



**RESOLUTION OF XX XXX 2023, OF THE DIRECTORATE GENERAL FOR THE REGULATION OF GAMBLING, APPROVING THE DATA MODEL OF THE INFORMATION MONITORING SYSTEM AND MODIFYING THE RESPECTIVE ANNEX I OF TWO RESOLUTIONS OF THE DIRECTORATE GENERAL FOR THE REGULATION OF GAMBLING, RELATING TO THE TECHNICAL SPECIFICATIONS AND TO THE IDENTIFICATION AND SUBJECTIVE PROHIBITIONS ON PARTICIPATION IN GAMBLING ACTIVITIES PROVIDED FOR IN LAW 13/2011, OF 27 MAY 2011, ON THE REGULATION OF GAMBLING.**

Law 13/2011 of 27 May 2011, on the regulation of gambling, establishes the regulatory framework for gambling activity within the scope of state application in its different modalities, in order to guarantee the protection of public order, fight against fraud, prevent addictive behaviour, protect the rights of minors and safeguard the rights of participants in gambling.

The establishment of the technical requirements for gambling activities in the aforementioned Law 13/2011 of 27 May 2011 has been developed in Royal Decree 1613/2011 of 14 November 2011, which, interpreted in accordance with the Tenth Additional Provision of Law 3/2013 of 4 June 2013, creating the National Commission for Markets and Competition, attributes, in the first final provision, the power to issue those provisions that are necessary for the development and execution of the aforementioned regulation to the Directorate General for the Regulation of Gambling.

Thus, in compliance with the regulatory mandate, the following resolutions have been adopted: Resolution of 6 October 2014, of the Directorate General for the Regulation of Gambling, approving the data model of the information monitoring system; Resolution of 6 October 2014, of the Directorate General for the Regulation of Gambling, approving the provision developing the technical specifications for gaming, traceability and security to be met by non-reserved technical gaming systems subject to licences granted under Law 13/2011 of 27 May 2011, on the regulation of gambling; and Resolution of 12 July 2012, of the Directorate General for the Regulation of Gambling, approving the provision developing Articles 26 and 27 of Royal Decree 1613/2011 of 14 November 2011, in relation to the identification of participants in games and the control of subjective prohibitions on participation.

Since its adoption, several regulatory developments have taken place which now make it necessary, on the one hand, to adopt a new data model for the information monitoring system and, on the other, to modify the annexes to the resolutions relating to technical requirements and to the identification and subjective prohibitions on participation in gambling activities. These new regulations are



specified in the approval of Royal Decree 958/2020 of 3 November 2020, on commercial communications of gambling activities and Royal Decree 176/2023 of 14 March 2023, on the development of safer gambling environments, which have led to the imposition of a series of obligations on operators, which can be monitored by the Directorate General for the Regulation of Gambling, through the introduction of the necessary changes in the data model of the monitoring system.

All this, together with the experience acquired over the last twelve years, has led to the adoption of a new data model, with the aim of providing it with greater functionality and clarity, as well as avoiding errors, redundancies or an excessive system size.

This new version of the data model introduces significant changes derived from the previous situation described above, which are reflected throughout its contents. An example of this is the incorporation of a description of the information contained in the Detailed User Registry (RUD) where a field called 'special profile' is introduced, following the definitions of special player profiles, in which the start and end dates of the player in the corresponding profile will be reported (if the latter is known), as well as the classification of the special player profile itself, where the following values are provided for: privileged client; intensive player; young participant; high-risk behaviour, or other, all in accordance with Royal Decree 176/2023 of 14 March 2023.

Similarly, the daily frequency of the Aggregated User Registry (RUT) is replaced by a monthly frequency, and the model is adapted to the methodology established in the supervisory data standard approved by the European Committee for Standardisation.

The same situation occurs in relation to the other two resolutions whose annexes need to be modified, as they must be adapted to the provisions of certain precepts of the aforementioned royal decrees, update the aforementioned regulations and homogenise the periods for the conservation of information.

The resolution has been submitted to the public information procedure, a prior favourable report has been obtained from the State Attorney's Office of the Ministry of Consumer Affairs, and it has been subject to the information procedure in the field of technical standards and regulations and rules on information society services provided for in Directive (EU) 2015/1535 of the European Parliament and of the Council of 9 September 2015 laying down a procedure for the provision of information in the field of technical regulations and of rules on Information Society services.

By virtue thereof and in the exercise of the powers attributed to the Directorate General for the Regulation of Gambling,

THE FOLLOWING IS DECREED:

**First.**



To approve the data model of the system for monitoring the information corresponding to the registers of gambling operations, which is attached as Annex I.

**Second.**

To approve the file structure of the data monitoring system in XSD format (XML definition), which will be published on the website of the Directorate General for the Regulation of Gambling.

**Third.**

To modify Annex I of the Resolution of 6 October 2014, of the Directorate General for the Regulation of Gambling, approving the provision developing the technical specifications for gambling, traceability and security to be met by non-reserved technical gambling systems subject to licences granted under Law 13/2011 of 27 May 2011, on the regulation of gambling;

Annex I of the Resolution of 6 October 2014, of the Directorate General for the Regulation of Gambling, approving the provision developing the technical specifications for gaming, traceability and security to be met by non-reserved technical gaming systems subject to licences granted under Law 13/2011 of 27 May 2011, on the regulation of gambling, is modified as follows:-

**One.** Section 2.1.2, Retention of copies of documents supplied, shall read as follows:

*'2.1.2 Retention of copies of documents supplied.*

*The operator shall establish the necessary technical procedures for the conservation of the digital copy of the documents supplied by the participants by establishing a classification of the verification process carried out in accordance with the standardised list published on the DGOJ's website. The documents supplied must be kept during the period of activity of the gaming account and for a period of 4 years from the cancellation of the account.'*

**Two.** Section 2.1.4, Verification services offered by the Directorate General for the Regulation of Gambling, shall read as follows:

*'2.1.4 Verification services offered by the Directorate General for the Regulation of Gambling.*

*The Directorate General for the Regulation of Gambling provides operators with an online service to verify the identity and date of birth data for participants resident in Spain: the verification service is based on the participant's NIF/NIE.*

*The operator shall record and retain all queries made to the identity verification system, recording the date, hour and minute of the query. The data must be retained, together with the data corresponding to the user registration, for the duration of the user registration and for four years after its cancellation or annulment.*



The Directorate General for the Regulation of Gambling provides operators with two online verification services for the registration of participants in the General Gambling Access Prohibition Register:

- A service to check whether a participant is registered in the General Gambling Access Prohibition Register for participants resident in Spain on the basis of NIF/NIE. Operators must use this service to verify registration in the user registration process.
- A service to check whether there have been any changes (additions/deletions) in the registration in the General Gambling Access Prohibition Register, corresponding to the participants previously verified by the operator. Operators shall use this service on an hourly basis to verify variations in the registration of their participants in the General Gambling Access Prohibition Register.

*The operator shall record and retain all queries made to the General Gambling Access Prohibition Register, recording the date, hour and minute of the query. The data must be retained, together with the data corresponding to the user registration, for the duration of the user registration and for four years after its cancellation or annulment.'*

**Three.** Section 2.1.5, Activation of user registration and limitation of participation, shall read as follows:

*'2.1.5 Activation of user registration and limitation of participation.*

*The operator shall have a documented procedure for user registration and activation that includes the identification and participation limitation requirements established in Articles 26 and 27 of Royal Decree 1613/2011 of 14 November 2011, which implements Law 13/2011 of 27 May 2011, on the regulation of gambling, with regard to the technical requirements for gambling activities.*

*The operator shall be responsible for the correctness of the data in its user registries and for proper identification of the participants in the games it organises and implements. In addition, the operator shall have in place an identity and date of birth verification service sufficient to determine the veracity of the registration. This service may be provided by third parties providing professional identity verification services.*

*Operators shall record and retain all the steps, enquiries and requests they have made to verify the data provided by applicants, as well as any documents they have received or used for this purpose. The data must be retained, together with the data corresponding to the user registration, for the duration of the user registration and for four years after its cancellation or annulment.'*

**Four.** Section 2.1.14, Recording of the gambling session configuration for slot machine games, shall read as follows:



*'2.1.14 Recording of the gambling session configuration under the "other games" general licence.*

*In the case of the General Licence for Other Games, operators shall record and retain data relating to the user's configuration of each of their gaming sessions under the general licence for "other games", in accordance with Article 13 of Royal Decree 176/2023 of 14 March 2023, on the development of safer gaming environments.'*

**Five.** A new Section 2.1.16, Register of communications from the player support service, is added, having the following wording:

*'2.1.16. Register of communications from the player support service.*

*The operator shall record, and retain for 2 years, the communications with the participants via the different player support channels.'*

**Six.** Section 2.3.1, Recording of payment and withdrawal transactions, shall read as follows:

*'2.3.1 Recording of payment and withdrawal transactions.*

*The operator shall keep or be able to obtain the detailed record of each payment or withdrawal transaction, together with all information associated with each transaction, regardless of whether the operator uses its own or third-party means.*

*The operator shall establish the necessary technical procedures for the conservation of the digital copy of the documents supplied by the participants by establishing a classification of the verification process carried out in accordance with the standardised list published on the DGOJ's website.*

*Where premium rate services are used, the operator shall retain information relating to the amount of the participation and the identifier of the game or contest in which the participation took place, and be able to obtain the telephone number and account used to bill the player for the participation.'*

**Seven.** Section 2.4.1, Data protection, shall read as follows:

*'2.4.1 Data protection*

*Operators shall establish the appropriate technical procedures to maintain the privacy of participants' data in accordance with Organic Law 3/2018 of 5 December 2018, on the Protection of Personal Data and the guarantee of digital rights, and its complementary regulations.*

*Operators must also implement the security measures established in the current data protection regulations on files and processing and comply with the duty of secrecy imposed by said regulations.'*



**Eight.** Subparagraph d) of Section 4.13, Management of changes, shall read as follows:

*'(d) Copies of the source code, or binary or other formats that allow for subsequent deployment and auditing, of the software elements of all software versions that have been used in the technical system actually used in the last four years shall be retained. The Directorate General for the Regulation of Gambling may require that the procedure for retaining copies of software elements includes a digital fingerprint of the software elements.'*

**Nine.** Section 5.1.13, Retention of ICS information, shall read as follows:

*'5.1.13 Retention of ICS information.*

*The data warehouse must retain its data for a minimum period of four years.*

*Gaming operators shall be obliged to provide and allow the Directorate General for the Regulation of Gambling online access to the information corresponding to the last 12 months of activity registered in the data warehouse.*

*Operators must have a procedure in place for retrieving the information for a minimum period of four years.'*

**Ten.** Section 5.1.14, Location of the warehouse in Spain, shall read as follows:

*'5.1.14 Location of the warehouse in the European Union.*

*The ICS warehouse(s), as well as its backup or secondary replication sites, must be located in the European Union, in order to carry out the verification and control operations of the information. The Directorate General for the Regulation of Gambling must be informed of the location and any changes thereto.'*

**Eleven.** Section 6.1, Records and traceability, shall read as follows:

*'6.1 Records and traceability.*

*The operator shall maintain records and logs of all decisions by the participant, the operator, its staff or its systems, which have an impact on game play, user registry, gaming accounts or means of payment.*

*In relation to game play data, the data shall be capable of reconstructing all game play events that could have an impact on game play. The Technical Gaming System must also keep records and logs for the security of information systems. All the aforementioned records and logs must be accessible to the Directorate General for the Regulation of Gambling, online, for a period of no less than twelve months. Exceptionally and with justification, the operator may be exempted from this requirement after requesting a licence from the Directorate General for the*



*Regulation of Gambling. Notwithstanding the above, records and logs must be kept in storage for at least four years.*

*Operators shall have a procedure in place for the retrieval of this information.*

*The records and logs shall be designed in such a way as to prevent the possibility of deletion or modification.*

*Any deletion action to be taken by the operator, e.g., to correct technical errors, shall be duly approved by the operator and documentation supporting the adjustments made shall be retained.'*

#### **Fourth.**

To modify Annex I of Resolution of 12 July 2012, of the Directorate General for the Regulation of Gambling, approving the provision implementing Articles 26 and 27 of Royal Decree 1613/2011 of 14 November 2011, in relation to the identification of participants in games and the control of subjective prohibitions on participation.

Annex I of the Resolution of 12 July 2012, of the Directorate General for the Regulation of Gambling, approving the provision developing Articles 26 and 27 of Royal Decree 1613/2011 of 14 November 2011, in relation to the identification of participants in games and the control of subjective prohibitions on participation, is amended as follows:

**Sole provision.** Point 5 of Section 7, Verification through the Identity Verification System, shall read as follows:

*'5. The operator shall record and retain all queries made to the identity verification system, recording the date, hour and minute of the query. The data must be retained, together with the data corresponding to the user registration, for the duration of the user registration and for four years after its cancellation or annulment.'*

#### **Fifth.**

On the entry into force of this Resolution, the Resolution of 6 October 2014 of the Directorate General for the Regulation of Gambling, approving the data model of the system for monitoring the information corresponding to the records of gambling operations, is repealed.

#### **Sixth.**

This Resolution shall enter into force nine months after its publication in the Official State Gazette, without prejudice to the fact that those operators who have been able to adapt their systems to the data model approved herein may, on an optional basis, begin to use it in their relations with the DGOJ six months after the publication of this Resolution.



Madrid, XX of XXXXX 2024

The Director General

## ANNEX I

Data model of the system for monitoring the information corresponding to the records of gambling operations.

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## **1 Content**

This Annex contains the functional data model and the technical model of the monitoring system for the gambling transaction records information.

## **2 Definitions**

### **User registry**

A user registry is a unique registry that allows the participant to access the gaming activities of a given operator and contains, among other information, data that allows the identification of the participant, the player's limits or the status of the player within the operator's platform.

### **Gaming account**

A gaming account is understood to be the account or accounts opened by the participant, in a manner linked to their user registration, to which the income of the economic amounts destined by the participant for the payment of the participation in the gaming activities are debited and the amounts of the prizes obtained for the participation are credited. It includes both the euro account and the rest of the bonus and free participation accounts.

### **Game without prior user registration**

Games licensed by the DGOJ for participation without prior identification of participants.

### **Operator managing user registration**

Operator where the player registers as a user.

### **Co-organising operator**

Operator that manages gaming platforms in which other gaming operators are members or join, pooling amounts played by their respective users.

### **Co-organised network game**

Game that is managed by co-organising operators.

### **Operator attached to a network**

Operator that joins a co-organised network to which it contributes the amounts played by its users.

### **Shared jackpot manager**

Operator that manages the contributions and prizes of networked shared jackpots.



### **Active players**

Number of players who have placed at least one bet in euro during the period.

### **GGR (Gross Gaming Revenue)**

The total sum of the amounts spent on participation in the game, as well as any other revenue that the operator may obtain, directly derived from the organisation or conduct of the games, less the prizes paid by the operator to the participants. In the case of cross-betting or games in which the operator does not obtain the amounts played as its own income, but simply passes them on to the players who have won them, it shall consist of commissions, as well as any amounts obtained for services related to gaming activities, whatever they may be called, paid by the players to the operator.

### **Jackpots**

Amounts played by players and incorporated into jackpots of slot machines, additional bingo prizes, game funds not distributed due to the absence of winners of a category in pool bets, and in general all game funds that have been endowed or constituted in a match or game and that are going to be distributed or applied in a different match or game.

### **Bonuses**

Promotional activities or promotions: vouchers, bonuses, discounts, gifts of bets or games, quota or prize multipliers, offers or any other similar mechanism, free or subject to conditions, aimed at effectively promoting participation in the game, or customer loyalty. The mechanisms for distributing the fund for prizes accumulated in a particular game are excluded from promotional activities.

### **Live games**

Those games for which betting has started but which, at the time of generating the accounting information, have not been completed and therefore the winning participant(s) is/are not known.

### **Payment method types**

Classification of the different payment methods used by the operator in economic transactions with participants.

### **Payment method**

Name of the payment service provider or of the specific means of payment.



### **User session**

The period of time a user remains logged on to the operator's website, from valid user authentication in the system until the user logs off.

### **Game session**

Game session under the 'other games' general licence: The set of games, hands or spins played by a participant in any of the games offered by an operator under the 'other games' general licence, during a defined period of time. The establishment of the gaming session applies to the following games: cash poker, bingo, slot machines, blackjack, roulette, complementary games and baccarat.

Instant or pre-drawn lottery game session: Set of tickets, coupons or any other form of participation acquired by a player in this mode of play for a limited period of time.

### **Activation of user registration**

Activation of user registration is the process by which the operator enables the user to participate in the game each time the verifications set out by the gaming regulations are carried out.

### **Game offered in an environment of international liquidity**

A game in which the financial amounts involved in the participation in the game come from players with a Spanish user registration and from players without a Spanish user registration.

### **International liquidity manager**

The operator that manages a game offered in an environment of international liquidity.

### **Player with Spanish user registration.**

A player who participates in the game through an account opened with a gambling operator, in accordance with Law 13/2011 of 27 May 2011, on the regulation of gambling.

## **3 Functional data model**

### **3.1 Types of information**

Depending on its nature, the information to be collected in the operator's Internal Control System (ICS) warehouse shall be classified using the following categories:

#### **1.- User registry**

The user registry collects participant identification data, deposit limit data and other configuration data such as the participant's status on the gaming platform.



The following file types are defined for the user registry:

1. The detailed user registry (**RUD**), to be reported by operators who have a direct relationship with participants and manage gaming contracts.
2. The user registry of network operators (**RUR**), to be reported by co-organising operators managing a gaming network.
3. The registry of winning users in games with participation without prior user registration (**RUG**), which collects the data relating to winning participants in games authorised for participation without prior user registration.
4. The aggregated user registry (**RUT**), as a data integrity control registry.

## 2.- Participant's gaming account

The gaming account registry includes, for each period and participant, the initial balance, the transactions made by deposits or withdrawals, the bonuses that have been recognised, participation in games, the prizes won and any other movement made on the account, as well as the final balance. The gaming account is a reflection of the information that the participant can obtain when accessing their gaming account on the gaming platform.

The following file types are defined for the gaming account:

1. The detailed gaming account (**CJD**) with the details of the gaming accounts of each player.
2. The gaming account totals (**CJT**) as a data integrity check record.

## 3.- Operator account

The operator account is a reflection of the operator's gaming revenue account. It shall allow the calculation of the operator's gross gaming revenue (GGR) and, in the case of operator networks, the distribution among the network participants of the gaming revenue generated for each of the games offered by the operator.

Two file types are defined for the operator account:

1. The full operator account (**OPT**), for those operators that manage user registration or are operators attached to a network.
2. The co-organising operator account (**ORT**), for those operators who manage the gaming platform in a co-organised network.

## 4.- Jackpot and live games account

The **jackpot account** contains the information corresponding to amounts played by the participants, incorporated into jackpots of slot machines, additional bingo prizes, gaming funds not distributed due to the absence of winners of a category in pool betting, and in



general all gaming funds that have been endowed or constituted in a game and that are going to be distributed or applied in a different game.

**The live games account** is a reflection of the balance of the gaming fund corresponding to the games that, at the end of the period considered, have not concluded so that the winning participant(s) is/are not known.

The jackpot account and live game account information is submitted via the **BOT** file.

### **5.- Game registry**

The game registry collects detailed game data, with information specific to each type of game.

The game registry shall be reported by the operators managing the user registration.

The game registry file type (**JUC**) contains the details of the game and the players involved, as well as their participations, prizes and jackpots.

### **6.- Betting adjustments**

Betting adjustments (**JUA**) are the standardised data of those changes made to betting prizes - due to cancellation of the bet, change of odds, or any other circumstance - which are made after the moment when the existence of the prize has been reported.

### **7.- Catalogue of events**

The catalogue of events (**CEV**) includes the standardised data of the sporting events that make up the operator's betting offer. It shall contain all the events on which the operator has marketed bets in the period.

## **3.2 Reporting obligation**

The obligation for operators to report the types of information described in the previous section is set out in the table below:





Registry type		User registry	Gaming account	Operator account	Jackpot and live game account	Game registry	Betting adjustments	Catalogue of events
Type of operator	User registry manager	√ (RUD, RUT)	√ (CJD, CJT)	√ (OPT)	√ (BOT)	√ (JUC)	√ (JUA)	√ (CEV)
	Attached to a network	√ (RUD, RUT)	√ (CJD, CJT)	√ (OPT)	-	-	-	-
	Network co-organiser	√ (RUR, RUT)	-	√ (ORT)	√ (BOT)	√ (JUC)	-	-
	Shared jackpot manager	-	-	-	√ (BOT)	-	-	-
	Of games without prior registration	√ (RUG)	-	√ (OPT)	-	√ (JUC)	-	-

When an operator manages the user registry, it is required to report the total and detailed user registration, the total and detailed game account for the participants, the operator account, the jackpot and live games account, the game registries for those games and, where applicable, betting adjustments and event catalogue.

In the case of a co-organised networked game, the operator attached to the gaming network **is not** required to report the jackpot and live games account, nor the game registries for that game, except for games that are part of the session of other games (e.g. cash poker). **It is** required to report the full and detailed user registry, gaming account and operator account.

The co-organising operator is required to report the network user registration, the network co-hosting operator account, the jackpot and live games account, and the game registries.

The shared jackpot operator only has to report the jackpot account.

In the case of games without prior user registration, the operator shall report the registry of winners, the operator account and the game registries.

### 3.2.1 Obligations of the shared liquidity manager

The international liquidity manager shall only report games in which at least one player with a Spanish user registration participates.



The RUR/RUT, BOT and JUC files shall only include data on players with Spanish user registration. In the ORT file, the economic information corresponding to games with international liquidity shall be sent broken down by operator (B2C) of the '.es' domain and by jurisdiction for players not belonging to the '.es' domain who participate in the game.

### 3.3 Frequency

The information reporting frequency for each registry type is provided in the table below:

Registry type		RUD	RUT	RUR	RUG	CJD/CJT	OPT/ORT	BOT	JUC	JUA	CEV
Frequency	Real time	-	-	-	-	-	-	-	√	-	-
	Daily	√	-	-	-	√	-	-	-	-	√
	Monthly	√	√	√	√	√	√	√	-	√	√

Registries with a daily frequency shall be sent to the data warehouse before 04:00 on the day after the day for which they provide information.

Monthly registries shall be sent to the data warehouse before 23.59 on the first day of the following month.

### 3.4 Description of the information

The following sections detail the information contained in the registries.

#### 3.4.1 User registry

##### 3.4.1.1 RUD registry: Detailed user registry

###### Information in the detailed user registry

The detailed user registry collects participant identification data, deposit limit data and other configuration data such as the participant's status on the gaming platform.

###### Obligated operators

The detailed user registry must be reported by operators who have a direct relationship with participants and manage gaming contracts.



Operators marketing participating games without prior user registration shall not include in the information type 'detailed user registry' information on winners or any other participants.

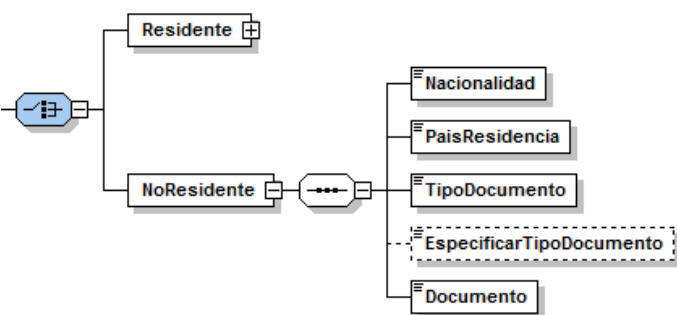
### Frequency of the information

Daily: The daily user registry will only contain the details of new participants or participants with any changes to their user registration details (including limits, status, profile and exclusions) during the period.

Monthly: The monthly user registry shall contain the details of all existing participants on the gaming platform, regardless of whether or not they have had any changes to their details during the period, or whether or not their status is active.

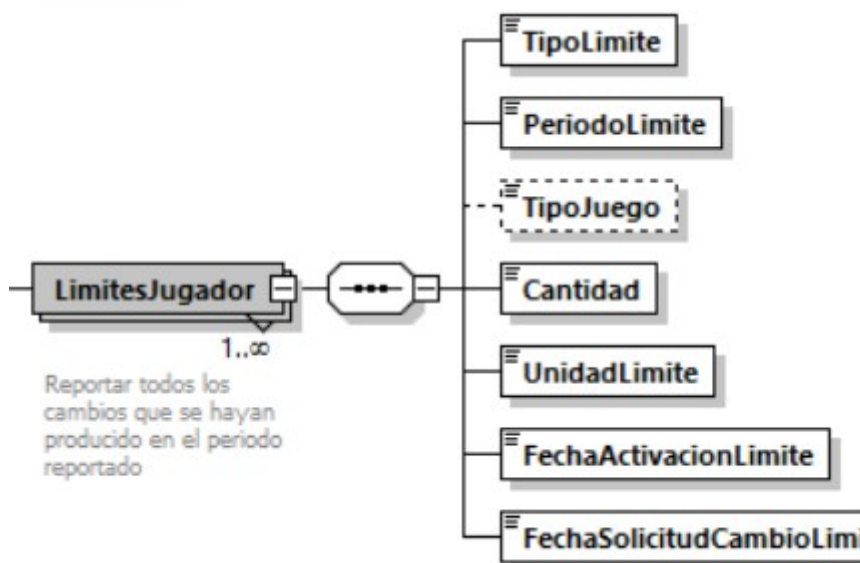
Description of the information contained in the detailed user registry:

PlayerId	Unique identification of the player on the platform.
ActivationDate	Date on which the user's identity has been verified for the first time and therefore acquires active status.
DataChanges	Indicates whether, during the period the participant has been registered, there has been a change in the registration data or the participant is to be de-registered:  (A) Registered, player who has passed identity verification (N) Unchanged (Y) Has changed (B) Player de-registration, 'B' to be reported in the month before the player is to be removed from the system.
FiscalRegion	According to the list of codes in accordance with Form 763 for self-assessment of the Tax on Gambling Activities approved in Order HAC/1363/2018 of 28 November 2018. The fiscal region code must correspond to the postcode of the tax domicile.  The list is reproduced in Annex 7.1 of the technical specifications document.

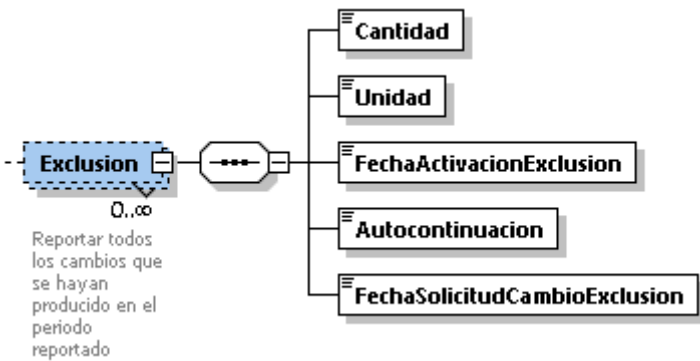
<p>Resident</p> <p>Non-resident</p>	<p>Player's identification data.</p>  <table border="1" data-bbox="486 689 1209 907"> <tr> <td>Residente</td> <td>Resident</td> </tr> <tr> <td>NoResidente</td> <td>NonResident</td> </tr> <tr> <td>Nacionalidad</td> <td>Nationality</td> </tr> <tr> <td>PaisResidencia</td> <td>CountryResidency</td> </tr> <tr> <td>TipoDocumento</td> <td>TypeDocument</td> </tr> <tr> <td>EspecificarTipoDocumento</td> <td>SpecifyTypeDocument</td> </tr> <tr> <td>Documento</td> <td>Document</td> </tr> </table> <p>For participants in Spain, it is compulsory to indicate nationality and identification document (NIF or NIE).</p> <p>If the participant is a resident of Spain, it is compulsory to have the document field filled in with a valid NIF or NIE identifier. The valid identifier can be found in the section 'Valid NIF and NIE format'.</p> <p>For participants not resident in Spain, the nationality, country of residence, and type and number of the official document used as identification are indicated.</p> <p>The possible values for the type of document are listed under the heading 'Type of document'. If <b>DocumentType=OT</b> (Other) is used, the type of document must be specified in <b>SpecifyDocumentType</b>.</p> <p>The value to be transmitted in the Document field is the one that exists in the user registry of the gaming platform.</p>	Residente	Resident	NoResidente	NonResident	Nacionalidad	Nationality	PaisResidencia	CountryResidency	TipoDocumento	TypeDocument	EspecificarTipoDocumento	SpecifyTypeDocument	Documento	Document
Residente	Resident														
NoResidente	NonResident														
Nacionalidad	Nationality														
PaisResidencia	CountryResidency														
TipoDocumento	TypeDocument														
EspecificarTipoDocumento	SpecifyTypeDocument														
Documento	Document														
<p>DateOfBirth</p>	<p>Participant's date of birth in the format indicated in the data template.</p>														
<p>Login</p>	<p>Login of the user on the platform.</p>														
<p>Pseudonym</p>	<p>Pseudonym(s) (alias, nickname) used by the player on the platform. Optional.</p>														
<p>Name</p>	<p>Forename.</p>														

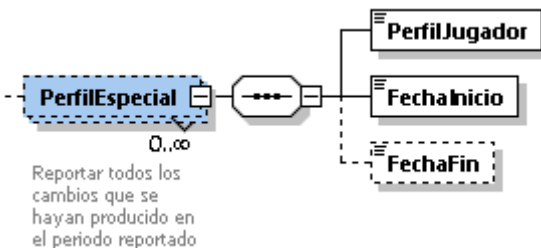


Surname1	First surname.
Surname2	Second surname In the case of foreign nationals, the second surname is optional.
Email	Email address used by the participant to register on the platform. The format of the email address must be correct.
EmailVerified	(Y) email has been verified by the operator / (N) has not been verified.
Sex	(M) Male / (F) Female.
Address	<p>Details of the declared address: street, city, postcode and country.</p> <p>The country indicated in the address must be consistent with the identification data, in particular with the residence information.</p> <p>The country shall be indicated by the two-digit country codes corresponding to the ISO 3166-1 alpha-2 regulation.</p>
Telephone	Telephone.
PhoneVerified	(Y) telephone number verified by the operator / (N) not verified.

<p>PlayerLimits</p>	<p>Of all limits set by the player, the limit valid at the end of the reporting period, and any changes that have occurred in the reporting period, shall be reported.</p> 
<p>LimitesJugador</p>	<p>PlayerLimits</p>
<p>Reportar todos los cambios que se hayan producido en el periodo reportado</p>	<p>Include all changes that have occurred in the reported period.</p>
<p>TipoLimite</p>	<p>LimitType</p>
<p>PeriodoLimite</p>	<p>LimitPeriod</p>
<p>TipoJuego</p>	<p>GameType</p>
<p>Cantidad</p>	<p>Quantity</p>
<p>UnidadLimite</p>	<p>LimitUnit</p>
<p>FechaActivacionLimite</p>	<p>LimitActivationDate</p>
<p>FechaSolicitudCambioLimite</p>	<p>LimitChangeRequestDate</p>
<p>LimitType: Deposit/Participation/Spend/Time.</p> <p>Deposit limits must be reported for all players in all three periods (daily, weekly and monthly).</p> <p>If the player removes a limit, the field shall be populated with the value Amount = '-1'.</p> <p>LimitUnit, the unit of measurement of the amount field can be either temporal (day, week, month, hour or minute) or economic (EUR).</p> <p>LimitActivationDate is the date/time from which the new limit is effective.</p>	

LimitChangeRequestDate is the date/time when

<p>Exclusion</p>	<p>Optional field. If the player self-excludes in the period they are self-excluded, this must be reported.</p> <p>All changes that have occurred in the period must be reported.</p> <div data-bbox="486 604 1189 963" style="text-align: center;">  </div> <table border="1" data-bbox="486 996 1189 1265"> <tr> <td>Exclusion</td> <td>Exclusion</td> </tr> <tr> <td>Reportar todos los cambios que se hayan producido en el periodo reportado</td> <td>Include all changes that have occurred in the reported period.</td> </tr> <tr> <td>Cantidad</td> <td>Quantity</td> </tr> <tr> <td>Unidad</td> <td>Unit</td> </tr> <tr> <td>FechaActivacionExclusion</td> <td>ExclusionActivationDate</td> </tr> <tr> <td>Autocontinuacion</td> <td>SelfContinuation</td> </tr> <tr> <td>FechaSolicitudCambioExclusion</td> <td>ExclusionChangeRequestDate</td> </tr> </table> <p>Quantity and Unit, time of exclusion (3 days or 20 hours).</p> <p>ActivationDate, time when the exclusion starts.</p> <p>ExclusionChangeRequestDate, date when the user requests self-exclusion.</p> <p>SelfContinuation, 'Y' in case the player has requested reactivation after the exclusion period.</p>	Exclusion	Exclusion	Reportar todos los cambios que se hayan producido en el periodo reportado	Include all changes that have occurred in the reported period.	Cantidad	Quantity	Unidad	Unit	FechaActivacionExclusion	ExclusionActivationDate	Autocontinuacion	SelfContinuation	FechaSolicitudCambioExclusion	ExclusionChangeRequestDate
Exclusion	Exclusion														
Reportar todos los cambios que se hayan producido en el periodo reportado	Include all changes that have occurred in the reported period.														
Cantidad	Quantity														
Unidad	Unit														
FechaActivacionExclusion	ExclusionActivationDate														
Autocontinuacion	SelfContinuation														
FechaSolicitudCambioExclusion	ExclusionChangeRequestDate														

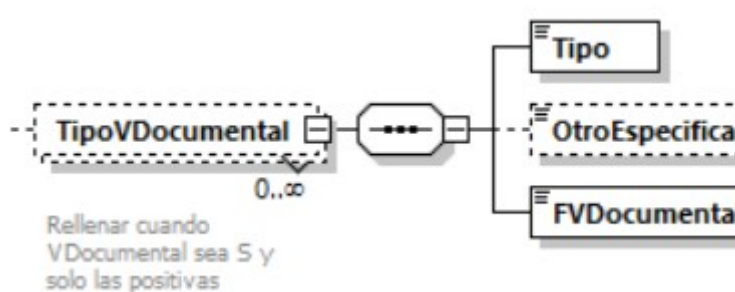
<p>SpecialProfile</p>	<p>Following the definitions of special player profiles in Royal Decree 176/2023 of 14 March 2023, developing safer gaming environments, the start and end dates of the player in the corresponding profile shall be reported; if the end date is not known it shall not be reported.</p> <div data-bbox="486 526 1029 772" style="text-align: center;">  <p>Reportar todos los cambios que se hayan producido en el periodo reportado</p> </div> <table border="1" data-bbox="486 806 1214 1041"> <tr> <td>PerfilEspecial</td> <td>SpecialProfile</td> </tr> <tr> <td>Reportar todos los cambios que se hayan producido en el periodo reportado</td> <td>Include all changes that have occurred in the reported period.</td> </tr> <tr> <td>PerfilJugador</td> <td>PlayerProfile</td> </tr> <tr> <td>FechaInicio</td> <td>StartDate</td> </tr> <tr> <td>FechaFin</td> <td>EndDate</td> </tr> </table> <p>Optional field, will be mandatory in the period when the player is in one of the profiles.</p>	PerfilEspecial	SpecialProfile	Reportar todos los cambios que se hayan producido en el periodo reportado	Include all changes that have occurred in the reported period.	PerfilJugador	PlayerProfile	FechaInicio	StartDate	FechaFin	EndDate
PerfilEspecial	SpecialProfile										
Reportar todos los cambios que se hayan producido en el periodo reportado	Include all changes that have occurred in the reported period.										
PerfilJugador	PlayerProfile										
FechaInicio	StartDate										
FechaFin	EndDate										





<p>Status</p>	<p>CNJStatus: is the current status of the player at the time of reporting, using the DGOJ coding, as indicated in the 'Player Status' section.</p> <p>OperatorStatus: This is the status of the player with the codes used by the operator.</p> <p>StatusReason: Reason why the player's account has been suspended or cancelled.</p> <p>History: This is the history of statuses the player has gone through in the reported time period (day or month). The history must also include the current status.</p> <p>Since: the date from which the player has been in that status.</p> <div data-bbox="478 918 1117 1635" data-label="Diagram"> </div> <table border="1" data-bbox="478 1657 1225 1960"> <tr> <td>Estado</td> <td>Status</td> </tr> <tr> <td>EstadoCNJ</td> <td>CNJStatus</td> </tr> <tr> <td>EstadoOperador</td> <td>OperatorStatus</td> </tr> <tr> <td>MotivoEstado</td> <td>StatusReason</td> </tr> <tr> <td>Obligatorio si el EstadoCNJ es S o C</td> <td>Mandatory if CNJStatus is S or C</td> </tr> <tr> <td>Historico</td> <td>History</td> </tr> <tr> <td>Solo los cambios realizados en el periodo reportado. Si no hay cambios reportar el estado actual</td> <td>Only changes made in the reporting period. If there are no changes, report the current status</td> </tr> </table> <p>Each CNJStatus can correspond to one or more OperatorStatus.</p>	Estado	Status	EstadoCNJ	CNJStatus	EstadoOperador	OperatorStatus	MotivoEstado	StatusReason	Obligatorio si el EstadoCNJ es S o C	Mandatory if CNJStatus is S or C	Historico	History	Solo los cambios realizados en el periodo reportado. Si no hay cambios reportar el estado actual	Only changes made in the reporting period. If there are no changes, report the current status
Estado	Status														
EstadoCNJ	CNJStatus														
EstadoOperador	OperatorStatus														
MotivoEstado	StatusReason														
Obligatorio si el EstadoCNJ es S o C	Mandatory if CNJStatus is S or C														
Historico	History														
Solo los cambios realizados en el periodo reportado. Si no hay cambios reportar el estado actual	Only changes made in the reporting period. If there are no changes, report the current status														

Each OperatorStatus can only correspond to one

VSVDI	Verification using the DGOJ's Identity Data Verification System (SVDI). This shall take the value 'Y' (Yes) if the DGOJ's Identity Verification System was used and the verification was positive, and 'N' (No) otherwise.										
FVSVDI	Date of first positive verification in the SVDI  Optional field, only mandatory if VSVDI='Y'.										
VDocumental	Document verification. It shall take the value 'Y' (Yes), if the user verification has been carried out by means of documents and has been positive, or 'N' (No), otherwise.										
VDocumentalType	<p>Type and date of the first positive documentary verification.</p> <p>Optional field, only mandatory if VDocumental = 'Y'.</p>  <p>Rellenar cuando VDocumental sea S y solo las positivas</p> <table border="1"> <thead> <tr> <th>TipoVDocumental</th> <th>VDocumentalType</th> </tr> </thead> <tbody> <tr> <td>Rellenar cuando VDocumental sea S y solo las positivas</td> <td>To be populated when VDocumental is 'Y' and only when positive</td> </tr> <tr> <td>Tipo</td> <td>Type</td> </tr> <tr> <td>OtroEspecificar</td> <td>OtherSpecify</td> </tr> <tr> <td>FVDocumental</td> <td>FVDocumental</td> </tr> </tbody> </table> <p>Type, is the way in which the documentary check has been performed. Detail in the section 'Lists and enumerations'</p> <p>If the selected Type is not in the list and OTR is selected, the field OtherSpecify must be filled in with the details of the type of documentary verification used.</p>	TipoVDocumental	VDocumentalType	Rellenar cuando VDocumental sea S y solo las positivas	To be populated when VDocumental is 'Y' and only when positive	Tipo	Type	OtroEspecificar	OtherSpecify	FVDocumental	FVDocumental
TipoVDocumental	VDocumentalType										
Rellenar cuando VDocumental sea S y solo las positivas	To be populated when VDocumental is 'Y' and only when positive										
Tipo	Type										
OtroEspecificar	OtherSpecify										
FVDocumental	FVDocumental										
TestPlayer	'Y' is reported if the player is a test player on the gaming platform at the time the record is generated.										



IP	Optional field, mandatory if the player has registered during the reported period.  Contains the IP address v4 or v6 of the device from which the player registered.
Device	Optional field, mandatory if the player has registered during the reported period.  Contains the type of device from which the player made the registration.
DeviceId	Optional field, mandatory if the player has registered during the reported period.  Contains the identifier of the device from which the player made the registration.

### Main checks

- The tax identification number (NIF) or foreign national identification number (NIE) must be in a valid format. See section 'Valid format of the NIF and NIE'.
- User registrations that declare themselves to be non-resident and simultaneously state Spain as their country of residence will not be considered valid.
- The player's limits will be checked against those reported in the rest of the registries.
- Self-excluded players will not be able to participate or make deposits in the corresponding games during the defined period.

#### 3.4.1.2 RUT registry: Aggregated user registry

##### Information in the aggregated user registry

The aggregated user registry contains the number of players, registrations, de-registrations, active players per period, as well as their statuses.

##### Obligated operators

The aggregated user registry should be reported by operators who have a direct relationship with participants and manage gambling contracts.

It should also be reported by co-organising operators that manage a gaming network.

Operators marketing games with participation without prior user registration shall not count the participants of such games in the reporting type 'aggregated user registry'. If the operator only markets games with participation without prior user registration, it shall not transmit the information type 'aggregated user registry'.



### Frequency of the information

Monthly: The registry shall contain the total number of existing participants on the gaming platform, regardless of whether or not they have undergone changes to their data during the period, or whether their status is active or not.

### Contents of registry

NumberPlayers	<p>Total number of players at the end of the reporting period regardless of their status.</p> <p>NumberPlayers must match the NumberPlayers of the previous period plus the registrations minus the de-registrations of the current period.</p> <p>NumberPlayers must match the sum of NumberPlayersByStatus.</p>
NumberRegistrations	<p>Number of participants who registered on the gaming platform during the period.</p>
NumberDeregistrations	<p>Number of participants who have de-registered from the gaming platform during the period.</p> <p>A participant is considered to be de-registered from the gaming platform when their registry is deleted from the gaming platform, notwithstanding the fact that it exists in other databases and backups in compliance with the regulations.</p> <p>In the event that the participant moves from one status to another, but their registry still exists on the gaming platform, it is not counted as a de-registration. This participant is counted in the corresponding status.</p>
NumberActivity	<p>Number of users with activity during the period.</p> <p>Number of players who have placed at least one bet in euro during the period.</p>
NumberPlayersByStatus	<p>The number of players classified in each of the DGOJ statuses will be indicated.</p>
NumberPlayersByProfile	<p>The number of players classified by each of the special profiles shall be indicated.</p>

### Main checks



- The sum of all players grouped by status must equal the total number of players.
- The sum of players in the monthly Detailed User Registry (**RUD**) must match the number of players reported in the Aggregated User Registry (**RUT**).
- The sum of the players in the Network Operators' User Registry (**RUR**) must match the number of players reported in the Aggregated User Registry (**RUT**).

### 3.4.1.3 RUR registry: User registry for networked games

#### Information in the user registry for networked games

The user registry for networked games contains the identification data of participants in the co-organised network. This data will correspond to the identifier of the operator with which the player is registered and their identifier in that operator, and must also include the participant's status on the gaming platform (active, suspended, blocked, etc.).

The user registry for networked games shall contain all the data of the participants registered on the gaming platform, regardless of whether there have been changes in their data during the period or whether their status is active or not.

#### Obligated operators

The user registry for networked games must be reported by the co-organising operators running a gaming network.

#### Frequency of the information

Monthly: it shall contain the data of all participants registered on the co-organised gaming platform regardless of the player's status.

#### Contents of registry

ID	<p>Player identification.</p> <table border="1"> <tr> <td>ID</td> <td>ID</td> </tr> <tr> <td>OperatorId</td> <td>OperatorId</td> </tr> <tr> <td>JugadorId</td> <td>PlayerId</td> </tr> </table> <p>The network operator must always indicate the PlayerId of the network co-organiser.</p>	ID	ID	OperatorId	OperatorId	JugadorId	PlayerId
ID	ID						
OperatorId	OperatorId						
JugadorId	PlayerId						



	In addition, it shall also indicate the OperatorId of the operator attached to the network that provides the participant, and if it knows the PlayerId in that operator, it shall also indicate it.
Login	Login of the user on the platform.
Status	The current status of the participant on the platform at the time of submission of the registry, based on the classification provided under the heading 'Player status'.  Both CNJStatus and OperatorStatus shall be indicated.

### Main checks

- Correspondence with the user identifiers of the network's client operators: The identifiers of players participating in networked games shall match the additional identifiers indicated by the client operator in its detailed user registry (RUD).

#### 3.4.1.4 RUG registry: Winning users registry

##### Information in winning users registry for games without prior user registration

The winning users registry collects the identification data of participants who have won one or more prizes in games without prior user registration.

##### Obligated operators

This user registry must be submitted by operators who are licensed to market participating games without prior user registration.

##### Frequency

Monthly. It will contain all users who have won prizes during the period.

##### Contents of registry

In each period, the information corresponding to the users who have won prizes recognised in the period shall be included.

Description of the information contained in the registry. The fields used have the same meaning as in the RUD. In addition, they have the following particular fields to be used for winners of lottery prizes subject to identity verification by anti-money laundering regulations:



GameType	Type of lottery game in which the player has won a prize.
Prize	Value in euro of the prize of the winning player in a lottery game.
Retention	Value in euro of the retention made on the prize of the winning lottery player.

### 3.4.2 Gaming account registry

#### 3.4.2.1 CJD registry: Detailed gaming account

##### Information in the detailed gaming account

The gaming account is a reflection of the information that the participant can obtain when accessing their gaming account on the gaming platform. It includes, for each period and for each participant, the totals corresponding to the initial balance, the transactions made by deposits or withdrawals, the bonuses that have been recognised, the participations in the games, the prizes won and any other movements made in the account, as well as the final balance in each period.

The gaming account shall include all movements made, whether recorded in monetary units or in any other unit such as points or other, indicating in each case the unit of measurement used. Monetary values shall be expressed in euro.

Since the gaming account is a reflection of the information that the participant can obtain when they access their user registration and gaming account, the movements that represent an increase in the player's balance, such as deposits made, bonuses recognised or prizes, shall be recorded with a positive sign. All movements that result in a decrease in the player's balance, such as game participations or withdrawals, shall be recorded with a negative sign.

##### Obligated operators

The gaming account shall be reported by all operators handling user registrations.

Players shall be identified by the unique player identifier associated with the player in the registration process on the platform.

All economic items in the gaming account shall be reported, irrespective of whether the operator is a member of a network or not.

Operators marketing participating games without prior user registration shall not include information on winners or any other participants in such games in the 'gaming account' type



of information. Where the operator only markets participating games without prior user registration, it shall not transmit the information type 'gaming account'.

### Frequency

- Daily. Information on gaming accounts that have shown some kind of movement during the day shall be included daily.
- Monthly. Information of all gaming accounts registered on the operator's platform shall be included monthly.

### Contents of registry

For each participant with a gaming account on the platform, the following information shall be included:

PlayerId	Unique identification of the player on the platform.
InitialBalance	Balance at the start of the period. This shall reflect the total initial balance of each of the units in which the player has any value, e.g., bonuses, points or freebets.  (+/-) Balances that are debit balances for the participant shall be shown with a positive sign and balances that are, exceptionally, credit balances for the participant shall be shown with a negative sign.  The balance of the euro unit is mandatory.





Deposits	<p>Each deposit transaction <b>that has been reflected in the gaming account</b> shall be reported, regardless of whether the transaction is completed or subsequently cancelled.</p> <p>(+/-) The amounts deposited by participants shall be indicated with a plus sign, and any cancellations or adjustments applied shall be indicated with a minus sign.</p> <p>The total amount in euro deposited during the period, in accordance with the previously established criteria, as well as the breakdown of each of them, shall be reported:</p> <p>Date: the date on which the amount is reflected in the player's account.</p> <p>Amount: in euro.</p> <p>PaymentMethod: provider of the means of payment.</p> <p>PaymentMethodType: code of the type of payment method used - based on the list of payment methods included in the 'Lists and enumerations' section. If the code is not known, '99' shall be used and the information in the field 'OtherTypeSpecify' shall be filled in, indicating the means of payment used in the simplest and clearest possible terminology. Subsequently to be typified.</p> <p>OwnershipVerified: 'Y' if the ownership of the means of payment has been verified by the operator.</p> <p>Entity: to which the payment method belongs.</p> <p>EntityId: Alphanumeric identifier of the entity of the means of payment, where applicable.</p> <p>LastDigitsPaymentMethod: Last 4 digits of the payment method used, where applicable.</p> <p>OperationResult: report on the transaction. Detail in the section 'Lists and enumerations'.</p> <p>IP: IP address of the device from which the login has been made to the player's session in which the deposit is made, it can be IPv4 or IPv6.</p> <p>Device: from which the login is made to the session (mobile, PC, tablet, fixed terminal or other).</p> <p>Device ID: Identifier of the device from which the login to the session is made.</p>
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Withdrawals	<p>Each withdrawal transaction <b>that has been reflected in the gaming account</b> shall be reported, regardless of whether the transaction is completed or subsequently cancelled.</p> <p><b>(+/-)</b> The amounts withdrawn by participants from their gaming accounts shall be indicated with a minus sign and any cancellations or adjustments applied shall be indicated with a plus sign.</p> <p>The total amount in euro withdrawn during the period shall be recorded, in accordance with the previously established criteria, as well as the breakdown of each of them.</p>
Participation	<p>The full amount of the participation shall be determined for each of the units and by type of game.</p> <p>This shall include amounts spent by the participant for participation in the game, commissions or any other amounts for services related to gaming activities paid by participants to the operator.</p> <p>Refunds, adjustments or cancellations in participations shall be reflected in their corresponding section of 'ParticipationReturns'.</p> <p><b>(-)</b> Game participations shall be reflected with a negative sign.</p>
ParticipationReturns	<p>The full amount of the refund of the stake shall be determined for each of the units and by type of game.</p> <p>Amounts corresponding to refunds, adjustments or cancellations in units made after their formalisation shall be included.</p> <p><b>(+)</b> Returns of participations shall be shown with a positive sign.</p>

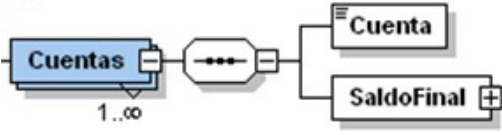


Prizes	<p>The full amount of the prizes shall be determined for each of the units and type of game.</p> <p>The amounts recognised to the participant for monetary prizes in the game shall be included.</p> <p><b>(+)</b> The prizes recognised in the games shall be reflected with a positive sign.</p> <p>Prize adjustments or cancellations shall be reflected in the corresponding 'PrizeAdjustment' section.</p>
PrizeAdjustment	<p>Amounts debited or credited by the operator to the participant's gaming account for adjustments to previously recognised prizes resulting from modifications or cancellations shall be included.</p> <p><b>(+/-)</b> They shall be shown with a positive sign when the adjustment results in a higher prize recognised to the participant and with a negative sign otherwise.</p> <p>The full amount of the prize adjustments shall be determined broken down by each of the units and type of game.</p>
Trans_IN	<p>Amounts transferred from gaming accounts of the same participant managed by another operator shall be recorded. The entries shall be broken down by each of the units and by the operator from which the funds originate.</p> <p>Amounts shall be reported as soon as they become known and are reflected in the player's account.</p> <p>The sign with which these amounts are reported shall be:</p> <ul style="list-style-type: none"><li>• <b>(+)</b> Positive on the gaming account receiving the transfer of the amount.</li></ul>



Trans_OUT	<p>Transfers of funds to the gaming accounts of the same participant managed by another operator shall be recorded. The entries shall be broken down by each of the units and by operator to which the funds are transferred.</p> <p>Amounts shall be reported as soon as they become known and are reflected in the player's account.</p> <p>The sign with which these amounts are reported shall be:</p> <ul style="list-style-type: none"><li>• (-) Negative on the gaming account generating the transfer of the amount.</li></ul>
Other	<p>It shall include any movement in the gaming account for an operation other than those already referred to.</p> <p>The entries shall indicate the item at a level of detail equivalent to that used by the operator in its gaming account accounting.</p> <p>A breakdown shall be provided by the item giving rise to the variation.</p> <p>(+/-) They shall be reflected with a positive sign when the movement represents an increase in the player account and with a negative sign otherwise.</p>
FinalBalance	<p>The participant's balances on their gaming account at the end of the period shall be recorded.</p> <p>(+/-) Balances that are debit balances for the participant shall be shown with a positive sign, or balances that, exceptionally, are credit balances for the participant shall be shown with a negative sign.</p> <p>The total final balance shall be shown, broken down by each of the units in which the player may hold a balance.</p> <p>The balance of the euro unit is mandatory.</p>



<p>Accounts</p>	<p>Breakdown of the final balance, for each of the gaming accounts that the same player may have:</p>  <table border="1" data-bbox="678 555 1503 645"> <tr> <td>Cuentas</td> <td>Accounts</td> </tr> <tr> <td>Cuenta</td> <td>ACCOUNT</td> </tr> <tr> <td>SaldoFinal</td> <td>FinalBalance</td> </tr> </table> <p>Account is the identifier of the gaming account on the platform.</p>	Cuentas	Accounts	Cuenta	ACCOUNT	SaldoFinal	FinalBalance
Cuentas	Accounts						
Cuenta	ACCOUNT						
SaldoFinal	FinalBalance						
<p>Commission</p>	<p>The amount of commissions or any other amounts paid for services related to gambling activities paid by participants, or amounts deducted from the prizes obtained from the operator, shall be recorded.</p> <p>(-) Commissions paid, less any cancellations or adjustments made, shall be shown with a negative sign.</p> <p>The amount of the player's stake that is considered to be the operator's commission, totalled and broken down by type of game.</p> <p>The commission shall not be taken into account for the calculation of the player's account balances.</p>						



Bonuses	<p>All promotional transactions (registration bonuses, deposit bonuses, or of any other nature) recognised to the participant will be included and counted in their corresponding unit (EUR, Eurobonds, Points, Freebets, Freespins,...).</p> <p>Transactions will be categorised according to the following concepts: CONCESSION, CANCELLATION and RELEASE.</p> <p>The total of each of the units and the breakdown of each of the movements will be reported with the following fields:</p> <p><b>(+)</b> Transactions that increase the book balance in their corresponding unit shall be reflected with a positive sign:</p> <ul style="list-style-type: none"><li>- when a bonus is granted and is recognised by the participant</li><li>- when the player's balance is increased in EUR due to the release of the bonus</li></ul> <p><b>(-)</b> Transactions that decrease the book balance shall be reflected with a negative sign:</p> <ul style="list-style-type: none"><li>- when there is a cancellation of bonuses in the participant's account</li><li>- when the bonuses are released in EUR.</li></ul> <p>Date: date on which the concession, cancellation or release occurs.</p> <p>ActivationDate: date on which the player accepts the promotion and it is added to their account balance. Only for concession.</p> <p>Amount of movement. In case of RELEASE there will be two amounts, one positive in EUR and one negative in the unit being released.</p>
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<p>PrizesInKind</p>	<p>Amounts recognised to the participant for non-monetary prizes in the game shall be included. Their value shall be registered in euro, according to the valuation criteria used by the operator in its accounting.</p> <p>(+) The recognised prizes, net of any cancellations or adjustments made, shall be shown with a positive sign.</p> <div data-bbox="678 582 1141 929" data-label="Diagram"> </div> <table border="1" data-bbox="678 963 1500 1176"> <tr> <td>PremiosEspecie</td> <td>PrizesInKind</td> </tr> <tr> <td>DesglosePremiosEspecie</td> <td>BreakdownPrizesInKind</td> </tr> <tr> <td>TipoJuego</td> <td>GameType</td> </tr> <tr> <td>Descripcion</td> <td>Description</td> </tr> <tr> <td>Total</td> <td>Total</td> </tr> <tr> <td>Valor en Euros del premio en especie</td> <td>Value in euro of prize in kind</td> </tr> <tr> <td>Fecha</td> <td>Date</td> </tr> </table> <p>In addition, the following fields are requested:</p> <p>GameType: Game in which the prize in kind has been awarded.</p> <p>Description of the prize.</p> <p>Total: Value in euro of the prize awarded.</p> <p>Date on which it was awarded.</p> <p>Prizes in kind do not affect the player's account balance.</p>	PremiosEspecie	PrizesInKind	DesglosePremiosEspecie	BreakdownPrizesInKind	TipoJuego	GameType	Descripcion	Description	Total	Total	Valor en Euros del premio en especie	Value in euro of prize in kind	Fecha	Date
PremiosEspecie	PrizesInKind														
DesglosePremiosEspecie	BreakdownPrizesInKind														
TipoJuego	GameType														
Descripcion	Description														
Total	Total														
Valor en Euros del premio en especie	Value in euro of prize in kind														
Fecha	Date														



<p>Gifts</p>	<p>All gifts or prizes that do not originate from participation in a game shall be included. The euro value of gifts awarded shall be reported.</p> <p>(+) The recognised prizes, net of any cancellations or adjustments made, shall be shown with a positive sign.</p> <div style="text-align: center;"> </div> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Regalos</td> <td style="width: 50%;">Gifts</td> </tr> <tr> <td>Descripcion</td> <td>Description</td> </tr> <tr> <td>Total</td> <td>Total</td> </tr> <tr> <td>Valor en Euros del regalo</td> <td>Value in euro of the gift</td> </tr> <tr> <td>Fecha</td> <td>Date</td> </tr> </table> <p>The value in euro will be reported, along with a description of the gift and the date it was given.</p> <p>Gifts do not affect the player's account balance.</p>	Regalos	Gifts	Descripcion	Description	Total	Total	Valor en Euros del regalo	Value in euro of the gift	Fecha	Date
Regalos	Gifts										
Descripcion	Description										
Total	Total										
Valor en Euros del regalo	Value in euro of the gift										
Fecha	Date										

### Main checks

- At all times, the balance in the gaming account for each of the participants reported shall be equal to the balance that the participant can obtain when accessing their user registration and gaming account.
- The initial balance in each period considered for each of the participants must match the final balance of the immediately preceding period for each of the units.
- Within each period, the final balance must coincide with the initial balance plus the movements that occurred during the period for each of the units reported, without considering the amounts included in the commissions, prizes in kind and gifts registry, which are for information purposes.
- For each participant, all movements during the period shall be included in such a way that the final balance is explained from the initial balance and the movements during the period in each of the units. Any movement that modifies the balance of the gaming account and does not correspond to deposits, withdrawals, participation, return of participation, prizes, prizes in kind, adjustments or cancellations in prizes, bonuses or transfers between purses, shall be included in the 'other' section, where the 'concept' field shall be used to break down the typology of 'other' movements, always with a level of detail equivalent to that of the operator's accounting.
- The 'other' field should not report transactions that belong to a category defined in the template, especially cancellations or reversals of deposits and withdrawals should be reported in their corresponding category.
- The **Total** and the **Breakdown** must match in all cases.





### 3.4.2.2 CJT registry: Aggregated gaming account

#### Aggregated gaming account information

The CJT registry contains the aggregated gaming account information of the players' gaming accounts.

The aggregated gaming account registry is a control registry that allows you to check that the gaming account data has been recorded completely and correctly.

#### Obligated operators

The aggregated gaming account registry shall be reported together with the detailed gaming account registry.

#### Frequency

- Daily. Information on gaming accounts that have shown some kind of movement during the day shall be included daily. It shall be consistent with the detailed gaming account for the same day.
- Monthly. Information of all gaming accounts registered on the operator's platform shall be included monthly.

#### Contents of registry

The definition of the fields corresponds exactly to the one provided in the previous point, corresponding to the CJD registry, with the following exceptions:

- There is no player or account identifier since this is aggregated data.
- The breakdown of Deposits and Withdrawals only has the fields: PaymentMethod, PaymentMethodType and Amount
- The Trans\_IN and Trans\_OUT fields have no breakdown.
- Bonuses are only categorised by Concept (CONCESSION, RELEASE and CANCELLATION).
- Prizes in kind are only broken down by game type.
- The gifts field is not reported.

#### Main checks

- In the monthly registers, the initial balance must match the final balance of the immediately preceding month.
- Within each period, the final balance must match the initial balance plus the movements occurring during the period for each of the units reported, disregarding the amounts included in the commissions, prizes in kind and gifts fields.



- For each of the concepts, the amount included in the aggregated gaming account registry must be equal to the sum of the amounts detailed per participant in the detailed gaming account.

### 3.4.3 Operator account registry

#### 3.4.3.1 OPT registry: Full operator account

##### Information on the full operator account

The operator account is a reflection of the operator's gaming revenue account. It shall allow the calculation of the operator's gross gaming revenue (GGR).

In general, the **operator breakdown** shall be differentiated as follows:

- In the case of an operator attached to a network, **no breakdown is required** as they will only have to include the detail of the revenue from the network and the calculation of the gross gaming revenue (GGR).
- In the case of the **operator that fully manages the game**, the **code of the operator** that manages the game shall be indicated.

##### Obligated operators

The operator account shall be reported by operators managing the games or by operators attached to a network, in which case they only have to include the details of the revenues coming from the network and the calculation of the gross gaming revenue (GGR).

The operator account is organised by type of game. Games without prior registration shall also be included in the operator account.

##### Frequency.

Monthly. The information registered on the operator's platform during the period shall be included.

##### Contents of registry.

Description of the information contained in the registry:

GameType	Type of game for which data is declared according to the typification of games included in the 'Game Type' of this resolution.
----------	--



Participation	<p>The sum of the amounts spent by players to participate in the games in the period shall be registered, including commissions or any other amounts for services related to gaming activities paid by participants to the operator. In the case of games marketed using premium rate services, this section shall include the amount spent on participation in the game as set out in Article 48(6)(b) of Law 13/2011.</p> <p>(-) The total balance of participations at the end of the period shall be reflected with a negative sign.</p> <p>The full amount of the participations shall be determined for each unit and operator.</p> <p>When the operator is attached to a network, no breakdown shall be required since for the type of game in question it shall only reflect the GGR and the Network Adjustments.</p>
ParticipationReturns	<p>The sum of the amounts corresponding to refunds, adjustments or cancellations in participations made after their formalisation shall be recorded.</p> <p>The full amount of the return of the participation shall be determined for each unit and operator.</p> <p>(+) The total balance of refunds at the end of the period shall be shown with a positive sign.</p>
Prizes	<p>The sum of the amounts recognised to participants for monetary prizes in the game during the period shall be recorded.</p> <p>When jackpot amounts are recognised, they shall be added to the prize amount for the period.</p> <p>The full amount of prizes shall be determined for each of the units and operator.</p> <p>(+) The total prize balance at the end of the period shall be shown with a positive sign.</p>



PrizesInKind	<p>The sum of the amounts recognised to participants for non-monetary prizes in the game during the period shall be recorded.</p> <p>Their value shall be registered in euro, according to the valuation criteria used by the operator in its accounting.</p> <p>The full amount of the valuation of prizes in kind shall be determined for each of the units and operator.</p> <p>(+) The total balance of prizes in kind at the end of the period shall be shown with a positive sign.</p>
Jackpots	<p>The sum of the full amounts of the <b>contribution to progressive jackpots or additional prizes</b> broken down by each of the units and operators shall be registered.</p> <p>The information shall be reported in two fields:</p> <p>(+) Increase in jackpots for jackpot contributions in the reported month.</p> <p>(-) Decrease in jackpots with the additional prizes coming from jackpots in the month.</p> <p>In any case, the amounts reported in jackpots shall correspond to the amounts reported in the register of jackpots and live games (BOT).</p>
NetworkAdjustments	<p>Operators belonging to a co-organised network shall register the revenue from the network in the period under consideration.</p> <p>(+/-) An adjustment from the network shall be reflected with a negative sign, otherwise with a positive sign.</p> <p>The full amount of network revenues shall be determined for each individual unit and operator.</p> <p>In any case, the amounts reported in the network adjustments of the operators attached to the network shall correspond to the amounts reported in the network adjustments of the co-organising operator of the network.</p>



Other	<p>This section includes the accounting adjustments actually made by the operator to obtain the GGR for the period, with the following breakdown:</p> <ol style="list-style-type: none"><li>1. Accounting adjustments in the valuation of participations (APA). For example, net adjustments made to the GGR for bets accounted for as unsettled income at the end of the period shall be included.</li><li>2. Accounting adjustments for the temporal recognition of prizes (TPA). For example, net adjustments made in the GGR arising from the temporal recognition of prizes shall be included.</li><li>3. Bonuses (BON). Adjustments relating to the concession and release of bonuses shall be included.</li><li>4. Overlay (OVL). For poker games, contributions to guaranteed prizes shall be reported.</li><li>5. Added (ADD). In poker games, contributions to prizes made by the operator as a result of the release of bonuses or free tournament entries shall be reported.</li><li>6. Other accounting adjustments in the calculation of the GGR for the period (OTR). Any other adjustments not included in the above.</li></ol> <p>(+/-) The entries shall be reflected with a negative sign when they represent an increase in revenue for the period and with a positive sign otherwise.</p> <p>The full amount of accounting and other adjustments made by the operator shall be determined, broken down by each unit, operator and concept.</p>
Commission	<p>For games where the operator does not derive the amounts played as own revenue, such as cross betting or poker, the amount of commissions or any other amounts for services related to gaming activities paid by the participants to the operator shall be recorded.</p> <p>For all other games, any other amounts for services related to gambling activities paid by participants to the operator shall be recorded.</p> <p>The full amount of commissions and other income for the period shall be determined for each unit and operator.</p> <p>(-) The total commissions at the end of the period shall be shown with a negative sign.</p>



GGR	<p>The amount of the operator's gross profit for the period shall be recorded, indicating the amounts in euro.</p> <p>(+/-) Profits shall be shown with a negative sign, otherwise with a positive sign.</p> <p>In the case of an operator attached to a network, the GGR comes from the sharing of the network's profits.</p>
OfferStartDate	Date on which the offer of the reported game started.

### Main checks

- Calculation of Operator Gross Gaming Revenue (GGR).
- Correspondence between the revenue from the network reported by the operator attached to the network and that reported by the network operator.
- Where the operator operates the game in full, **the operator breakdown shall indicate its own operator code.**
- The **Total** and the **Breakdown** of all reported movements must match in all cases.

#### 3.4.3.2 ORT registry: Network operator account

### Co-Organising Operator Account Information

The operator account is a reflection of the gaming revenue account generated in a network managed game. It shall allow for the calculation of the gross gaming revenue (GGR) of the co-organised game and its distribution among the operators within the operator network.

The operator breakdown shall include an apportionment of the amounts by the operators providing customers to the gaming network.

### Obligated operators

The operator account shall be reported by the co-organising operators for each of the game types they manage.

### Games offered in an international liquidity environment

For games offered in an international liquidity environment in which at least one player with a Spanish user registration participates, the following must be reported:

- For transactions by operators in the Spanish jurisdiction, data aggregated by operator.
- For transactions by operators from other jurisdictions, data aggregated by jurisdiction. For example, in the case of France, OperatorId=FR, IT for Italy and PT for Portugal.



### **Frequency.**

Monthly. The information registered on the operator's platform during the period shall be included.

### **Contents of registry.**

The structure and content is the same as that of the OPT registry, taking into account that the entries will be broken down by each operator that has contributed players to the network. The Operator Gross Gaming Revenue (GGR) shall reflect the total GGR of the network and the Network Adjustments shall reflect the breakdown by each of the operators contributing players.

In the case of games offered in an international liquidity environment, the international liquidity manager shall report the economic magnitudes broken down by operator in the case of operators licensed in Spain, and aggregated by jurisdiction for the other operators.

#### **3.4.3.3 BOT registry: Jackpots and live games**

##### **Information in the jackpots and live games account.**

The jackpots and live games account is a reflection of the amounts of game participations which, at the end of the period considered, have not yet been distributed in prizes, either because they have been incorporated into jackpots or because the games have not been completed.

##### **Obligated operators**

The jackpots and live games account must be communicated by any operator that manages the administration of the game, either completely or by managing the network. Operators attached to a network but which do not manage the game do not have to report it.

**The jackpots account** shall be reported by the operators managing the jackpot funds directly. In the case of networked games, the co-organising operator shall submit the jackpot information.

The jackpots account shall include all active jackpots for the period. A jackpot is active from the moment participants can contribute to it until it is closed, usually by the distribution of all associated prizes or, where applicable, by redirection to another jackpot. Therefore, the jackpot account shall include all jackpots that have been traded during the period, regardless of whether trading began in an earlier period or ended during the period.

Jackpots shall be individually identified.



**Live games accounts** shall be reported by operators running betting games, poker tournaments and contests. In the case of network games, the co-organising operator shall submit the live games information.

The operator may request the DGOJ not to include in the registry other games in which the events have a duration of less than one day, counted from the moment in which marketing begins until the moment in which prizes are recognised.

Given the dynamics of cash poker, roulette, blackjack, baccarat, bingo, slot machines and complementary games, **live games** information does not have to be reported. The Directorate General for the Regulation of Gambling may require the operator to include live game information in cases where the volume of live games is significant.

### Frequency

The registry shall be generated on a monthly basis.

### Contents of registry

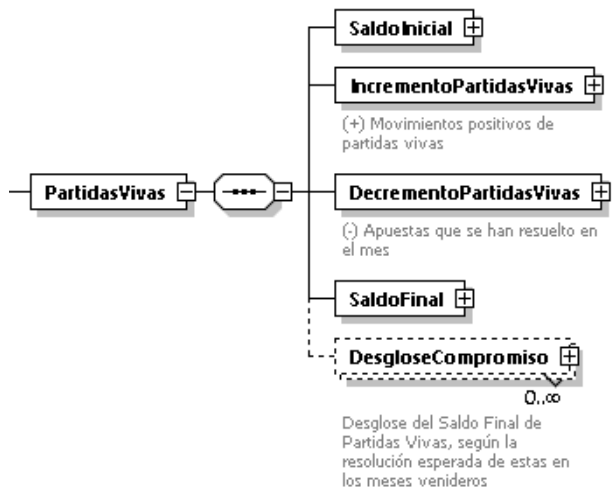
The information contained in the registry of jackpots and live games is as follows:

GameType	Type of game reported in the registry.
LiveGames	<p>Information relating to games that have not yet concluded:</p> <ul style="list-style-type: none"><li>● (+) InitialBalance, total amount of participations made by players in bets, games, contests or tournaments that at the beginning of the period considered had not been completed and therefore the winning participant(s) is/are not known.</li><li>● (+) LiveGamesIncrement, total sum of the participations that have been made during the period by the players in bets, games, contests or tournaments and that at the end of this period have not been concluded or the winners have not been determined.</li><li>● (-) LiveGamesDecrement, value of live games whose winning participants are determined during the period.</li><li>● (+) FinalBalance, the total value of participations made by the participants in bets, matches, games, contests or tournaments which at the end of the period under consideration have not been completed and therefore the winning participant(s) is/are not known.</li><li>● CommitmentBreakdown, with the final balance broken down and grouped <b>by month</b>. If the final balance is zero,</li></ul>





this breakdown can be omitted.

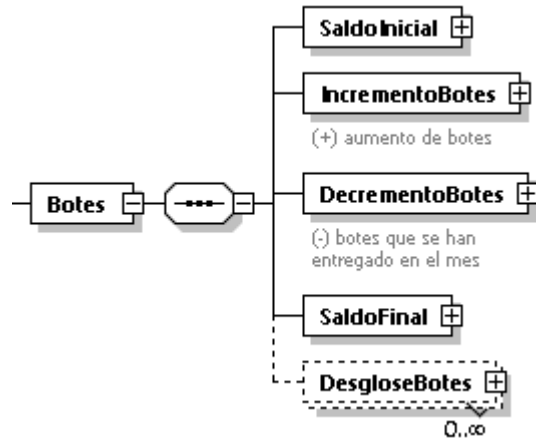


PartidasVivas	LiveGames
SaldoInicial	InitialBalance
IncrementoPartidasVivas	LiveGamesIncrement
(+) Movimientos positivos de partidas vivas	(+) Positive movements of live games
DecrementoPartidasVivas	LiveGamesDecrement
(-) Apuestas que se han resuelto en el mes	(-) Bets that have been resolved in the month
SaldoFinal	FinalBalance
DesgloseCompromiso	CommitmentBreakdown
Desglose del Saldo Final de Partidas Vivas, según la resolución esperada de estas en los meses venideros	Breakdown of the final balance of live items, according to their expected resolution in the coming months.



Jackpots

Information relating to the total quantities incorporated into jackpots:

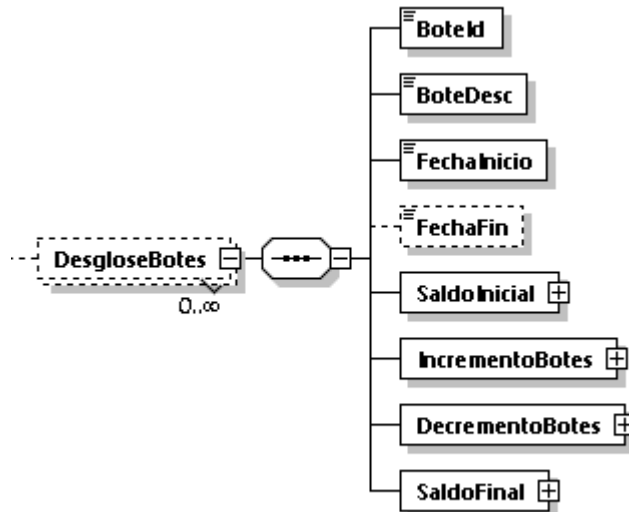


Botes	Jackpots
SaldoInicial	InitialBalance
IncrementoBotes	JackpotsIncrement
(+) aumento de botes	(+) increase in jackpots
DecrementoBotes	JackpotsDecrement
(-) botes que se han entregado en el mes	(-) jackpots that have been delivered in the month
SaldoFinal	FinalBalance
DesgloseBotes	JackpotsBreakdown

- **(+)** InitialBalance, total amount of the initial balance in jackpots in the reporting period.
- **(+)** JackpotsIncrement, amounts added to the jackpots during the reported month.
- **(-)** JackpotsDecrement, total sum of the applications to the jackpots by distribution of the associated prizes or by redirection to another jackpot.
- **(+)** FinalBalance, total sum of the final balance in jackpots in the reporting period.
- JackpotsBreakdown, detailed information of each jackpot with movements or balance in the period:
  - JackpotId, jackpot identifier
  - JackpotDesc, jackpot description
  - StartDate, date/time the jackpot was created
  - EndDate, date/time the jackpot was closed. Not reported if the jackpot or prize is active at the end of the period)
    - **(+)** InitialBalance
    - **(+)** JackpotsIncrement, contributions to the jackpot for the period.



- o (-) JackpotsDecrement, the applications to the jackpot by distribution of the associated prizes or, if applicable, by redirection to another jackpot.
- o (+) FinalBalance



DesgloseBotes	JackpotsBreakdown
Boteld	JackpotId
BoteDesc	JackpotDesc
FechaInicio	StartDate
FechaFin	EndDate
SaldoInicial	InitialBalance
IncrementoBotes	JackpotsIncrement
DecrementoBotes	JackpotsDecrement
SaldoFinal	FinalBalance

### Main checks

- The initial balance plus the total amount of the movements must match the final balance for both jackpots and live games.
- Amounts indicated as jackpot applications for prize sharing will be reflected in the prize amounts reported by the operator in the operator's account.
- The initial balance of jackpots and live games must be the same as the final balance of these variables in the previous month's BOT file.

### 3.4.4 Game data registries

#### 3.4.4.1 JUC registry: games

#### 3.4.4.2 Information in gaming registries



Gaming registries shall contain information at session, tournament, bet, contest or draw level:

- Cash poker, bingo, slot machines, roulette, blackjack, baccarat, complementary games and pre-sorted lotteries: every gaming session.
- Poker tournament: every tournament
- Bets: every combination of sports, competitions, events and facts on which you bet.
- Contests: every contest.
- Lotteries: every draw.

Since each game has its own particular characteristics, different types of gaming registers have been defined, these are:

- OtherGamesRegistry: for casino games, game types included: POC, BNG, AZA, PUN, RLT, BLJ and COM.
- TournamentPokerRegistry: for the POT game type.
- FixedOddsBettingRegistry: all fixed odds betting games shall be included: ADC, AHC and AOC.
- PoolBettingRegistry: includes pool betting games and cross betting games: ADM, AHM, ADX and AOX.
- ContestRegistry: for COC games.
- LotteryRegistry: for all lottery games.
- PresortedLotteryRegistry: for instant or pre-drawn lottery games.

### **Obligated operators**

Gaming registers should be transmitted by operators managing the administration of the game, either in full or managing a co-organised network. It should not be transmitted by operators that only manage players.

### **Frequency.**

Gaming registry data shall be generated in real-time in the operator's system in a manner that captures the event information as it occurs in the system.

The events shall be:

- Cash poker, bingo, slot machines, roulette, blackjack, baccarat, complementary games, pre-sorted lotteries: when the session ends.
- Tournament poker: when the tournament ends.
- Betting: when the outcome of the events on which bets are placed is known.
- Contests: when each contest ends.



- Lotteries: when the set of winners is known.

The frequency of sending the gaming registry to the data warehouse is defined in the section 'Frequency and fragmentation'.

Corrections or adjustments to games made after they have been sent to the data warehouse shall be reported as rectifications, without, in any case, deleting the original corrected or adjusted transaction. This shall be done for all games where these circumstances occur with the exception of bets, whose corrections and adjustments shall be reported individually in the registry called **Bet Adjustment**. This registry shall record any corrections or adjustments to bets already placed indicating the amounts and reasons.

When the variation of the gaming registers is due to causes other than the normal operation of the games, such as errors in the generation of the report or other errors of a technical nature, the transmission of the correct data shall be carried out by rectifying the data (see heading 'Rectifications').

The information for all game types is composed of game information and player information (where there may be multiple players). The registries OtherGamesRegistry, FixedOddsBettingRegistry and PresortedLotteryRegistry have single player information, all other registers are set up to report between 1 and many players.

### Game data

Seven different types of JUC registries are defined, depending on the type of game and whether they are pool or fixed odds games. They all have a majority of common fields and a few game-specific fields. They are composed of two blocks, one with the **game** information and one with the **player** information.

### Common fields of the Game block

Gameld	<p>Unique identifier of the event that generates the obligation to report to the ICS. The event depends on the type of game:</p> <ul style="list-style-type: none"> <li>— Betting: each bet (prediction) placed by the player shall have a unique identifier, irrespective of whether it is single, multiple or combined.</li> <li>- Cash poker, bingo, roulette, blackjack, baccarat, complementary games, slot machines and pre-sorted lotteries: a unique identifier per session in which the player has had transactions.</li> <li>- Tournament poker: every tournament shall have a unique identifier.</li> <li>- Contests: every contest shall have a unique identifier</li> <li>- Lotteries: every draw shall have a unique identifier per draw</li> </ul>
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GameDesc	Game description
GameType	Detail in the section 'Lists and enumerations'.
StartDate	Date and time when the first bet is placed in the game.
EndDate	Date and time of the end of the event triggering the obligation to report to the ICS.

### Common fields of the Player block

PlayerId	Unique identifier of the player on the platform, the same as the one used in the RUD and CJD registries. In the case of tournament poker and contests, the identifier shall contain the OperatorId as these are games that may be networked.
IP	IP address of the player's device from which they connected to the game.
Device	The type of player device from which the player connected to the game.
DeviceId	Identifier of the device.

### Specific fields of the other games registry (OtherGamesRegistry)

This JUC registry shall be used to report the information for each of the casino games (POC, BNG, AZA, BLJ, RLT, PUN and COM) of the session, one will be generated for each gaming session.

Unlike the rest of the registry, the breakdown of the monetary movements (participation, returns, prizes and jackpots) will be reported in the game block and not in the player block, as it is required to know the total of these movements for each of the game types in which the player has participated during the gaming session.

In addition to the common fields these registries shall have the following fields in the Game block:

Participation	Aggregate total of the game participations during the reported
---------------	--



	<p>session.</p> <p>(-) To be reported with a negative sign.</p>
ParticipationReturns	<p>Aggregate total of the returns of game participations during the reported session.</p> <p>(+) To be reported with a positive sign.</p>
Prizes	<p>Aggregate total of the prizes in the game during the reported session.</p> <p>(+) To be reported with a positive sign.</p>
Jackpots	<p>Total amounts contributed to the jackpots and received as prizes from these jackpots per game.</p> <p>If the total is non-zero, the information shall be broken down for each of the modified jackpots by reporting the information in two fields:</p> <p>(+) Increase in jackpots due to jackpot contributions.</p> <p>(-) Decrease in jackpots due to additional prizes provided by jackpots.</p>
Variant	<p>To be reported only and obligatorily for POC, BLJ and RLT games.</p> <p>Game variant, if several are played report only the first one.</p> <p>Detail in the section 'Lists and enumerations'.</p>
CommercialVariant	<p>To be reported only and obligatorily for POC, AZA, BLJ and RLT games.</p> <p>It shall match the name under which the operator is marketing this game variant.</p> <p>If games of different commercial variants occur during the session, they shall all be indicated in a text string separated by commas. Up to a maximum of 200 characters.</p> <p>Example: CommercialVariant1, CommercialVariant2.</p>
LiveGame	<p>To be obligatorily reported for RLT games and any game that has an approved live game mode in a casino.</p>



	Shall be 'Y' for live roulette.
NetworkGame	To be reported only and obligatorily for POC gaming.  'Y' if the game has taken place on a poker network.
Internationalliquidity	To be reported only and obligatorily for POC gaming.  'Y' if any of the games have taken place on an international network and any of the participants are from a jurisdiction other than Spain.  In the case of games with international liquidity, the operator shall only report the data of players in the '.es' domain.
TableId	To be reported only and obligatorily for POC gaming.  It is the identifier of the table on which the poker hand has been played.  If during the session there are games at different tables, the identifiers of all tables shall be reported in a text string separated by commas. Up to a maximum of 1000 characters.
GamesPlayed	Number of games played during the session for the reported game.

And the following specific fields in the Player block:

Session	Information on the parameters and characteristics of the reported session.  This is a multiple field composed of the following fields:
SessionId	Unique identifier of the session in the operator.  In the case of interrupted sessions, both parts of the session will be reported with the same identifier.
SessionStartDate	Date and time of the start of the session.
SessionEndDate	Date and time of the end of the session (for whatever reason the





	session is closed).
FirstGameStartDate	Date and time of the start of the first game in the session.
LastGameEndDate	Date and time of the end of the last game in the session.
SessionSchedule	Limits set by the player for the session: <ul style="list-style-type: none"><li>• DurationLimit: Maximum time of the session.</li><li>• ExpenseLimit: Maximum losses in euro for the session.</li><li>• ExclusionPeriod: 'Y' if the player has marked an exclusion time from the game after the end of the session.</li><li>• ExclusionTime: Mandatory field if ExclusionPeriod='Y'. Indicates the time in days, hours and minutes that the player has planned to exclude themselves after the end of the session.</li></ul>
SessionComplete	'Y' shall be reported when all session information is being reported. 'N' will be reported when the session has been interrupted and only part of the session is being reported.
NewSession	'Y' shall be reported when a session is being reported for the first time. 'N' shall be reported when the information being sent is part of a previously sent session, namely the closing of an interrupted or incomplete session.
ReasonSessionEnd	The session may be closed because it is closed by the user, because one of the planned closure requirements is met or because of an external problem. The reason for closing is specified in this field. Detail in the section 'Lists and enumerations'.

### Fields specific to the poker tournament registry (PokerTournamentRegistry)

This JUC registry will be used to report information for each of the poker tournaments (POT).  
A registry will be generated for each tournament.

This registry reports all players participating in the tournament.

In addition to the common fields these registries shall have the following fields in the Game block:



NetworkGame	'Y' if the game has taken place on a poker network.
InternationalLiquidity	'Y' if the game has been played on an international network and any of the participants is from a jurisdiction other than Spain.  In the case of games with international liquidity, the operator shall only report the data of players in the '.es' domain.
Variant	Variant of the game, it must coincide with one of the variants admitted within the corresponding basic regulation. Detail in the section 'Lists and enumerations'.
CommercialVariant	It shall match the name under which the operator is marketing this game variant.  If games of different commercial variants occur during the session, they shall all be indicated in a text string separated by commas. Up to a maximum of 200 characters.  Example: CommercialVariant1, CommercialVariant2.
NumberOfParticipants	Number of players in the reported tournament.  All players will be included regardless of the jurisdiction they belong to.
OperatorOVLContribution	Contributions to prizes made by the operator (overlay).
OperatorADDContribution	Release of bonuses for tournament entries made by the operator (ADD).

And the following specific fields for the Player block. This is a multiple field. All players from the Spanish jurisdiction who have participated in the reported poker tournament will be included:

Participation	Total of participations in the tournament.  (-) To be reported with a negative sign.
ParticipationReturns	Total of returned participations in the tournament.



	(+) To be reported with a positive sign.
Prizes	Total prizes received in the reported tournament.  (+) To be reported with a positive sign.

### Specific fields of the fixed odds betting registry (FixedOddsBettingRegistry)

This JUC registry shall be used to report information for each of the bets placed by a player of the fixed odds betting types (ADC, AHC, AOC). A registry shall be generated for each bet closed.

In addition to the common fields these registries shall have the following fields in the Game block:

Live	'Y' when the bet is placed while the event on which the bet is placed is in progress.  If a multiple or combination bet is placed, where one of the events being bet on is in progress, the field will be filled in with 'Y'.
BetType	Type of the bet depending on the events and facts bet on.  Detail in the section 'Lists and enumerations'.
NumberOfEvents	Number of different events on which bets are placed.
Events	For each bet, the combination of events and facts that make up the bet shall be included.  It is a complex field composed of: <ul style="list-style-type: none"><li>• EventId: Event identifier shall be a reference to the Event Catalogue.</li><li>• Event: A description of the event on which the bet is placed shall be included. It shall be in the format: 'Market: Result'.</li><li>• EventDate: The date on which the outcome of the betting event is determined.</li></ul>

And the following specific fields in the Player block:



AccountBalance	Field to be filled in if betting on a live event.  It will contain the player's balance on their gaming account at the start of the first event of the bet.
Participation	Total value of the bet reported.  (-) To be reported with a negative sign.
ParticipationReturns	Total value of the stake returns.  (+) To be reported with a positive sign.
Prizes	Total winnings received for the bet.  (+) To be reported with a positive sign.
BetTicket	Ticket received by the participant once the bet is closed
Odds	Value of the odds of the bet (in decimal value) at the time it is accepted by the player.
CashOut	Mandatory field if the bet has been settled by cash out.  It is a multiple field, there will be as many entries as cash outs have been made on the reported bet.  It is a complex field: <ul style="list-style-type: none"><li>• CashOutAmount: Amount withdrawn.</li><li>• CashOutDate: Date and time when the cash out of the bet was requested.</li></ul>

### Fields specific to the pool betting registry (PoolBettingRegistry)

This JUC registry will be used to report the information for each of the bets placed by multiple players on pool betting or cross betting types (ADM, AHM, ADX and AOX), one will be generated for each bet of this type closed.

In addition to the common fields these registries shall have the following fields in the Game block:

BetType	Type of the bet depending on the events and facts bet on.  Detail in the section 'Lists and enumerations'.
NumberOfEvents	Number of different events on which bets are placed.



<p>Events</p>	<p>For each bet, the combination of events and facts that make up the bet shall be included.</p> <p>It is a complex field composed of:</p> <ul style="list-style-type: none"> <li>• EventId: Event identifier shall be a reference to the Event Catalogue.</li> <li>• Event: A description of the event on which the bet is placed shall be included. It shall be in the format: 'Market: Result'.</li> </ul>										
<p>CrossBreakdown</p>	<p>Mandatory field for ADX and AOX type games.</p> <p>It must be indicated whether it is a challenge or not. A challenge is defined as being when the person placing the bet knows the person against whom they are betting.</p> <p>Each cross that has been made on a Fact shall be reported, and for each cross:</p> <ul style="list-style-type: none"> <li>• Challenge: 'Y' if it is a 'Challenge' type cross, where the players making the bet know the identifiers of the other players.</li> <li>• Ticket: list of tickets associated with each cross, separated by commas.</li> <li>• LayBack: bet type of each ticket (Lay/Back).</li> </ul> <div style="text-align: center;"> <pre> classDiagram     class DesgloseCruzadas {         0..∞     }     class Reto     class Cruces {         0..∞     }     class LayBack     class Ticket     DesgloseCruzadas -- Reto     DesgloseCruzadas -- Cruces     Cruces -- LayBack     Cruces -- Ticket     </pre> </div> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Desgl</td> <td style="width: 50%;"></td> </tr> <tr> <td>Reto</td> <td>Challenge</td> </tr> <tr> <td>Cruces</td> <td>Exchanges</td> </tr> <tr> <td>LayBack</td> <td>Lay/Back</td> </tr> <tr> <td>Ticket</td> <td>Ticket</td> </tr> </table>	Desgl		Reto	Challenge	Cruces	Exchanges	LayBack	Lay/Back	Ticket	Ticket
Desgl											
Reto	Challenge										
Cruces	Exchanges										
LayBack	Lay/Back										
Ticket	Ticket										

And the following specific fields for the Player block. It is a multiple field, all players who have participated in the reported bet will be included:

<p>Participation</p>	<p>Total value of the bet reported.</p> <p>(-) To be reported with a negative sign.</p>
<p>ParticipationReturns</p>	<p>Total value of the stake returns.</p> <p>(+) To be reported with a positive sign.</p>



Prizes	Total winnings received for the bet.  (+) To be reported with a positive sign.
Jackpots	Total amounts contributed to the jackpot(s) and received as prizes from the jackpot(s).  If the total is non-zero, the information shall be broken down for each of the modified jackpots by reporting the information in two fields:  (+) Increase in jackpots due to jackpot contributions.  (-) Decrease in jackpots due to additional prizes provided by jackpots.
BetTicket	Ticket received by the participant once the bet is closed
BetDate	The date and time at which the player places the bet.
Odds	The value of the gaming odds at the time of acceptance by the player  Shall be expressed in decimal format.
CashOut	This is a multiple field, there will be as many entries as there are cash outs on the reported bet.  It is a complex field: <ul style="list-style-type: none"> <li>• CashOutAmount: Amount withdrawn.</li> <li>• CashOutDate: Date and time when the cash out of the bet was requested.</li> </ul>

### Specific fields of the Contest registry (ContestRegistry)

This JUC registry will be used to report the information for each of the contests (COC), one per contest will be generated.

This registry reports all players participating in the contest.

In addition to the common fields these registries shall have the following fields in the Game block:

NumberOfParticipations	Number of participations.
NumberOfWinners	Number of winners.
NumberOfCalls	Number of calls.



PriceMinuteCall	Price of a call per minute.
MaximumCallAmount	Maximum call amount.
CallParticipation	Total amount of the participation paid by players for calls, including premium rate services and any other services.
CallsSTA	Amount of the share of premium rate services corresponding to calls.
SMSNumber	SMS number.
SMSPrice	Price of the SMS. If there are several prices, the maximum price shall be indicated.
SMSParticipation	Total amount of the participation paid by players for SMS, including premium rate services and any other services.
SMSSTA	Amount of the share of premium rate services corresponding to SMS.

And the following specific fields for the Player block. It is a multiple field, all players who have participated in the reported contest will be included:

Participation	Aggregate total of the participations in the contest. (-) To be reported with a negative sign.
ParticipationReturns	Aggregate total of the returns of participations in the contest. (+) To be reported with a positive sign.
Prizes	Aggregate total of prizes in the contest. (+) To be reported with a positive sign.

### Specific fields of the lotteries registry (LotteryRegistry)



This JUC registry will be used to report information for each of the lottery draws (PDM, PHM, PLN, PLP, PEU, PBL, PGP, PLT, PED, PCP, PSO, PTX, PMD, PEJ, PRK, OLN, OLP, OEU, OBL, OGP, OLT, OED, OCP, OSO, OTX, OMD, OEJ, ORK). One will be generated per draw.

Pre-sorted or instant lottery user sessions are excluded from this registry.

This registry reports all players participating in the draw for online games.

For face-to-face games, the aggregated totals of all face-to-face players shall be reported.

In addition to the common fields these registries shall have the following fields in the Game block:

NumberOfTickets	Number of tickets purchased by players in the draw.
-----------------	---

And the following specific fields for the Player block. This is a multiple field. For online games, all players who have participated in the reported draw will be included. For face-to-face games, only a single Player block will be reported with the total values of participation, returns, prizes and jackpots:

Participation	Aggregate total of the participations in the draw. (-) To be reported with a negative sign.
ParticipationReturns	Aggregate total of the returns of participations in the lottery. (+) To be reported with a positive sign.
Prizes	Aggregate total of prizes in the draw. (+) To be reported with a positive sign.
Jackpots	Total amounts contributed to the jackpots and received as prizes from the jackpots per draw and broken down by each jackpot.  If the total is non-zero, the information shall be broken down for each of the modified jackpots by reporting the information in two fields:  (+) Increase in jackpots due to jackpot contributions.  (-) Decrease in jackpots due to additional prizes provided by jackpots.





### Specific fields of the PresortedLotteries registry (PresortedLotteryRegistry)

This JUC registry will be used to report information for each of the pre-sorted or instant lottery game user sessions. One registry will be generated per session.

In addition to the common fields these registries shall have the following fields in the Game block:

NumberOfTickets	Total number of tickets played during the game session.
-----------------	---

And the following specific fields in the Player block:

Session	Information on the parameters and characteristics of the reported session.  This is a multiple field composed of the following fields:
SessionId	Unique identifier of the session in the operator.  In the case of interrupted sessions, both parts of the session will be reported with the same identifier.
SessionStartDate	Date and time of the start of the session.
SessionEndDate	Date and time of the end of the session (for whatever reason the session is closed).
FirstGameStartDate	Date and time of the start of the first game in the session.
LastGameEndDate	Date and time of the end of the last game in the session.
SessionSchedule	Limits set by the player for the session: <ul style="list-style-type: none"><li>• DurationLimit: Maximum time of the session.</li><li>• ExpenseLimit: Maximum losses in euro for the session.</li><li>• ExclusionPeriod: 'Y' if the player has marked an exclusion time from the game after the end of the session.<ul style="list-style-type: none"><li>• ExclusionTime: Mandatory field if ExclusionPeriod='Y'. Indicates the time in days, hours and minutes that the player has</li></ul></li></ul>



	planned to exclude themselves after the end of the session.
SessionComplete	'Y' shall be reported when all session information is being reported.  'N' will be reported when the session has been interrupted and only part of the session is being reported.
NewSession	'Y' shall be reported when a session is being reported for the first time.  'N' shall be reported when the information being sent is part of a previously sent session, namely the closing of an interrupted or incomplete session.
ReasonSessionEnd	The session may be closed because it is closed by the user, because one of the planned closure requirements is met or because of an external problem. The reason for closing is specified in this field.  Detail in the section 'Lists and enumerations'.
Participation	Aggregate total of the participations in the session.  (-) To be reported with a negative sign.
ParticipationReturns	Aggregate total of the returns of the participations in the session.  (+) To be reported with a positive sign.
Prizes	Aggregate total of prizes in the session.  (+) To be reported with a positive sign.
Jackpots	Total amounts contributed to the jackpots and received as prizes from the jackpots per session and broken down by each jackpot.  If the total is non-zero, the information shall be broken down for each of the modified jackpots by reporting the information in two fields:  (+) Increase in jackpots due to jackpot contributions.  (-) Decrease in jackpots due to additional prizes provided by jackpots.



### 3.4.5 Betting adjustment registry

#### Information in betting adjustment registries

Standardised data on adjustments made to bets after the time at which the existence of prizes is determined.

The registry of betting adjustments is referred to as the JUA registry.

#### Obligated operators

The bet adjustment registry must be submitted by any operator who, in possession of the relevant single licence to offer sports, horse racing or other bets, manages any of these bets, either in full or by managing a co-organised betting network.

#### Frequency.

Monthly. If there is no adjustment during the period, the registry will still be generated with empty content.

#### Registry data

The information is broken down for each adjustment:

EventId	Code assigned by the operator to the event. Must match the event code indicated in the corresponding betting registry.
BetTicket	Ticket received by the participant once the bet is closed
PlayerId	Unique identifier of the player on the platform.
AdjustmentDate	Date on which the adjustment occurs.
AdjustmentReason	Description of the reason for the bet adjustment.
AdjustmentAmount	Actual amount to be added to or subtracted from the bet prize already determined.

#### Main checks

- The declared EventId must be defined in the event catalogue registry.
- The BetTicket must have been reported in a game registry (FixedOddsBettingRegistry or PoolBettingRegistry).

### 3.4.6 Events catalogue registry



## Events catalogue information

Standardised data of the events that make up the gaming options offered by the operator. It shall contain all new events or updates on previously reported events on which the operator has marketed bets in the period, regardless of whether these events have ended or not.

The events catalogue registry is called the CEV registry.

## Obligated operators

Operators that market gaming.

## Frequency

- Daily. Information on new events or events edited on that day shall be included daily.
- Monthly. Information on all events reported during the month, both entries and updates, shall be included monthly. If there are several amendments in a month for the same event, the information of the last update will be reported.

## Catalogue data

The description of the registry reporting the events on which bets are placed is detailed below:

EventId	Code assigned by the operator to the event. Must match the event code indicated in the corresponding betting registry.				
EventDescription	Event description				
SpecialEvent	'Y' for events that are not matches, races or competitions. For example: 'Atlético Madrid top scorer'.				
StartDate	Event start date.				
EndDate	End date of the event, or approximate date if unknown at the time of reporting.				
Code SpecifyOtherCode	Event code, based on the list of codes published and updated on the DGOJ website.  If not on this list, the code corresponding to 'Other'=999 shall be used, together with the field SpecifyOtherCode. Example: <table border="1" data-bbox="673 1865 1364 2027"><thead><tr><th>Coding</th><th>Associated sport</th></tr></thead><tbody><tr><td>17</td><td>Football</td></tr></tbody></table>	Coding	Associated sport	17	Football
Coding	Associated sport				
17	Football				



	37	Squash							
	999 OtherCodeSpecify: Sumo	Sumo (not included in the catalogue)							
Competition	Descriptive data indicating the competition to which the event belongs. Examples:								
	<table border="1"> <thead> <tr> <th>Competition</th> <th>Associated sport</th> </tr> </thead> <tbody> <tr> <td>2014 World Championship</td> <td>Formula 1</td> </tr> <tr> <td>UEFA Super Cup</td> <td>Football</td> </tr> </tbody> </table>			Competition	Associated sport	2014 World Championship	Formula 1	UEFA Super Cup	Football
Competition	Associated sport								
2014 World Championship	Formula 1								
UEFA Super Cup	Football								
InternationalCompetition	'Y' for competitions taking place in more than one country, and 'N' for competitions taking place in only one country.								
CompetitionCountry	Country where the competition takes place. For international competitions, the code 00 shall be used. In all other cases, the country code shall be entered using the two-digit codes corresponding to the standard ISO 3166-1 alpha-2.								
SexCompetition	Sex of the competition: <b>Male</b> / <b>Female</b> / <b>Other</b> .								
CompetitionCategory	Category of the competition.  For example: Professional, Amateur, University, Youth, Friendly.								
CompetitionPhase	Optional field, to be filled in if applicable.  Phase, week, time of the competition.  For example: Preview, week 2, qualifying, semi-final.								
Updated	'Y' for events that have been previously reported and are being modified with current information.  'N' for new events.								
EventReleaseDate	Date the event was added to the betting platform. In case of new events it will be a current date, in case of updated events it will be the								



	same date that was reported with the event the first time.
--	--

## Main checks

All events reported in the bets by an event ID shall be included in the corresponding catalogue. Events shall not be duplicated. If a duplicate event is reported, it shall be considered an update to the data of a prior event and therefore shall be indicated by a 'Y' in the Updated field, or it shall be considered an error.

### 3.4.7 Rectifications

When an operator transmits erroneous data, it shall correct the erroneously transmitted data. Correction of errors is hereinafter referred to in this Provision as 'rectification'.

The rectification must in no case permit or imply the deletion of information already in the data warehouse, except in those cases in which the prior and explicit approval of the Directorate General for the Regulation of Gambling has been obtained.

For the rectification of the information, the declaration of the new information shall be used, together with an indication of the previous erroneous information to be replaced.

### 3.4.8 Classifications and standardisations

#### 3.4.8.1 Game type

The game types for the monitoring model (excluding lottery games) are as follows:

- ADC: Fixed odds sports betting
- ADM: Pool sports betting
- ADX: Cross sports betting
- AHC: Fixed odds horse race betting
- AHM: Pool horse race betting
- AOC: Other fixed odds betting
- AOX: Other cross betting
- AZA: Slot Machines
- BLJ: Blackjack
- BNG: Bingo
- COC: Contests
- COM: Complementary games
- POT: Tournament poker
- POC: Cash poker



- PUN: Baccarat
- RLT: Roulette

### 3.4.8.2 Player's status

The player's 'status' is composed of the fields:

- CNJStatus, in which the operator is asked to differentiate between:
  - A: Active. This reflects the status of a player that has been duly identified and verified with documentation.
  - PV: Pending document verification. This reflects the status of a player whose identity has not been duly confirmed by means of a document verification system.
  - S: Suspended. Reflects the status of the player that the operator has chosen to suspend. In this case, the operator must report the reason for the suspension in the field StatusReason, selecting one of the values from the list.
  - C: Cancelled. Reflects the status of the player who has been cancelled. In this case, the operator must report the reason for the cancellation in the field StatusReason, selecting one of the values in the list.
  - CD: Cancelled on account of death. Player who has died.
  - PR: Subjective prohibition. This reflects the status of a player subject to any of the subjective prohibitions established in Article 6 of Law 13/2011 (minors, registered in the RGIAJ, associations, ...)
  - AE: Opt-out. This reflects the status of a player that has voluntarily decided to opt out of the game offered by the operator.
  - O: Others. Other possible player situations not included under the above.
- OperatorStatus, where the operator shall enter the name of the status as it is denominated on its platform.
- StatusReason, if the CNJStatus is Suspended or Cancelled this field should be filled in by selecting the reason why the account has been suspended or cancelled. The field is an enumerated field, the list of available values can be found in the corresponding list in Annex 1.

### 3.4.8.3 Valid NIF and NIE format

For a NIF or NIE format to be valid, it must comply with the following rules:

- They must be filled in with leading zeros until the exact number of digits of the DNI (8) and NIE (7) is reached. For example, in the case of the NIF: 8-digit number followed by a letter (check digit). If it is not an 8-digit number, the number will be completed with zeros to the left until it reaches 8 digits.



- In the case of the NIE, the following exception should be taken into account. When a 10-digit NIE starting with X and followed by a 0 is detected, the first zero after the X should be deleted, leaving a NIE consisting of 9 characters.

For the calculation of the check digit of the NIF/NIE, see the following web page.

<http://www.ordenacionjuego.es/es/calculo-digito-control>

## 4 Technical model

### 4.1 Information structure

#### 4.1.1 Registries

Each piece of information transmitted is called a registry, and technically consists of an information element defined in the XSD of the monitoring data model (hereinafter XSD).

#### 4.1.2 Sub-registries

A sub-registry (sub-division of the registry) is each of the parts, consisting of several XML elements, into which, for technical reasons due to the possible existence of very large registries, the registry can be divided.

#### 4.1.3 Batch

A batch is an XML element defined in the XSD, which has a header information.

- Periodic information (RU, CJ, OP, JUA, CEV): each registry shall be reported in one batch (or in several, if there is fragmentation of the registry into more than 10 sub-registries). It is generated daily and/or monthly, depending on the type of file. The following rule must be complied with: From 10 sub-registries onwards, a new batch must be generated (and one can only be generated when the quota of 10 sub-registries has been included in the previous one). Therefore, only the last batch corresponding to a registry (i.e., the one containing the last sub-registries) can contain a number of sub-registries less than 10. A batch should not contain information relating to different registries. In particular, there must not be rectifications of two different registries in the same batch.
- Real Time Information (JUC): in this case, a batch contains information from one or more registries, each of which corresponds to a bet, tournament, contest, draw or session, depending on the type of game in question. A batch shall be generated when 15 minutes have elapsed since the previous batch was generated or when 500 sub-registries have been created in that batch (whichever is earlier).

A batch represents a file to be stored in the data warehouse.

#### 4.1.4 Batch signature





The batch is an XML element that must be signed with the operator's certificate, or, where applicable, with the certificate of a company duly qualified and authorised by the operator.

The specification for the digital signature of the batches is XAdES-BES version 1.3.2. Within this specification, two signature methods will be accepted and the operator may choose either of them:

- Use the XAdES-BES 1.3.2 'enveloped' signature.
  - In this case the signature shall be embedded within the batch XML itself, as the 'enveloped' format embeds a 'Signature' element within the batch XML.
  - The signed file shall be named 'enveloped.xml'.
- Use the XAdES-BES 1.3.2 signature 'enveloping a manifest' of the batch.
  - The signature of a manifest is specifically designed to optimise the signing process.
  - In this case two documents shall be obtained: the original batch, which shall be named 'batch.xml', and the batch manifest signature, which shall be named 'enveloping.xml'.
  - The enveloping signature of the manifest shall be performed as described in.

<http://www.w3.org/TR/xmlsig-core/#sec-o-Manifest> *and* <http://www.w3.org/TR/xmlsig-core/#def-SignatureEnveloping>.

- The manifest references the 'batch.xml' file via the URI <Reference> and contains the SHA-256 hash of the batch.

If there is a problem with the enveloped signature, depending on the operator's implementation, an attempt may be made to fix it by adding in the batch header the xmlsig namespace and the schemaLocation element with the location of the schema definition as shown in the example below:

```
<Batch xmlns="http://cnjuego.gob.es/sci/v1.0.xsd"
xmlns:ds="http://www.w3.org/2000/09/xmlsig#"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://cnjuego.gob.es/sci/v1.0.xsd
CNJ_Monitorizacion_1.0.xsd http://www.w3.org/2000/09/xmlsig# xmlsig-core-
schema.xsd">
```

#### 4.1.5 Compression and encryption of the batch

The signed batch must be signed and encrypted by generating a ZIP file.



In the case of an 'enveloped' signature, the ZIP file shall contain a single file called 'enveloped.xml'.

In the case of 'enveloping a manifest' signature, the ZIP file shall contain two files, 'batch.xml' and 'enveloping.xml'.

To ensure compatibility of the ZIP format, the format must respect the WinZip extensions over the PKWare specification to introduce AES-256 encryption. Information can be obtained from

[http://www.winzip.com/aes\\_info.htm](http://www.winzip.com/aes_info.htm) and  
<ftp://ftp.info-zip.org/pub/infozip/doc/appnote-iz-latest.zip>

The compression algorithm shall be 'Deflate'.

The encryption algorithm shall be 'AES-256'. The password shall have a length of 50 characters and shall obligatorily contain digits, characters and special characters (such as: #, \$, & or !) and, together with the rest of the keys, their safekeeping shall be the responsibility of the operator.

The result is a signed, compressed and encrypted file that is deposited in the data warehouse file system.

## 4.2 Directory structure

The warehouse shall consist of the following directory structure, also organised by area:

**Level 1:** CNJ

**Level 2:** <OperatorId>. (In case there are several operators in the same warehouse).

**Levels 3, 4, 5 and 6:**

- RU: User registry
  - Daily / Monthly
    - RUD: User registry (per player)
  - Monthly
    - RUT: User registry (totals)
    - RUR: Network user registry (per player)
    - RUG: Winning user registry in games without prior registration (per player)
- CJ: Gaming account
  - Daily / Monthly
    - CJT: Gaming account (totals)
    - CJD: Gaming account (per player)
- OP: Operator
  - Subfolders for each Type of Game (as listed in the 'Type of Game' section)



- OPT: Operator account (totals)
- ORT: Network operator account (totals)
- BOT: Jackpots and live games account (totals)
  
- JU: Game
  - <YYYYMMDD>: Current day
    - SES: OtherGamesRegistry
    - POT: TournamentPokerRegistry
    - RAC: FixedOddsBettingRegistry
    - RAM: PoolBettingRegistry
    - COC: ContestRegistry
    - LOT: LotteryRegistry
    - LOP: PresortedLotteryRegistry
  - Previous
  - Monthly
    - JUA: Betting adjustments
    - CEV: Event Catalogue (monthly)
  - Daily
    - CEV: Event Catalogue (daily)

The names of the folders in the operator's ICS (indicated here by an underline) must match exactly what is specified, using upper and lower case letters as appropriate.

### 4.3 Packaging of game data

Regarding the JU data: Games, the batches for the current day are kept, but the previous days must be grouped in a single file.

Level 4 for Games will have one folder for monthly files, one folder for daily files, one folder for the current day, and one folder for previous days:

- Monthly: To deposit the files with the betting adjustments (JUA) and events catalogue (CEV) of monthly frequency.
- Daily: To store the daily files of event catalogues (CEV)
- YYYYMMDD: For the current day. The gaming registers (JUC) are generated in real time. The current day shall contain all batches/files generated individually.
- Previous: For previous days.

At the end of the day (24:00), the operator shall proceed to pack the entire Games folder of the day that has ended in a ZIP file without compression or encryption. Therefore, this only affects files of type JUC.

This packed file will keep the relative path (the sub-folder structure from YYYYMMDD) and all the batches/files of the day, compressed and encrypted with the corresponding key. There is



a maximum file size of 1 GB for this total Games of the day archive, so if it exceeds the 1 GB threshold, several fragments will be generated.

Eventually, this ZIP file (or several ZIP fragment files) will be moved to the 'Previous' folder and the operator will have to delete the completed Games of the day folder.

## 4.4 File nomenclature

### 4.4.1 RU: User registry

The nomenclature is:

```
<OperatorId>_<WarehouseId>_<Type>_<Subtype>_<Frequency>_<Date>_<BatchId>.zip
```

Values:

- <OperatorId> is the operator ID.
- <WarehouseId> is the warehouse ID.
- <Type> shall be RU.
- <Subtype> shall be: RUT, RUD, RUR, RUG.
- <Periodicidad> [frequency] can be: D (daily) or M (monthly).
- <Date> is the date on which the data is reported (not the date it is written to the warehouse). Daily information shall have the value YYYYMMDD and monthly information shall have the value YYYYMM.
- <BatchId> is the batch identifier.

### 4.4.2 CJ: Gaming account

The nomenclature is:

```
<OperatorId>_<WarehouseId>_<Type>_<Subtype>_<Frequency>_<Date>_<BatchId>.zip
```

Values:

- <OperatorId> is the operator ID.
- <WarehouseId> is the warehouse ID.
- <Type> shall be CJ.
- <Subtype> shall be: CJT, CJD.
- <Periodicidad> [frequency] can be: D (daily) or M (monthly).
- <Date> is the date on which the data is reported (not the date it is written to the warehouse). Daily information shall have the value YYYYMMDD and monthly information shall have the value YYYYMM.
- <BatchId> is the batch identifier.

### 4.4.3 OP: Operator account



The nomenclature is:

<OperatorId>\_<WarehouseId>\_<Type>\_<Subtype>\_<GameType>\_<Frequency>\_<Date>\_<BatchId>.zip

Values:

- <OperatorId> is the operator ID.
- <WarehouseId> is the warehouse ID.
- <Type> shall be OP.
- <Subtype> shall be: OPT, ORT or BOT.
- <GameType> according to the list of game types Game (see section 'Game Type').
- <Frequency> can only be: M (monthly).
- <Date> is the date on which the data is reported (not the date it is written to the warehouse). It shall be in the format YYYYMM.
- <BatchId> is the batch identifier.

#### 4.4.4 JU: Game registry

The current day's files shall have the following nomenclature:

<OperatorId>\_<WarehouseId>\_<Type>\_<Subtype>\_<GameType>\_<Date/Time>\_<BatchId>.zip

Values:

- <OperatorId> is the operator ID.
- <Type> shall be: JU.
- <Subtype> shall be: JUC.
- <GameType> according to the list of registry types (SES, POT, RAC, RAM, COC, LOT or LOP).
- <Date/Time> is the date of the batch, format YYYYMMDDHHMMSS.
- <BatchId> is the batch identifier.

Packaged files for previous days' Games shall have the following nomenclature:

<OperatorId>\_<WarehouseId>\_<Type>\_DAILY\_<Date>.<zip>

Values:

- <OperatorId> is the operator ID.
- <Type> shall be: JU.
- <Date> is the date of the grouped day, format YYYYMMDD.
- <ZIP>: The extension shall be 'zip', but if it is to be fragmented because it exceeds 1 GB, other consecutive extensions shall appear. These will take the form 'zip.00x', where x will be 1 for the first fragment, 2 for the second, and so on.

#### 4.4.5 JUA: Betting adjustments and CEV: Catalogue of events



The nomenclature is:

<OperatorId>\_<WarehouseId>\_<Type>\_<Subtype>\_<Frequency>\_<Date>\_<BatchId>.zip

Values:

- <OperatorId> is the operator ID.
- <WarehouseId> is the warehouse ID.
- <Type> shall be JU.
- <Subtype> shall be: JUA or CEV.
- <Frequency> can only be: D (daily) or M (monthly).
- <Date> is the date on which the data is reported (not the date it is written to the warehouse). Daily information shall have the value YYYYMMDD and monthly information shall have the value YYYYMM.
- <BatchId> is the batch identifier.

## 4.5 General concepts

### 4.5.1 OperatorId

This code is provided by the Directorate General for the Regulation of Gambling in the licensing process and is unique and nominative for each operator.

Whenever reference is made to an operator, the unique OperatorId provided by the Directorate General for the Regulation of Gambling must be indicated.

### 4.5.2 WarehouseId

This code is provided by the Directorate General for the Regulation of Gambling in the licensing process and is unique for each warehouse.

Warehouses which act as secondary replication sites must use the same WarehouseId as the main warehouse.

### 4.5.3 Registry

A registry represents a complete unit of information in a given period that is reported to the warehouse.

A registry is defined by three parameters:

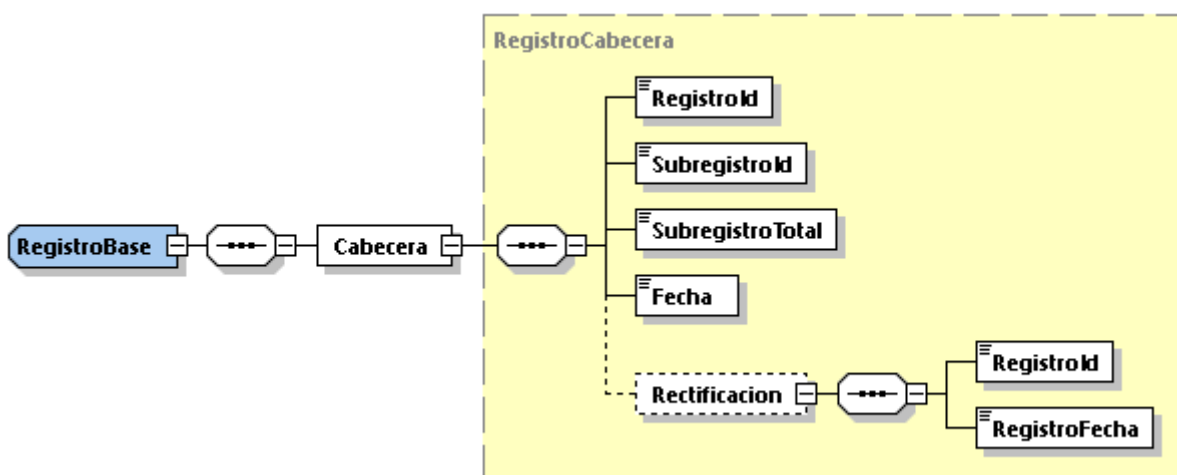
- The type of information: RU, CJ, OP or JU.
- The frequency: Monthly, daily or real time.
- The level of detail: Aggregated and Disaggregated.



For example, a detailed user registry for a day, the aggregated gaming account for a month, or each of the gaming registries at the time its outcome is known.

The registry consists of a common header and specific information for each type of information.

The BaseRegistry is the type from which all registry records are derived. It is an abstract type, which means that it cannot be reported directly. The registries to be reported are derived from the BaseRegistry or from other intermediate abstract types.



RegistroBase	BaseRegistry
Cabecera	Header
RegistroCabecera	RegistryHeader
RegistroId	RegistryId
SubregistroId	SubregistryId
SubregistroTotal	SubregistryTotal
Fecha	Date
Rectificación	Rectification
RegistroId	RegistryId
RegistroFecha	RegistryDate

### Breakdown of a registry into sub-registries:

All registries with a player-level breakdown (RUD, RUR, RUG, CJD and JUC) with a number of players greater than 1 000 must be broken down into sub-registries, with a maximum of 1 000 players each. Before starting a new sub-registry, the 1 000 players of the current sub-registry must be used up.

This same breakdown into sub-registries also applies to the events catalogue (CEV) and the betting adjustments registry (JUA), with 1 000 events per sub-registry for CEV and 1 000 adjustments per sub-registry for JUA.

**Header of the registry (type RegistryHeader):**



RegistryId	This code is generated by the operator. It must be unique within a warehouse and operator.
SubRegistryId / SubregistryTotal	<p>When the registry is not broken down into sub-registries, 1/1 shall be indicated.</p> <p>When the breakdown is performed, e.g., a registry with disaggregated information for 2 325 players, 3 sub-registries shall be generated:</p> <ul style="list-style-type: none"><li>● 1/3: 1 000 players.</li><li>● 2/3: 1 000 players.</li><li>● 3/3: 325 players.</li></ul>
Date	Date/Time when the registry being reported is generated.
Rectification Rectification.RegistryId Rectification.RegistryDate	<p>The template allows the data of a previous registry to be rectified. The rectification completely overrides the referenced registry and a new registry with the correct information must be submitted.</p> <p>The referenced registry must not be deleted from the operator's database.</p> <p>The rectification can only reference a registry from the same warehouse.</p> <p>The RegistryId to be rectified shall be indicated, as well as the date of the referenced registry.</p> <p>If the rectification does not reference any registry, it shall be considered as a duplicate registry and shall be considered as a reporting error.</p>

#### 4.5.4 Rectifications

If the operator detects that the data recorded in a registry is erroneous, it must be rectified.

**Complete replacement** of a previous registry by submitting the new registry. In the creation of the new registry, the 'rectification' fields shall be used to indicate which registry is being replaced. In the replacement, content must be indicated for all fields (not only the modifications).

The replacement must always be generated within the same warehouse.





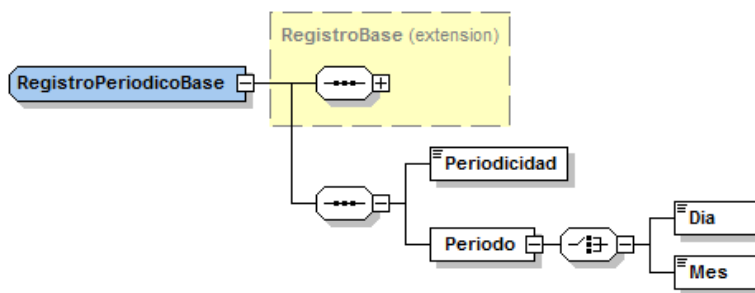
The replaced registry must not be physically deleted. It will be understood as logically cancelled.

The registry for the complete replacement is a new registry with the 'rectification' fields reported.

#### 4.5.5 Periodic registries

Periodic reporting registers are based on types derived from the BaseRegistry, with additional fields to determine the period for which data are reported. These are new abstract types that cannot be submitted directly.

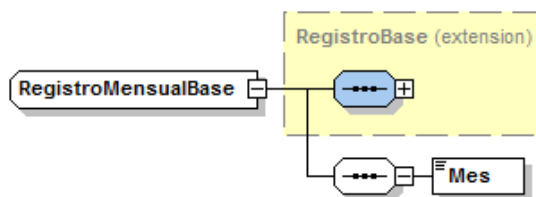
- If the registry is subject to monthly and daily reporting (RUD, CJD, CJT and CEV), the PeriodicBaseRegistry shall be used.



RegistroBase (extension)	BaseRegistry (extension)
RegistroPeriodicoBase	PeriodicBaseRegistry
Periodicidad	Frequency
Periodo	Period
Dia	Day
Mes	Month

Frequency	Daily or Monthly
Day/Month	YYYYMMDD/YYYYMM

- If the registry can only be reported on a monthly basis (RUT, RUR, RUG, OPT, ORT, BOT and JUA), MonthlyBaseRegistry shall be used.



RegistroBase (extension)	BaseRegistry (extension)
RegistroMensualBase	MonthlyBaseRegistry
Mes	Month

Month	YYYYMM
-------	--------

#### 4.5.6 Game registries (JUC)

Casino games: cash poker, bingo, slots, roulette, black jack, baccarat, complementary games and pre-sorted lotteries must be played within the framework of a gaming session.

For reporting purposes, a file of type OtherGamesRegistry shall be generated for each gambling session conducted by each player.

This OtherGamesRegistry will contain the player's information, the session configuration parameters and the aggregated information for each of the game types.

For example, over the course of a day, a player opens two game sessions, in the first they play only bingo, in three bingo games; later they open a second session in which they play two hands of cash poker, 5 spins of roulette and 10 spins of slots.

At the end of each session, a registry of type OtherGamesRegistry shall be reported. In the first registry there shall be a single game block with the aggregate result of the three bingo games. The second registry will have three game blocks, one for the aggregate result of the two cash poker hands, one for the result of the roulette game and one with the aggregate result of the 10 slots spins.

This applies equally to the reporting of pre-sorted lottery play sessions, in this case using the registry type PresortedLotteryRegistry.

The registries that are not bundled into a gaming session and are sent individually with each player's participation are:

- TournamentPokerRegistry
- FixedOddsBettingRegistry
- PoolBettingRegistry
- ContestRegistry
- LotteryRegistry



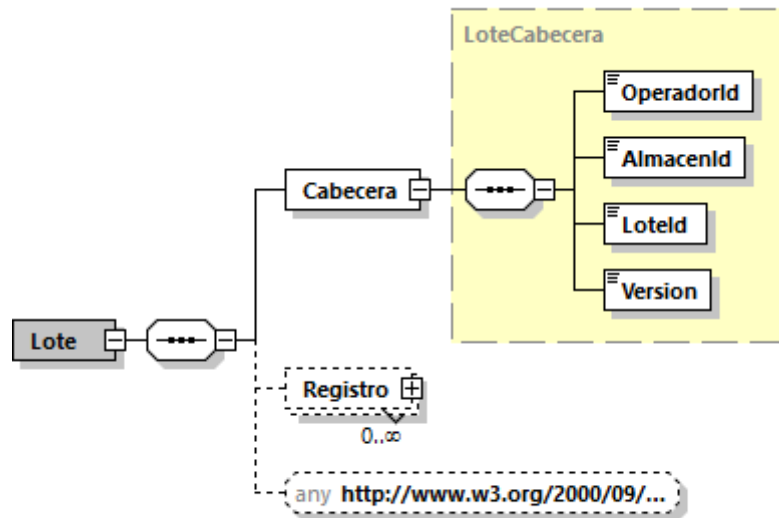
#### 4.5.6.1 Games and Registries

The registries used for each of the game types are shown below.

<i>Game type</i>	<i>Registry type</i>
<b>ADC: Fixed odds sports betting</b>	<i>FixedOddsBettingRegistry</i>
<b>ADM: Pool sports betting</b>	<i>PoolBettingRegistry</i>
<b>ADX: Cross sports betting</b>	<i>PoolBettingRegistry</i>
<b>AHC: Fixed odds horse race betting</b>	<i>FixedOddsBettingRegistry</i>
<b>AHM: Pool horse race betting</b>	<i>PoolBettingRegistry</i>
<b>AOC: Other fixed odds betting</b>	<i>FixedOddsBettingRegistry</i>
<b>AOX: Other pool betting</b>	<i>PoolBettingRegistry</i>
<b>AZA: Slot Machines</b>	<i>OtherGamesRegistry</i>
<b>BLJ: Blackjack</b>	<i>OtherGamesRegistry</i>
<b>BNG: Bingo</b>	<i>OtherGamesRegistry</i>
<b>COC: Contests</b>	<i>ContestRegistry</i>
<b>COM: Complementary games</b>	<i>OtherGamesRegistry</i>
<b>Lotteries</b>	<i>LotteryRegistry, PresortedLotteryRegistry</i>
<b>POT: Tournament poker</b>	<i>TournamentPokerRegistry</i>
<b>POC: Cash poker</b>	<i>OtherGamesRegistry</i>
<b>PUN: Baccarat</b>	<i>OtherGamesRegistry</i>
<b>RLT: Roulette</b>	<i>OtherGamesRegistry</i>

#### 4.5.7 Batch

A batch is used to group registries (it would be unmanageable to have a file for each registry generated, in the case of JUs), but also to fragment them (in cases where the records are very large, e.g., RU or CJs).



Lote	Batch
Cabecera	Header
Registro	Registry
LoteCabecera	BatchHeader
OperadorId	OperatorId
AlmacenId	WarehouseId
LotId	BatchId
Version	Version

<p>any  <a href="http://www.w3.org/2000/09/xmlsig#">"http://www.w3.org/2000/09/xmlsig#"</a></p>	<p>Optional element linked to the XMLDSig namespace that allows the XSD to also be used for batch syntax validation after the enveloped signature.</p>
<p><b>Batch header (type BatchHeader):</b></p>	
<p>OperatorId</p>	<p>Operator code.</p>
<p>WarehouseId</p>	<p>Warehouse code.</p>
<p>BatchId</p>	<p>This code is generated by the operator. It must be unique within a warehouse and operator.</p>
<p>Version</p>	<p>The version of the data model to which a file belongs shall be indicated in a label in the XSD</p>



	at the header level of each batch.
--	------------------------------------

#### 4.5.8 Frequency and fragmentation

Batches shall be generated according to the following rules:

- Periodical information (RU, CJ, OP, JUA, CEV): each registry shall be in one batch (or several if there is fragmentation of the registry into sub-registries). It is generated daily and/or monthly, depending on the type of file. The following rule must be complied with: From 10 sub-registries onwards, a new batch must be generated (and one can only be generated when the quota of 10 sub-registries has been included in the previous one). Therefore, only the last batch corresponding to a registry (i.e., the one containing the last sub-registries) can contain a number of sub-registries less than 10. A batch should not contain information relating to different registries. In particular, there must not be rectifications of two different registries in the same batch.
- Real-time information (JUC): in this case, a batch contains information from one or more registries, each of which corresponds to a set of games of the same type during a session, a bet, a tournament, a contest or a draw, depending on the type of game in question. A batch shall be generated when 15 minutes have elapsed since the previous batch was generated or when 500 sub-registries have been created in that batch (whichever is earlier).

#### 4.5.9 Free movement types

The operator must account for all movements that cause variations in the player's balance. The predefined movement types, such as 'deposits', 'withdrawals', 'participation' and 'prizes', do not accommodate all possible types of movements that may have an impact on the player's balance.

The 'Concept' element of the 'Other' field is free and allows the operator to extend the model by defining proprietary types of transaction when there is no correspondence with one of the predefined transaction types.

In any case, the operator should preferably use the predefined element if available.

The Directorate General for the Regulation of Gambling reserves the right to define any other concept of mandatory use.

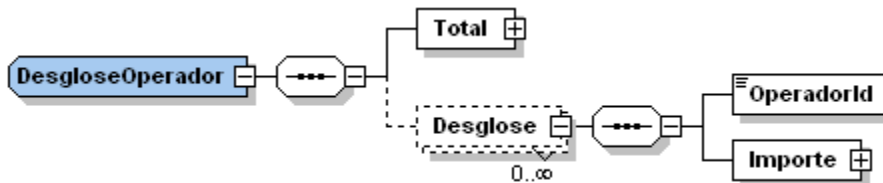
#### 4.5.10 Breakdowns that are repeated several times



Several data types representing breakdowns are created to facilitate the maintenance of the model.

### OperatorBreakdown

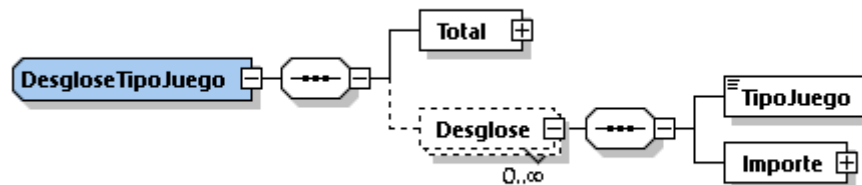
Total amount and breakdown by operator.



DesgloseOperator	OperatorBreakdown
Total	Total
Desglose	Breakdown
OperatorId	OperatorId
Importe	Amount

### GameTypeBreakdown

Total amount and breakdown by type of game.

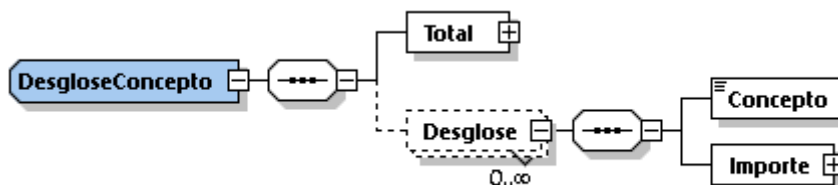


Desglose TipoJuego	GameTypeBreakdown
Total	Total
Desglose	Breakdown
TipoJuego	GameType
Importe	Amount



## ConceptBreakdown

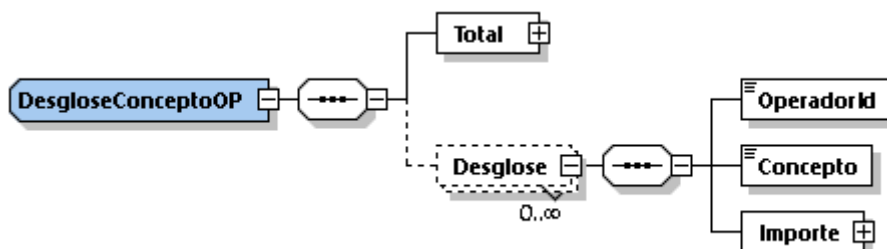
Total amount and breakdown by concept.



DesgloseConcepto	ConceptBreakdown
Total	Total
Desglose	Breakdown
Concepto	Concept
Importe	Amount

## ConceptOPBreakdown

Total amount and breakdown by operator and concept.

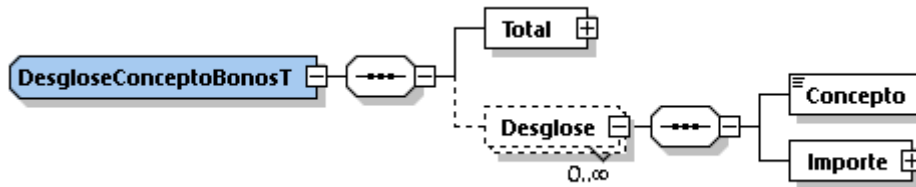


DesgloseConceptoOP	ConceptOPBreakdown
Total	Total
Desglose	Breakdown
OperadorID	OperatorID
Concepto	Concept
Importe	Amount



### BonusConceptBreakdownT

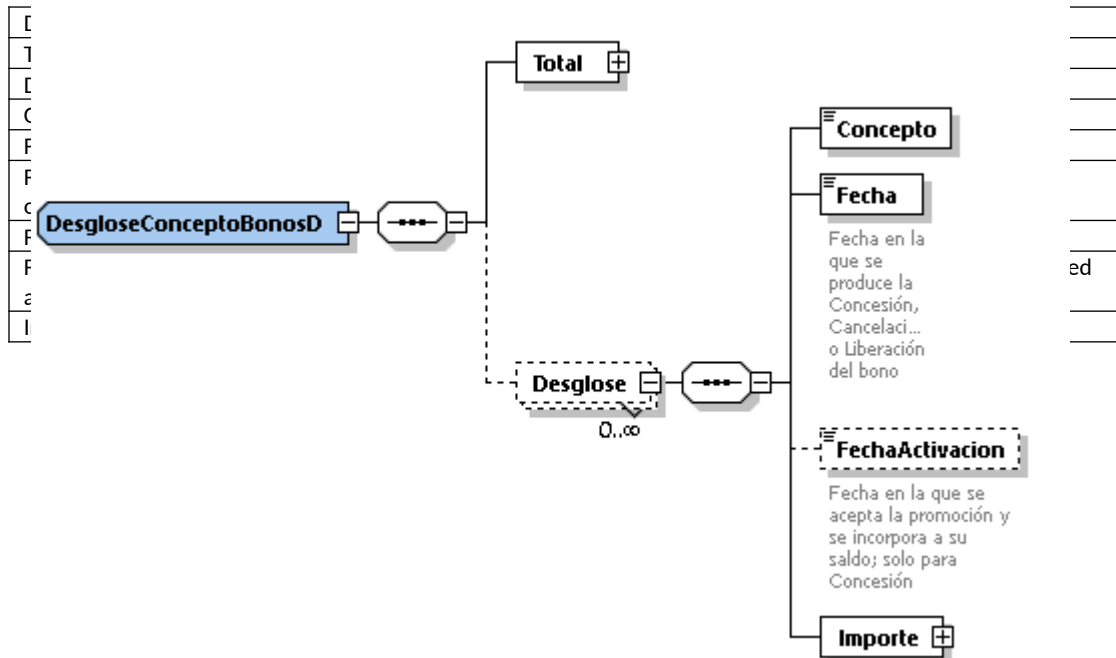
Total amount and breakdown by bonus concept (CONCESSION, RELEASE AND CANCELLATION) aggregated.



DesgloseConceptoBonosT	BonusConceptBreakdownT
Total	Total
Desglose	Breakdown
Concepto	Concept
Importe	Amount

### BonusConceptBreakdownD

Total amount and breakdown by bonus concept (CONCESSION, RELEASE AND CANCELLATION) with detail.

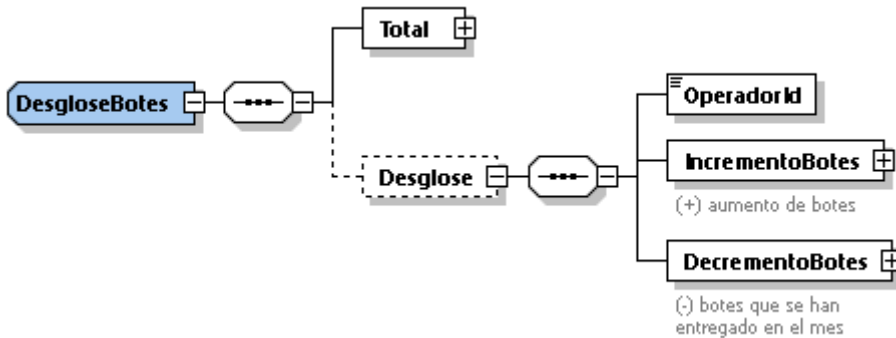






## JackpotsBreakdown

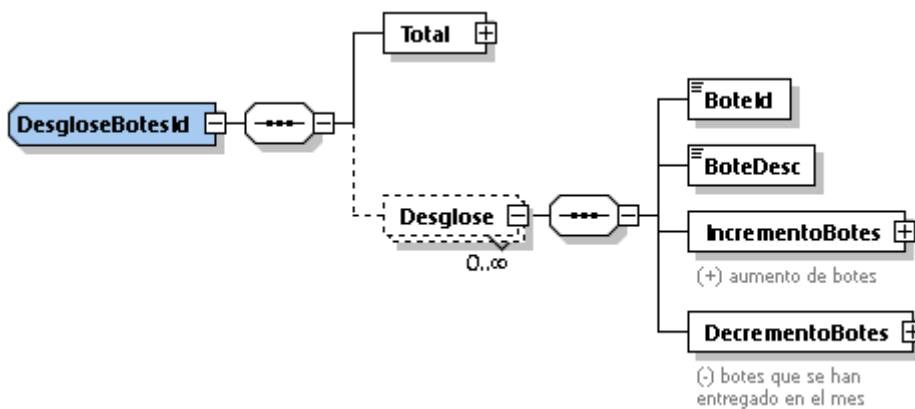
Total amount and breakdown by operator.



DesgloseBotes	JackpotsBreakdown
Total	Total
Desglose	Breakdown
OperadorId	OperatorId
IncrementoBotes	JackpotsIncrement
(+) aumento de botes	(+) increase in jackpots
DecrementoBotes	JackpotsDecrement
(-) botes que se han entregado en el mes	(-) jackpots that have been delivered in the month

## JackpotsIdBreakdown

Total amount and breakdown per jackpot.



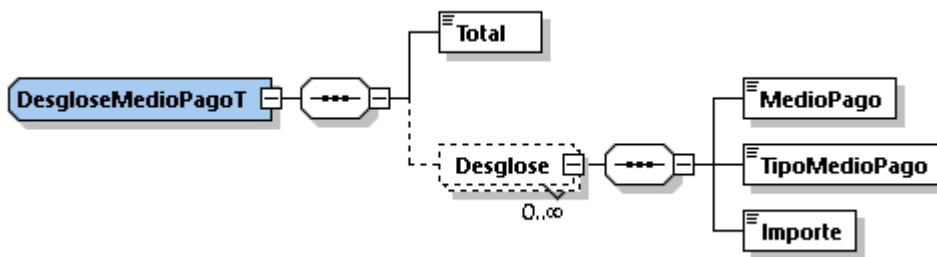
DesgloseBotesId	JackpotsIdBreakdown
Total	Total
Desglose	Breakdown



Boteld	JackpotId
BoteDesc	JackpotDesc
IncrementoBotes	JackpotsIncrement
(+) aumento de botes	(+) increase in jackpots
DecrementoBotes	JackpotsDecrement
(-) botes que se han entregado en el mes	(-) jackpots that have been delivered in the month

### PaymentMethodTBreakdown

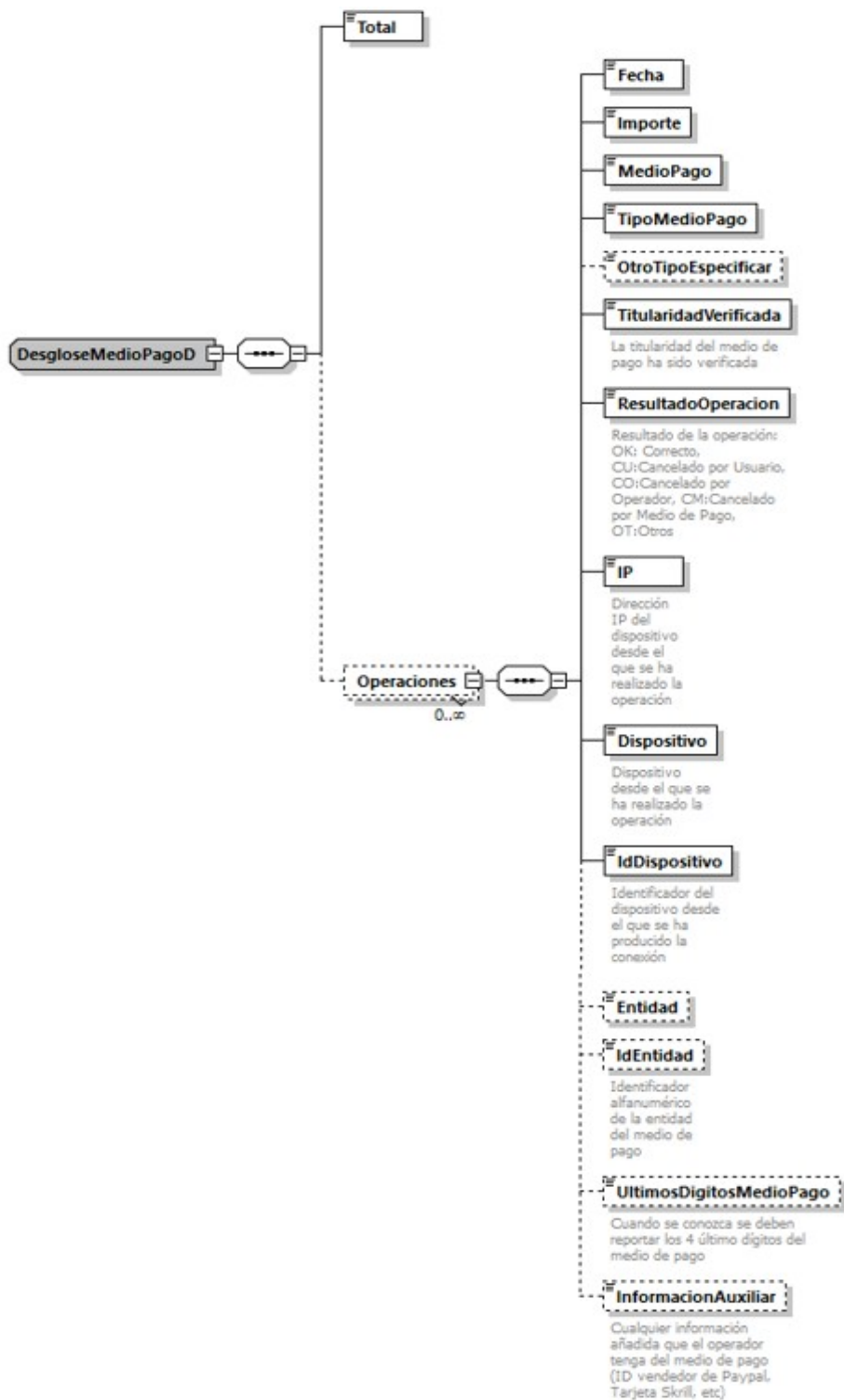
Total amount and breakdown by means and type of payment, aggregated.



DesgloseMedioPagoT	PaymentMethodTBreakdown
Total	Total
Desglose	Breakdown
MedioPago	PaymentMethod
TipoMedioPago	PaymentMethodType
Importe	Amount

### PaymentMethodDBreakdown

Total amount and breakdown of each individual cash deposit or withdrawal transaction.



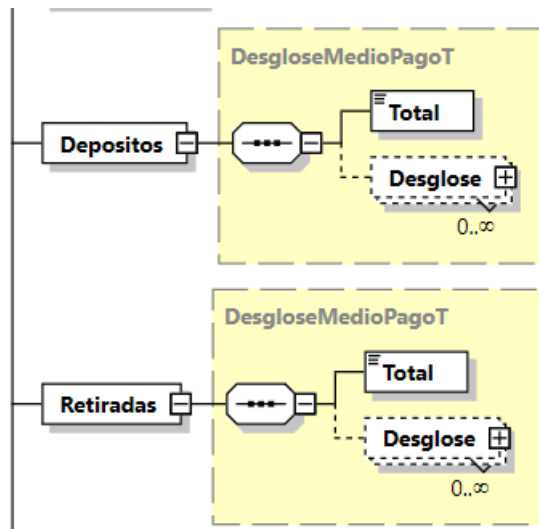


DesgloseMedioPagoD	PaymentMethodDBreakdown
Total	Total
Operaciones	Operations
Fecha	Date
Importe	Amount
MedioPago	PaymentMethod
TipoMedioPago	PaymentMethodType
OtroTipoEspecificar	OtherTypeSpecify
TitularidadVerificada	OwnershipVerified
La titularidad del medio de pago ha sido verificada	The ownership of the means of payment has been verified.
ResultadoOperacion	OperationResult
Resultado de la operación: OK: Correcto, CU:Cancelado por Usuario, CO:Cancelado por Operador, CM:Cancelado por Medio de Pago, OT:Otros	Operation outcome OK: Correct, CU:Cancelled by user, CO:Cancelled by operator, CM: Cancelled by payment method, OT:Other
IP	IP
Dirección IP del dispositivo desde el que se ha realizado la operación	IP address of the device from which the operation was performed
Dispositivo	Device
Dispositivo desde el que se ha realizado la operación	Device from which the operation was performed
IdDispositivo	DeviceId
Identificador del dispositivo desde el que se ha producido la conexión	Identifier of the device from which the connection was made.
Entidad	Entity
IdEntidad	EntityId
Identificador alfanumérico de la entidad del medio de pago	Alphanumeric identifier of the entity of the payment method
UltimosDigitosMedioPago	LastDigitsPaymentMethod
Cuando se conozca se deben reportar los 4 últimos dígitos del medio de pago	When known, the last 4 digits of the means of payment must be reported.
InformacionAuxiliar	AuxiliaryInformation
Cualquier información añadida que el operador tenga del medio de pago (ID vendedor de Paypal, Tarjeta Skrill, etc)	Any additional information that the operator has about the payment method (Paypal merchant ID, Skrill card, etc.).

#### 4.5.11 On empty economic fields in files

##### 4.5.11.1 Mandatory Fields

No mandatory field can remain empty or undefined because it will result in an error of non-compliance with the grammar. This happens for example with the elements 'Total' in 'Deposits' and 'Withdrawals'. For these elements, values are expected even if there are no Deposits or Withdrawals because the XSD marks them as mandatory. In these cases they are set to 0.



Depositos	Deposits
DesgloseMedioPagoT	PaymentMethodTBreakdown
Total	Total
Desglose	Breakdown
Retiradas	Withdrawals

**Example:** Correct form of a No Deposit Player

```
<Deposits>
  <Total>0</Total>
</Deposits>
```

**Example:** Incorrect form of a No Deposit Player

<pre>&lt;Deposits&gt;   &lt;Total&gt;&lt;/Total&gt; &lt;/Deposits&gt;</pre>	<pre>&lt;Deposits&gt;   &lt;Total/&gt; &lt;/Deposits&gt;</pre>	<pre>&lt;Deposits&gt; &lt;/Deposits&gt;</pre>
---	--	---

#### 4.5.11.2 Optional Fields

For other elements, where the xsd definition allows 0 occurrences, fields can be left undefined (empty) or filled with 0.

'Line' in participation would be an example of such a field. For a player with no participation (0 euro participation) any of the following options is correct:

Option 1a) 'Lines not defined'	Option 2) 'Lines has 0 amount'
--------------------------------	--------------------------------



<pre>&lt;Participation&gt;   &lt;Total/&gt; &lt;/Participation&gt;</pre>	<pre>&lt;Participation&gt;   &lt;Total&gt;     &lt;Line&gt;       &lt;Quantity&gt;0.00&lt;/Quantity&gt;       &lt;Unit&gt;EUR&lt;/Unit&gt;     &lt;/Line&gt;   &lt;/Total&gt;   &lt;Breakdown&gt;     &lt;OperatorId&gt;1234&lt;/OperatorId&gt;     &lt;GameType&gt;POC&lt;/GameType&gt;     &lt;Amount&gt;       &lt;Line&gt;          &lt;Quantity&gt;0.00&lt;/Quantity&gt;           &lt;Unit&gt;EUR&lt;/Unit&gt;         &lt;/Line&gt;       &lt;/Amount&gt;     &lt;/Breakdown&gt;   &lt;Breakdown&gt;     &lt;OperatorId&gt;1234&lt;/OperatorId&gt;     &lt;GameType&gt;BNG&lt;/GameType&gt;     &lt;Amount&gt;       &lt;Line&gt;          &lt;Quantity&gt;0.00&lt;/Quantity&gt;           &lt;Unit&gt;EUR&lt;/Unit&gt;         &lt;/Line&gt;       &lt;/Amount&gt;     &lt;/Breakdown&gt;   &lt;/Participation&gt;</pre>
Option 1b) 'Lines not defined'	
<pre>&lt;Participation&gt;    &lt;Total&gt;&lt;/Total&gt; &lt;/Participation&gt;</pre>	



## 1. Annexes

### 1.1 Lists and enumerations

#### ChangeInData: Change in data (RUD)

Value	Description
Y	There has been a change to any of the player's registry data in the reported file.
N	There has been no change to the player's data.
A	Registration of a new player.
B	Player de-registration, to be reported as such in the monthly RUD prior to de-registration. The reporting time as set out in the various regulations will apply.

#### BonusConcept: Bonus concept (CJD, CJT, CJR)

Value	Description
CONCESSION	Bonuses granted.
CANCELLATION	Bonuses cancelled.
RELEASE	Released bonuses, two lines will be reported, one (+) with the vouchers released and one (-) with the euro that have been generated in the release.

#### OPTConcept: Operator account adjustments (OPT, ORT)

Value	Description
APA	Participation adjustments.
APR	Prize adjustments.
BON	Bonuses.
OVL	Overlay.
ADD	Added.
OTR	Others.



**CNJStatus: CNJ Status (RUD, RUR, RUT) (more detail in 3.5.7.2)**

Value	Description
A	Active.
PV	To be verified.
S	Suspended.
C	Cancelled.
CD	Cancelled on account of death.
PR	Forbidden.
AE	Opt-out.
O	Others.

**CodeList: List of Supported Event Codes (CEVs)**

Value	Description	Comments
1	Athletics	Athletics
2	Automotive	Formula 1, Rallying, Motorsports, Karting
3	Badminton	
4	Basketball	Basketball
5	Handball	Handball
6	Baseball	Baseball
7	Biathlon, triathlon, others	Triathlon
8	Billiards	
9	Boxing	Boxing
10	Cycling	Cycling
11	Cyclocross	Cyclocross or BMX racing
12	Cricket	Cricket
13	Darts	Darts
14	Winter sports	Skating, skiing, tobogganing, snowboarding, ski jumping, cross-country skiing or ski touring
15	Horse racing	Use for AHC and AHM betting licences
16	Fencing	
17	Football	Football, soccer
18	American football	American football
19	Australian rules football	
20	Indoor football	Futsal
21	Gymnastics	Rhythmic and artistic gymnastics





22	Golf	
23	Weight-lifting	
24	Ice hockey	Ice hockey, short hockey
25	Hockey	Field hockey, indoor hockey, ball hockey
26	Roller hockey	
27	Judo	
28	Wrestling	
29	Motorcycling	Motorcycling, Speedway
30	Swimming	
31	Padel tennis	
32	Skating	
33	Pelota	Cesta punta, pala, remonte, pelota mano, frontenis, sare, jai alai, pelota or pilota Valenciana
34	Rowing	
35	Rugby	
36	Snooker	Snooker & pool
37	Squash	
38	Taekwondo	
39	Tennis	Tennis
40	Table tennis	Table Tennis
41	Archery	
42	Shooting	Shooting
43	Sailing	Sailing
44	Volleyball	Volleyball
45	Beach volleyball	Beach volleyball
46	Water polo	
47	Chess	Chess
48	Diving	Free diving, scuba diving, diving
49	Fistball	Fistball
50	Beach handball	
51	Bowls	Bowls, lawn bowls, indoor bowls
52	Bowling	Ten-pin bowling
53	Curling	
54	Combat Sports	Lucha Canaria, traditional wrestling
55	Gaelic sports	
56	Basque Sports	Herri Kirolak
57	Floorball	Unihockey, street hockey, ball hockey, floor hockey
58	Indoor football	Showbol, futbito, 5-a-side football or fast football, mini-football, indoor soccer
59	Beach football	Beach football, beach soccer
60	Lacrosse	
61	Netball	
62	Petanque, French boules	
63	Canoeing	Kayaking, canoeing
64	Schwingen, Swiss wrestling	



65	Softball	
66	Surfing	
67	Bandy	Ice hockey with ball
68	MMA-Mixed Martial Arts	UFC/MMA, UFC International Mixed Martial Arts, Thai Boxing or MuaiThai, Prodal, Tomoi, Lethwei, Muay Lao, Muay Boran, Kickboxing
69	Indoor bowling	Indoor bowls
70	Pesapallo	Finnish baseball, Ykkospesis
71	Wrestling	WWE
72	Sumo	
73	Sepak takraw	
74	Polo	
75	Equestrian show jumping	Show jumping, stadium jumping, open jumping, Spanish equestrian fixtures
76	Hurling	
77	Sport fishing	Fishing, angling
78	Kabbadi	Indoor kabbadi, circle kabbadi, beach kabbadi
79	Multisport events	Winter Olympics, Summer Olympics, Mediterranean Games, Asian Games
80	Basketball 3x3	Basketball 3x3
81	Climbing	Climbing
82	Karate	Karate
83	Cornhole	
84	Pickleball	
901	e-Sports	Belongs to the AOC licence
902	Greyhounds	Belongs to the AOC licence
998	Other betting	Use for AOC and AOX betting licences
999	(OtherSportSpecify)	

**StatusReason: Reason for which the player's account has been Suspended or Cancelled (RUD)**

Value	Description
Request	Account terminated at player's request.  Account suspension at the player's request will not be reported as a Suspension but as a Self-Exclusion.
Inactivity	Account suspended or terminated due to inactivity.
ResponsibleGame	Account suspended or terminated due to responsible gambling measures.
FraudIdPayments	Account suspended or terminated for indications or confirmation of fraudulent activity by the player; includes impersonation, misuse of payment methods, unjustified origin of funds, suspicion of sports rigging,



	insider trading, due to an alert received.
FraudTechnology	Account suspended or terminated for the use of unauthorised technologies, including the use of bots, Artificial Intelligence, VPNs for improper purposes and any other technology that is not considered lawful.
FraudCollusion	Account suspended or terminated for suspected or confirmed collusion or malpractice by the player in collusion with other players.
TandC	Account suspended or terminated for violation or breach of the Terms and Conditions of the contract between the player and the operator.
Other	Use this value in case the account has been suspended or terminated for a reason other than those listed above.

**ReasonSessionEnd: Reason why the session has been closed (OtherGamesRegistry, PreselectedLotteryRegistry)**

Value	Description
User	Session voluntarily closed by the user.
Limit	Session closed when one of the limits configured for the session is reached.
Connection	Session closed when the connection to the user's device is lost.

**CountryISO: Countries and territories according to the 2-character ISO code (RUD, RUG, CEV). (ISO 3166 codes)**

Country Code	Denomination
00	Code to be used when the country is unknown or the country is not in the code list.
AD	Andorra
AE	United Arab Emirates
AF	Afghanistan
AG	Antigua and Barbuda.
AI	Anguilla
AL	Albania



AM	Armenia
AO	Angola
AQ	Antarctica
AR	Argentina
AS	American Samoa
AT	Austria
AU	Australia
AW	Aruba
AX	Åland Islands
AZ	Azerbaijan
BA	Bosnia and Herzegovina
BB	Barbados
BD	Bangladesh
BE	Belgium
BF	Burkina Faso
BG	Bulgaria
BH	Bahrain
BI	Burundi
BJ	Benin
BL	San Bartolomé
BM	Bermuda
BN	Brunei
BO	Bolivia
BQ	Bonaire, St. Eustatius and Saba
BR	Brazil
BS	Bahamas



BT	Bhutan
BV	Bouvet Island
BW	Botswana
BY	Belarus
BZ	Belize
CA	Canada
CC	The Cocos (Keeling) Islands
CD	The Democratic Republic of the Congo
CF	Central African Republic
CG	The Republic of the Congo
CH	Switzerland
CI	Côte d'Ivoire
CK	Cook Islands
CL	Chile
CM	Cameroon
CN	China
CO	Columbia
CR	Costa Rica
CU	Cuba
CV	Cape Verde
CW	Curaçao
CX	Christmas Island
CY	Cyprus
CZ	Czechia
DE	Germany



DJ	Djibouti
DK	Denmark
DM	Dominica
DO	Dominican Republic
DZ	Algeria
EC	Ecuador
EE	Estonia
EG	Egypt
EH	Western Sahara
ER	Eritrea
ES	Spain
ET	Ethiopia
FI	Finland
FJ	Fiji
FK	Falkland Islands
FM	Micronesia
FO	Faroe Islands
FR	France
GA	Gabon
GB	United Kingdom
GD	Grenada
GE	Georgia
GF	French Guiana
GG	Guernsey
GH	Ghana



GI	Gibraltar
GL	Greenland
GM	The Gambia
GN	Guinea
GP	Guadeloupe
GQ	Equatorial Guinea
GR	Greece
GS	South Georgia and the South Sandwich Islands
GT	Guatemala
GU	Guam
GW	Guinea Bissau
GY	Guyana
HK	Hong Kong
HM	Heard Island and McDonald Islands
HN	Honduras
HR	Croatia
HT	Haiti
HU	Hungary
ID	Indonesia
IE	Ireland
IL	Israel
IM	Isle of Man
IN	India
IO	British Indian Ocean Territory
IQ	Iraq



IR	Iran
IS	Iceland
IT	Italy
JE	Jersey
JM	Jamaica
JO	Jordan
JP	Japan
KE	Kenya
KG	Kyrgyzstan
KH	Cambodia
KI	Kiribati
KM	Comoros
KN	Saint Kitts and Nevis
KP	North Korea (Democratic People's Republic of Korea)
KR	South Korea (Republic of Korea)
KW	Kuwait
KY	Cayman Islands
KZ	Kazakhstan
LA	Laos
LB	Lebanon
LC	Saint Lucia
LI	Liechtenstein
LK	Sri Lanka
LR	Liberia
LD	Lesotho





LT	Lithuania
LU	Luxembourg
LV	Latvia
LY	Libya
MA	Morocco
MC	Monaco
MD	Moldova
ME	Montenegro
MF	Saint Martin (French part)
MG	Madagascar
MH	Marshall Islands
MK	North Macedonia
ML	Mali
MM	Myanmar
MN	Mongolia
MO	Macau
MP	Northern Mariana Islands
MQ	Martinique
MR	Mauritania
MS	Montserrat
MT	Malta
MU	Mauritius
MV	Maldives
MW	Malawi
MX	Mexico



MY	Malaysia
MZ	Mozambique
NA	Namibia
NC	New Caledonia
NE	Niger
NF	Norfolk Island
NG	Nigeria
NI	Nicaragua
NL	Netherlands
NO	Norway
NP	Nepal
NR	Nauru
NU	Niue
NZ	New Zealand
OM	Oman
PA	Panama
PE	Peru
PF	French Polynesia
PG	Papua New Guinea
PH	Philippines
PK	Pakistan
PL	Poland
PM	Saint Pierre and Miquelon
PN	Pitcairn Islands
PR	Puerto Rico



PS	State of Palestine
PT	Portugal
PW	Palau
PY	Paraguay
QA	Qatar
RE	Réunion
RO	Romania
RS	Serbia
RU	Russia
RW	Rwanda
SA	Saudi Arabia
SB	Solomon Islands
SC	Seychelles
SD	Sudan
SE	Sweden
SG	Singapore
SH	Saint Helena, Ascension and Tristan da Cunha
SI	Slovenia
SJ	Svalbard and Jan Mayen
SK	Slovakia
SL	Sierra Leone
SM	San Marino
SN	Senegal
SO	Somalia
SR	Suriname



SS	South Sudan
ST	São Tomé and Príncipe
SV	El Salvador
SX	Sint Maarten (Dutch part)
SY	Syria
SZ	Eswatini (previously Swaziland)
TC	Turks and Caicos Islands
TD	Chad
TF	French Southern and Antarctic Lands
TG	Togo
TH	Thailand
TJ	Tajikistan
TK	Tokelau
TL	Timor-Leste (previously East Timor)
TM	Turkmenistan
TN	Tunisia
TO	Tonga
TR	Türkiye (previously Turkey)
TT	Trinidad and Tobago
TV	Tuvalu
TW	Taiwan
TZ	Tanzania
UA	Ukraine
UG	Uganda
UM	United States Minor Outlying Islands



US	United States
UY	Uruguay
UZ	Uzbekistan
VA	Vatican City (The Holy See)
VC	Saint Vincent and the Grenadines
VE	Venezuela
VG	British Virgin Islands
VI	U.S. Virgin Islands
VN	Vietnam
VU	Vanuatu
WF	Wallis and Futuna
WS	Samoa
YE	Yemen
YT	Mayotte
ZA	South Africa
ZM	Zambia
ZW	Zimbabwe

**PlayerProfile: Special player profile according to RD of safe play (RUD)**

Value	Description
PrivilegedCustomer	Privileged customer.
IntensivePlayer	Intensive player.
YoungParticipant	Young participant (between 18 and 25 years old).
BehaviourRisk	Player with risky behaviour.
Other	Others.



**LimitPeriod: Period to which the player's limit (RUD) applies.**

Value	Description
Daily	Daily limit (from 00:00 to 23:59:59).
Weekly	Weekly limit (from Monday to Sunday).
Monthly	Monthly limit (from the first to the last day of the month).

**Sex: Player Sex (RUD, RUR)**

Value	Description
M	Male.
F	Female.

**CompetitionSex: Sex to which the sport competition belongs (CEV)**

Value	Description
M	Men's competition.
F	Women's competition.
O	Other, for mixed or unknown competitions.

**BetType: Type of bet placed (FixedOddsBettingRegistry, PoolBettingRegistry).**

Value	Description
Single	Bet on a single event and a single market.
Multiple	Bet on a single event and several markets.
Combined	Bet on several events.
Xy	Xy type bet.
Trixie	Trixie type bet.
Patent	Patent type bet.
Yankee	Yankee type bet.



Lucky15	Lucky15 type bet.
Lucky31	Lucky31 type bet.
Lucky63	Lucky63 type bet.
Heinz	Heinz type bet.
SuperHeinz	SuperHeinz type bet.
Goliath	Goliath type bet.
Other	Bet of a different type than those listed above.

**DeviceType: Player's device type (CJD, RUD, TournamentPokerRegistry, FixedOddsBettingRegistry, PoolBettingRegistry, PresortedLotteryRegistry).**

Value	Description
MO	Mobile phone.
PC	Personal computer.
TB	Tablet.
TF	Fixed terminal.
OT	Any other not included in the above.

**TypeDocument: Type of document provided by the non-resident player (RUD, RUG)**

Value	Description
ID	Identity document.
SS	Social security card.
PA	Passport.
DL	Driver's licence.
OT	Another not included in the above.

**GameType: Type of game (all records)**



Value	Description
ADC	Fixed odds sports betting.
AHC	Fixed odds horse race betting.
AOC	Other fixed odds betting.
ADM	Pool sports betting.
AHM	Pool horse race betting.
ADX	Cross sports betting.
AOX	Other cross betting.
POC	Cash poker.
POT	Tournament poker.
BNG	Bingo.
BLJ	Blackjack.
AZA	Slots.
RLT	Roulette.
PUN	Baccarat.
COM	Complementary games.
COC	Contests.
LOT	Lottery games, including the codes of operators with reserved games: PDM, PHM, PLN, PLP, PEU, PBL, PGP, PLT, PED, OLN, OLP, OEU, OBL, OGP, OLT, OED, OCP, PCP, OSO, PSO, OTX, PTX, OMD, PMD, OEJ, PEJ, ORK, PRK

#### LimitType: Type of limit (RUD)

Value	Description
Deposit	Limits to the deposit made by the player in the period. The reporting of this type of limit is mandatory, the others are optional if the operator provides for them.
Participation	Limit on total participation in the period.
Spending	Limit on total spend in the period.
Time	Limit on playing time in the period.





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### PaymentMethodType: List of supported payment method codes (CJD)

Value	Description	Comments
1	Cash	Includes payments made at the cashier with a Hal Cash-type password and those made on-site.
2	Prepaid	Includes Paysafecard, Moneytopay, Neosurf, Astropay, Ecopayz, eCash, A-Bon and others.
3	Bank Transfer	Wire transfer, Sofort, Interac, GC_Wire.
4	Credit card	ApplePay and GarminPay should be reported as the type of card (debit or credit) they are associated with.
5	Debit card	ApplePay and GarminPay should be reported as the type of card (debit or credit) they are associated with.
6	Electronic wallet	Includes services such as Paypal, Skrill, Neteller, MoneyBookers, ClicktoPay, QuickCash, ClickandBuy, Instadebit, Yandexmoney, Adyenhosted, Trustly, Payvision, InovaPay, MuchBetter, TrueLayer, Pay4Fun, RapidTransfer, LeoBank, WorldPay or AirCash.
7	Cheque	representment.
8	Premium SMS	
9	Postal order	
10	Treasury services	
11	Payment by communications network operator	
12	Premium calling	
13	Card (generic)	Only to be used if it is not known whether the card is a debit or credit card.
14	Fixed terminal	
15	Instant payment	Instant payment systems such as Bizum or PIX.
99	(OtherTypeSpecify)	

### RegistryType: Types of JUC registry

Value	Description
OtherGamesRegistry	Includes games of type: POC, BNG, RLT, AZA, BLJ, COM and PUN.
TournamentPokerRegistry	For the POT game type.
FixedOddsBettingRegistry	Includes the betting games: ADC, AHC, AOC.
PoolBettingRegistry	Includes the betting games: ADM, AHM, ADX and AOX.



ContestRegistry	Includes the COC game type.
LotteryRegistry	includes the games of operators with reserved games: PDM, PHM, PLN, PLP, PEU, PBL, PGP, PLT, PED, OLN, OLP, OEU, OBL, OGP, OLT, OED, OCP, PCP, OSO, PSO, OTX, PTX, OMD, PMD, OEJ, PEJ, ORK, PRK.

**ResultType: Result of the deposit or withdrawal transaction (CJD)**

Value	Description
OK	Correct.
CU	Cancelled by the user.
CO	Cancelled by the operator.
CM	Cancelled by the payment gateway.
OT	Any other not included above.

**DocumentVerificationType: Type of player's documentary verification performed (RUD)**

Value	Description
DOC	Photo of the document.
SLF	Photo of the player with the document.
SLFV	Verified selfie: Photo of the player with the document and something provided by the operator (e.g., a code).
DOM	Direct debit receipt of a bill.
VID	Video with the document or other element chosen by the player.
VIDV	Verified video: video of the player reading or doing something provided by the operator (a text or a code).
VIDC	Video call with the player.
CER	Electronic certificate or electronic ID.
TLF	Telephone call.
OTR	Any other not included above.



**UnitLimit: Possible values of the units of the player's limits (RUD).**

Value	Description
DAY	When the limited amount is measured in days.
WEEK	When the limited amount is measured in weeks.
MONTH	When the limited amount is measured in months.
MINUTE	When the limited amount is measured in minutes.
HOUR	When the limited amount is measured in hours.
EUR	When the limited amount is measured in euro.

**PokerVariant: Poker Game Variant (TournamentPokerRegistry)**

Value	Description
DR	Draw.
ST	Stud.
OM	Omaha.
TH	Texas Hold 'em.

**VariantSession: Variants of cash poker, blackjack and roulette games (OtherGamesRegistry)**

Value	Description
American	Roulette game variant: American roulette
French	Roulette game variant: French or European roulette.
21	Blackjack game variant: Super21.
AM	Blackjack game variant: American.
CL	Blackjack game variant: Classic.
PO	Blackjack game variant: Pontoon.
SU	Blackjack game variant: Surrender.
DR	Cash poker game variant: Draw.



ST	Cash poker game variant: Stud.
OM	Cash poker game variant: Omaha.
TH	Cash poker game variant: Texas Hold 'em.

## 1.2 Field types

The experience of years of operating the ICS data model, in its versions 1.x and 2.x, has made us realise the importance of detailing as much as possible the format, type and length of the fields in the model. Therefore, in the new version 3.x a number of fixed length string fields have been defined to avoid the errors of the past.

### Character string fields

Any of these fields mark the maximum length of the information they contain, but not the minimum.

These new fields are:

- string10. String of maximum length 10 characters.
- string20. Maximum length 20 characters.
- string50. Maximum length 50 characters.
- string100. Maximum length 100 characters.
- string200. Maximum length 200 characters.
- string1000. Maximum length 1 000 characters.

### Numeric fields

A numeric field type is defined:

- quantity. Decimal with a maximum of 2 decimal places and a total of 12 digits maximum length.
- integer3. Integer with a maximum length of 3 digits.
- integer6. Integer with a maximum length of 6 digits.
- integer8. Integer with a maximum length of 8 digits.

### Date fields

There are several date fields defined in the model, these are:

- date-YYYYMM: Year and month. For example: 202301.
- date-HHMMSS: Hour, minutes and seconds. For example: 081125.
- Date-DDHHMM: Day, hours and minutes. For example: 270811.



- date-YYYYMMDD: Year, month and day. For example: 20230127.
- date-YYYYMMDDHHMMSS: Year, month, day, hour, minutes and seconds. For example: 20230127081125.
- date-YYYYMMDDHHMMSSSTZ: the same as the prior one with the addition of the time zone. For example: 20230127081125+0100.