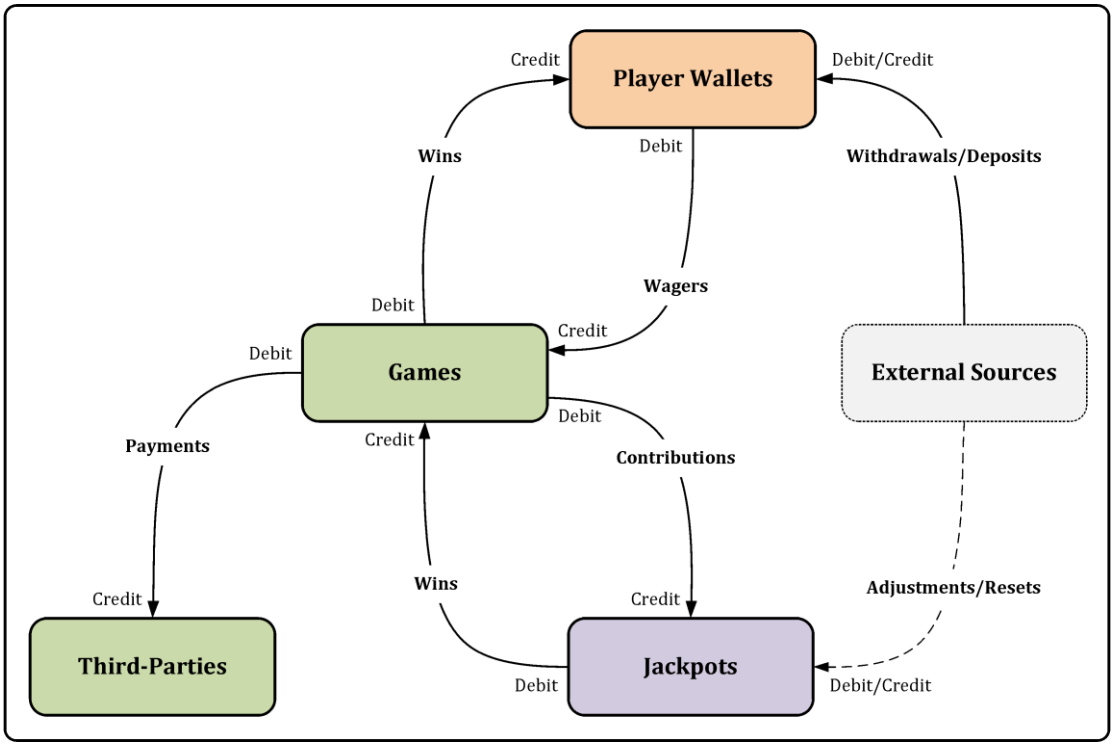

Figure 1

This model is referred to as the Online Reporting Model within this document.

The sections of the specification that cover specific game categories – that is, fixed-odds betting, pari-mutuel betting, poker cash games, poker tournaments, etc. – include information about the recommended accounting models for the game categories. This information includes the list of transaction types (also known as metrics or meters) used within the accounting model.

The sections of the specification related to player accounts and jackpots contain the recommended accounting models for external funds movements to/from player accounts and jackpots. Funds movements associated with game play are addressed in the pertinent sections related to specific game

categories; external funds movements, which are not associated with game play, are addressed in the sections related to player accounts and jackpots.

5.5 Periodic and Near-Real-Time Reports

The following table provides a summary of the primary periodic and near-real-time (NRT) reports supported by the standard. The data structures for the reports, as well as the near real-time transactions that support them, are fully described in the pertinent sections of the specification. Other secondary reports **may** also be described in those sections.

A common set of headers is used with all reports defined within the specification. The headers act as the outer wrapper for the reports. They identify the contents of the reports. The headers are fully described in the section of the specification on constructing reports.

Some reports can be sent as near-real-time reports or as periodic reports – for example, Player Registration reports can be sent in near-real-time as players are being registered or on a periodic basis to report all players with changes to their registration information for the period or to report all players who were active during the period. The descriptions of the individual reports (see Table 1)indicate whether a report can be sent in near-real-time, periodically, or both. The exact requirements will be determined by the jurisdictions requiring the reports.

Table 1 — Periodic and Near-Real-Time Reports

Report	Section	Mode	Description
Player Registration	Player Registration	NRT or Periodic	Contains new player registration information as well as updates to that information.
Player Activity	Player Accounts	NRT or Periodic	Contains changes to player account balances from sources other than game-play – for example, deposits, adjustments, etc.
Player Balance	Player Accounts	Periodic	Contains opening balances, closing balances, and a summary of transactions affecting those balances for the period grouped by player (playerId).
Jackpot Activity	Jackpots	NRT or Perodic	Contains records of changes to jackpot balances from sources other than game-play – for example, adjustments, jackpot resets, etc.
Jackpot Balance	Jackpots	Periodic	Contains opening balances, closing balances, and a summary of transactions affecting those balances for the period grouped by jackpot (jackpotControllerId).
Jackpot Interval	Jackpots	Periodic	Contains jackpot balances captured at intervals during the period.
Game Activity	Online Games	NRT or Periodic	Contains records of individual game-play activities – for example, wagers, winnings, cancellations, etc.
Game Results	Online Games	NRT or Periodic	Contains records of completed games including wagers, wins, jackpot contributions, and third-party payments.
Game Summary	Online Games	Periodic	Contains a summary of funds movements by game for the period.
Player Summary	Online Games	Periodic	Contains a summary of funds movements by player for the period.
Jackpot Summary	Online Games	Periodic	Contains a summary of funds movements by jackpot for the period.
Payment Summary	Online Games	Periodic	Contains a summary of funds movements by payee for the period.

Report	Section	Mode	Description
Game Funds-In-Play	Online Games	Periodic	Contains a summary of wagers, wins, jackpot contributions, and third-party payments for games that were not completed at the end of the period grouped by game (gameId).
Player Funds-In-Play	Online Games	Periodic	Contains a summary of wagers and wins for games that were not completed at the end of the period grouped by player (playerId).
Jackpot Funds-In-Play	Online Games	Periodic	Contains a summary of jackpot contributions and wins for games that were not completed at the end of the period grouped by jackpot (jackpotControllerId).
Payee Funds-In-Play	Online Games	Periodic	Contains a summary of third-party payments for games that were not completed at the end of the period grouped by payee (payeeId).

5.6 Reporting Requirements

5.6.1 XML Encoding

Reports created following this document **shall** be encoded using Extensible Markup Language (XML). To aid developers in generating programs that create or consume the reports, XML schemas accompany this document. The schemas conform to the XML Schema Definition (XSD) standard. All reports created following this standard specification **shall** be able to pass validation against the XML schemas. If there is a discrepancy between this document and the XML schemas, the XML schemas take precedence.

The XML schemas are intended to be extensible so that jurisdiction-specific requirements can be easily met while still working within the framework of this document without requiring the submission of elements that would be unused by the jurisdiction.XML Namespaces

The XML schemas that accompany this document use XML namespaces to help organize the schemas into logical units. These namespaces are an integral part of the XML schemas as well as this document. The XML namespaces in the XML schemas **shall** NOT be modified. To avoid ambiguity, XML namespaces and prefixes **shall** be used in reports that are intended to be compliant with this document.

The XML namespaces are constructed as Uniform Resource Names (URN) using the following identifiers (see Table 2) separated by colons (:). When extending the XML schemas, the same methodology should be used for creating new namespaces.

Table 2 — Namespace Identifiers

Identifier	Description	Example
URN	Indicates that the XML namespace value is a URN.	urn
Domain	Identifies the overall domain to which the XML namespace belongs.	CEN
Protocol	Identifies the protocol with which the XML namespace is used.	OGR
Version	Identifies the version of the protocol in which the namespace was introduced.	1.0
Author	Identifies the author or creator of the XML namespace.	CEN
Section	Identifies section of the protocol or extension with which the namespace is associated.	ogr

The following example demonstrates the construction of an XML namespace using this methodology.

urn:CEN:OGR:1.0:CEN:ogr

The first three identifiers – URN, Domain, and Protocol – **shall** be the same for all XML namespaces used with this document. The remaining identifiers – Version, Author and Section – will vary between XML namespaces.

5.6.2 Case Sensitivity

Unless specified differently in an underlying specification, all protocol-defined constructs described within this document are case-sensitive including element names, sub-element names, enumeration values, code values, identifier values, data values, etc. Uppercase letters **shall** NOT be considered equivalent to lowercase letters. For example, "ABC" **shall** not be considered equivalent to "abc".

6 Common Data Types

6.1 Complex Data Types

6.1.1 Introduction

The following complex data types are used in multiple sections of the specification. Other complex data types, which are not described in this section of the specification, are described in those sections.

6.1.2 Amount Currency (c_amountCurrency)

The `c_amountCurrency` data type (see Table 3) is used to report both the value of a transaction and the currency in which the transaction took place.

Table 3 — c_amountCurrency Element

Element	Restrictions	Description
amount	type: t_money minOcc: 1 maxOcc: 1	Monetary amount.
currency	type: t_currencyCode minOcc: 0 maxOcc: 1	Currency code.

6.1.3 Funds Movement (c_fundsMovement)

The `c_fundsMovement` data type (see Table 4), is used to report funds movements amongst player wallets, games, jackpots, and third-party payees as well as external funds movements to/from player wallets and jackpots. This set of elements includes the Movement Type, the value of the movement, and the Currency Code.

Players, games, jackpots, and third-party payees are considered accounts. A Player account **may** be comprised of multiple wallets. Funds move in and out of the accounts and, in the case of a Player's account, the wallet(s). Credits increase the value of the accounts; debits decrease the value. When funds movements are reported, for every credit there is an offsetting debit; the total credits always equal the total debits. Within the specification, credits are represented as positive values; debits are represented as negative values. Positive values increase the value of an account; negative values decrease the value of an account.

When funds are converted from a foreign currency to the base currency of an account as part of a funds movement (or vice versa), two additional elements are used – the value of the movement in the foreign currency and the Currency Code of the foreign currency. When needed, the exchange rate from the foreign currency to the base currency of the account can be calculated by dividing the value in the base currency by the value in the foreign currency.

Table 4 — c_fundsMovement Elements

Elements	Data Type	Description
walletId	type: t_description minOcc: 0 maxOcc: 1	Wallet ID; unique identifier issued to each of a player's wallets
transactionId	type: t_description minOcc: 1 maxOcc: 1	Transaction ID; unique identifier assigned to each specific transaction.
transactionClass	type: t_transactionClass minOcc: 0 maxOcc: 1 default: OGR_online	Transaction Class; the domain to which the Transaction Type belongs.
transactionType	type: t_transactionType minOcc: 1 maxOcc: 1	Transaction Type; the type of funds movement; for example, stake, win, deposit, etc.
fundsType	type: t_fundsType minOcc: 1 maxOcc: 1	Funds Type; data type is used to identify the type of funds in an account.
transactionAmount	type: t_money minOcc: 1 maxOcc: 1	Transaction Amount; the value of the funds movement; debits **shall** be reported as negative values; credits **shall** be reported as positive values.
transactionDescription	type: t_description minOcc: 0 maxOcc: 1	Transaction Description; field to capture the nature of the award given to the player.
currency	type: t_currencyCode minOcc: 0 maxOcc: 1	Currency Code; currency in which the funds movement was recorded in the account.
foreignAmount	type: t_money minOcc: 0 maxOcc: 1	Foreign Amount; the value of the funds movement in the Foreign Currency.
foreignCode	type: t_currencyCode minOcc: 0 maxOcc: 1 default: XXX	Foreign Currency; foreign currency associated with the funds movement; XXX indicates that no foreign exchange took place.

6.1.4 Funds Movements (c_fundsMovementList)

The `c_fundsMovementList` data type (see Table 5) is used to report funds movements. Because there **may** be multiple funds movements as the result of a single reported event, funds movements are reported as lists.

Table 5 — c_fundsMovementList Element

Element	Data Type	Description
fundsMovement	type: c_fundsMovement minOcc: 0 maxOcc: ∞	Contains a funds movement; see Funds Movement (c_fundsMovement) for more details.

6.1.5 Game (c_game)

The `c_game` data type (see Table 6), is used to identify a specific Game offered by an operator. This set of elements includes the Operator Identifier, and Game Category as well as a series of other elements that describe the general characteristics of the game.

Table 6 — c_game Elements

Elements	Restrictions	Description
jurisdictionCode	type: t_jurisdictionCode minOcc: 0 maxOcc: 1	Jurisdiction Code; jurisdiction that assigned the Operator Identifier.
operatorId	type: t_description minOcc: 1 maxOcc: 1	Operator Identifier; operator that assigned the Game Identifier.
gameId	type: t_description minOcc: 0 maxOcc: 1	Game Identifier. Typically required unless it is being used for summarization by game category in specific reports required by a regulator.
gameName	type: t_description minOcc: 0 maxOcc: 1	Game Name (title).
gameCategory	type: t_gameCategory minOcc: 1 maxOcc: 1	Game Category; category of the Game.
gameType	type: t_gameType minOcc: 0 maxOcc: 1	Game Type; type of game within the Game Category.

6.1.6 Jackpot Controller (c_jackpotController)

The `c_jackpotController` complex data type (see Table 7) is used throughout this document to identify a specific Jackpot Controller. This set of elements includes the Operator Identifier, Jackpot Server Identifier, and Jackpot Controller Identifier. This combination is intended to be globally unique.

Table 7 — c_jackpotController Elements

Elements	Restrictions	Description
jurisdictionCode	type: t_jurisdictionCode minOcc: 0 maxOcc: 1	Jurisdiction Code; jurisdiction that assigned the Operator Identifier.
operatorId	type: t_description minOcc: 1 maxOcc: 1	Operator Identifier; operator that assigned the Jackpot Server Identifier and Jackpot Controller Identifier.
jackpotServerId	type: t_description minOcc: 1 maxOcc: 1	Jackpot Server Identifier.
jackpotControllerId	type: t_description minOcc: 1 maxOcc: 1	Jackpot Controller Identifier.

6.1.7 Operator (c_operator)

The `c_operator` data type (see Table 8) is used to identify a specific operator. The Operator Identifier is intended to be jurisdictionally unique.

Table 8 — c_operator Elements

Elements	Restrictions	Description
jurisdictionCode	type: t_jurisdictionCode minOcc: 0 maxOcc: 1	Jurisdiction Code; jurisdiction that issued the Operator Identifier. In gaming jurisdictions that use this element, the combination of Jurisdiction Code and Operator Identifier is intended to be unique.
operatorId	type: t_description minOcc: 1 maxOcc: 1	Operator Identifier; intended to be unique within a gaming jurisdiction

6.1.8 Payee (c_payee)

The `c_payee` data type (see Table 9) is used to identify a specific third-party payee of an operator. It includes the Operator Identifier, Payee Identifier, and the name of the Payee. The combination of Operator Identifier, and Payee Identifier is intended to be jurisdictionally unique.

Table 9 — c_payee Elements

Elements	Restrictions	Description
jurisdictionCode	type: t_jurisdictionCode minOcc: 0 maxOcc: 1	Jurisdiction Code; jurisdiction that issued the Operator Identifier. In jurisdictions that use this element, the combination of jurisdictionCode, operatorId and payeeId is intended to be unique.
operatorId	type: t_description minOcc: 1 maxOcc: 1	Operator Identifier; operator that assigned the Payee Identifier.
payeeId	type: t_description minOcc: 1 maxOcc: 1	Payee Identifier; intended to be unique within each Operator's system.
payeeName	type: t_description minOcc: 0 maxOcc: 1	Payee Name.

6.1.9 Player (c_player)

The `c_player` complex data type (see Table 10) is used to identify a specific player. The set of elements includes the Operator Identifier, and the Player Identifier. This combination is intended to be globally unique.

Table 10 — c_player Elements

Elements	Data Type	Description
jurisdictionCode	type: t_jurisdictionCode minOcc: 0 maxOcc: 1	Player Jurisdiction Code; jurisdiction that issued the Player Identifier.
operatorId	type: t_description minOcc: 1 maxOcc: 1	Operator Identifier; operator that issued the Player Identifier.
playerId	type: t_description minOcc: 1 maxOcc: 1	Player Identifier.

6.1.10 Supplier (c_supplier)

The `c_supplier` data type (see Table 11) is used to identify a specific Supplier (manufacturer). It includes the Operator Identifier, Supplier Identifier, and the name of the Supplier. The combination of Jurisdiction Code, Operator Identifier, and Supplier Identifier is intended to be globally unique.

Table 11 — c_supplier Elements

Elements	Restrictions	Description
jurisdictionCode	type: t_jurisdictionCode minOcc: 0 maxOcc: 1	Jurisdiction Code; jurisdiction that assigned the Operator Identifier.
operatorId	type: t_description minOcc: 1 maxOcc: 1	Operator Identifier; operator that assigned the Supplier Identifier.
supplierId	type: t_description minOcc: 1 maxOcc: 1	Supplier Identifier.
supplierName	type: t_description minOcc: 0 maxOcc: 1	Supplier Name.

6.2 Simple Data Types

6.2.1 Introduction

The following simple data types (see Table 12) are used in multiple sections of the OGR specification. Other simple data types, which are not described in this section of the OGR specification, are described in those sections.

6.2.2 Simple Data Type Table

Table 12 — Simple Data Types

Data Type	Restrictions	Description
t_channelType	type: t_uniqueId	Channel Types; the distribution channels through which a website was accessed. See Channel Type (t_channelType) for more details.
t_countryCode	type: xs:string maxLen: 2	Country code; **shall** conform to ISO 3166-1 alpha-2 standard (2 characters); for example, ES.
t_currencyCode	type: xs:string maxLen: 3	Currency Code; **shall** conform to ISO 4217; for example, EUR; see Currency Code (t_curencyCode) for more details.
t_date	type: xs:date	Date; **shall** comply with the full-date format specified in RFC 3339.
t_dateTime	type: xs:dateTime	Date/Time; **shall** comply with the date-time format specified in RFC 3339, which requires that time be in UTC ("Z") or that a time-zone offset be included.
t_description	type: xs:string maxLen: 128	Description; 128-characters.

Data Type	Restrictions	Description
t_extraInfo	type: xs:string maxLen: 1024	Extra Information; 1024-characters.
t_fundsType	type: t_uniqueId	Funds Type; see Funds Type (t_fundsType) for more details.
t_gameCategory	type: t_uniqueId	Game Category; see Game Organisation (t_gameCategory and t_gameType) for more details.
t_gameType	type: t_uniqueId	Game Type; see Game Organisation (t_gameCategory, t_gameType) for more details.
t_jurisdictionCode	type: xs:string maxLen: 8	Jurisdiction code; see Jurisdiction Code (t_jurisdictionCode) for more details.
t_liquidityType	type: t_uniqueId	Liquidity Type; see Liquidity Type (t_liquidityType) for more details.
t_money	type: xs:decimal fracDig: 7	Monetary Value; see Monetary Values (t_money) for more details.
t_operatorType	Type: t_uniqueId	Operator Type; The type of operator being reported for; see Operator Type (t_operatorType) for more details.
t_percent	type: xs:decimal fracDig: 6	Percentage; expressed as a percentage; for example, 87.45 % is expressed as 87.45.
t_periodType	type: t_uniqueId maxLen: 1	Period Type.
t_quantity	type: xs:long	Quantity.
t_time	type: xs:time	Time; **shall** comply with the partial-time format specified in RFC 3339.
t_transactionClass	type: t_uniqueId	Transaction Class; see Transaction Class (t_transactionClass) for more details.
t_transactionType	type: t_uniqueId	Transaction Type; see Transaction Type (t_transactionType) for more details.
t_uniqueId	type: xs:string pattern: OGR_[a-zA-Z0-9]{1,39}	Unique Identifier; 43-characters.
t_UUID	type: xs:string maxLen: 36	Universally unique identifier; **may** comply with ISO/IEC 9834-8:2014, or other methods **may** be used.

6.2.3 Channel Type (t_channelType)

The `t_channelType` data type (see Table 13) identifies the type of distribution channel used by the player to access the operator's website – for example, tablet, mobile, etc. The following table contains the Channel Types supported within this document. Other Channel Types **may** be added in future versions of this document.

Table 13 — t_channelType Enumerations

Enumeration	Description
OGR_desktop	Desktop or laptop devices.
OGR_tablet	Tablet devices.
OGR_mobile	Mobile phones.
OGR_terminal	Terminal devices.
OGR_other	Other channel.

6.2.4 Currency Codes (t_currencyCode)

The `t_currencyCode` data type identifies the currency in which a monetary value is represented. Currency Codes **shall** be selected from the set of currency codes defined in ISO 4217. That standard describes the 3-character codes associated with each currency as well as the number of digits to the right of the decimal place that are used for the minor unit of the currency. For example, the Euro is identified using the currency code EUR and uses two digits to the right of the decimal place for cents.

6.2.5 Funds Type (t_fundsType)

The `t_fundsType` data type (see Table 14) is used to identify the type of funds in a wallet. Within a wallet, a player **may** have more than one balance. For example, the player **may** have a real-money balance containing funds deposited and won by the player as well as a bonus-money balance containing promotional funds awarded by the operator. Each balance is identified by a Funds Type.

There **may** be more than one balance for each Funds Type within a wallet. For example, some real-money funds might be available for play while other real-money funds might be blocked waiting for a deposit to be approved.

Typically, wagers are recorded as real-money or bonus-money; wins are recorded as real-money or in-kind. Other scenarios are possible.

This information **may** be critical to the calculation of taxable revenue. For example, a jurisdiction **may** allow the operator to exclude bonus-money wagers from the calculation of taxable revenues. The information **may** also be critical to the calculation of player loss in responsible gaming applications. For example, a jurisdiction **may** choose to exclude bonus-money wagers from the calculation of player loss.

The following table contains the Funds Types supported within this document. Other Funds Types **may** be added in future versions of this document.