

Proposal to encode a SOCCER BALL symbol

2008-04-02 – Karl Pentzlin, karl-pentzlin@europatastatur.de



U+26xx SOCCER BALL

The proposal L2/08-077R (2008-02-07) "Japanese TV symbols" by Michel Suignard proposes (besides a lot of other characters) a BASEBALL symbol in the Miscellaneous Symbols block at U+26BD.

If such a symbol is encoded for the Baseball game popular in USA and (apparently) Japan, it is appropriate to encode an equivalent symbol for the Soccer game which is at least equally popular in all countries of Europe and South America and most countries of all other continents.

The proposed SOCCER BALL symbol is widely used e.g. in maps, but also real plain text use is attested (see the specimens in the figures below).

It is also contained in fonts, like marvosym.ttf which is somewhat popular in Germany (found on www.marvosym.com and www.marvosym.de [English resp. German], see fig. 6).

Also, two of the three sources for (Japanese) Emoji symbols enumerated in the proposal L2/08-080R (2008-02-01) contain a soccer symbol (p.11 of that PDF document; see fig. 7).

All properties of the proposed character are proposed as the ones common to symbols. Thus, the entry in UnicodeData.txt is proposed as:

```
26xx;SOCCER BALL;So;0;ON;;;;N;;;;;
```

Suche all of soccer ball in Kategorie Objekte fand 683 Treffer:

« Prev [1] 2 3 4 5 ... 12 Next » Sicht: Am populärsten 10 Reihen kleine Thumbs (Vorschaubilder) Sichere Suche ?

Keywordsuche: Begriffe suchen: soccer ball

Objekte

Zuordnen: Alle Bilder Alle Ausrichtungen

Name des Fotografen:

Suchbegriffe ausschließen:

mit Model-Release
 Redaktionell ausschließen durch erweiterte Lizenz
 erhältlich
 Suche nach Farbe

Suche

Suche nach Bild # oder Keyword

Deutsch

Neueste Suchen [clear]
soccer ball (683)
soccer ball (7812)
kickoff (119)

KATEGORIE AUSWÄHLEN

- Abstrakt
- Tiere/Tierwelt
- Kunst
- Hintergründe/Texturen
- Schönheit/Mode
- Gebäude/Sehenswürdigkeiten
- Business/Finanz

Fig. 1: This excerpt from a commercial page offering pictures for download by category "soccer ball / objects" demonstrates the appropriateness of the design of the reference glyph.

From: http://www.shutterstock.com/cat.mhtml?lang=de&searchterm=soccer+ball&anyorall=all&search_cat=9&search_group=all&orient=all&photographer_name=&searchtermx=&color=, as of 2008-04-01

Anweisungen des DFB

1. Der Eckstoß ist von der Seite auszuführen, die der Stelle am nächsten liegt, an der der Ball das Spielfeld verlassen hat.
2. Schiedsrichter und -Assistent überprüfen auf ihrer Seite die korrekte Lage des Balles. Der Schiedsrichter-Assistent gibt dem Schiedsrichter ein Zeichen, wenn bei einem Eckstoß auf seiner Seite alle Bestimmungen erfüllt sind.
3. Zur Ausführung eines Eckstoßes wird die Spielzeit nicht verlängert.
4. Beim Eckstoß darf der ausführende Spieler den Ball nicht erneut spielen, wenn er vom Torpfosten direkt zu ihm zurückspringt.

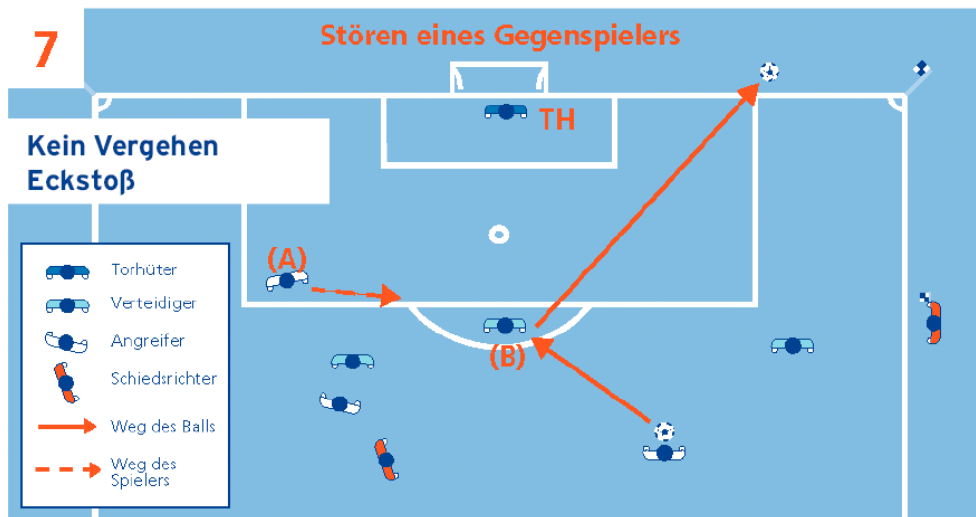


Die Zeichnung zeigt einige Beispiele von korrekter und nicht korrekter Lage des Balles.

58

Regel 17 - Eckstoß

66



Ein Angreifer befindet sich **in einer Abseitsstellung** (A) und rennt zum Ball, ohne den Gegner daran zu hindern, den Ball zu spielen.

(A) macht **keine** Gesten, die (B) beeinflussen oder ablenken.

Die

Fig. 2: Two figures from: Deutscher Fußball-Bund, Fußball-Regeln 2006/2007 (German Soccer Association, Soccer Rules 2006/07), PDF file at www.dfb.de/fileadmin/Assets/pdf/regeln0607.pdf as of 2008-04-01, p.58 and p.66

These examples show that a symbol like the reference glyph is used by an official soccer association.



Fig. 3: Part of a picture from the title page of Deutscher Fußball-Bund, Fußball-Regeln 2006/2007 (full reference see fig. 2), showing a player holding a real soccer ball of contemporary design. This proves that the common symbol for a soccer ball (which reflects a soccer ball design commonly used in the 1970s and later), as it is used in the same official paper, does not change with the actual soccer ball design. (Nevertheless, a glyph design reflecting the contemporary soccer ball design can be considered as a valid glyph variant of the proposed SOCCER BALL symbol.)

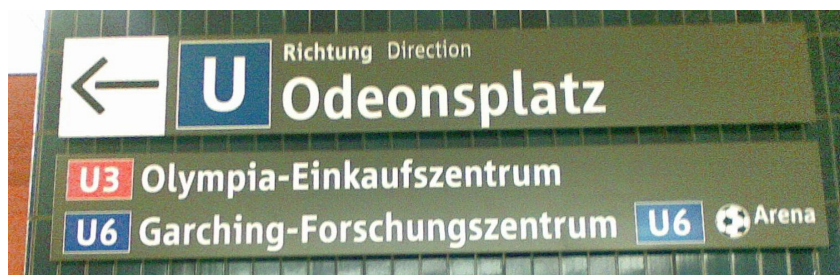


Fig. 4: a. An excerpt of the Munich underground and suburban railway map (as of 2008-03-31), showing the soccer ball symbol at the "Fröttmaning" station (where the main soccer stadium of Munich is).
 b. A signpost at the Munich underground station Marienplatz, showing the direction to the platform where the trains to the soccer stadium leave.
 c. The direction indicator at that platform, indicating that the next U6 train leaves to the soccer stadium.

der drehen. Außerdem finden Sie 19 Orte, an denen zur Fußballweltmeisterschaft öffentliche Spielübertragungen stattfinden. Diese erkennen Sie an dem Fußball Symbol.

Seien Sie herzlich willkommen. Sichern Sie sich die



9. Juni – 9. Juli
Gelände der Alten Malzfabrik
 16269 Wriezen
 Kanalstraße 10

Veranstaltungsservice Andreas Ewald
 Übertragung auf Leinwand
 mit umfangreichem Rahmenprogramm



9. Juni – 9. Juli
Airport Berlin-Neuhardenberg
 Bürgerhaus Neuhardenberg
 15320 Neuhardenberg

Übertragung aller Spiele in
 der Premiere-Sportsbar



Fig. 5: Two excerpts of a program brochure where the soccer ball symbol is used to mark soccer-related events (the first excerpt explains this, see the phrase "Fußball Symbol" [the correct spelling would be "Fußball-Symbol"] which is the literally German translation of "soccer balls symbol").

From: www.altlandsberg.de/downloads/Fussball_Veranstaltungen.pdf as of 2008-04-01 (but apparently referring to 2006 dates).

ARIAL.TTF										MARVOSYM.TTF											
+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9		
30			!	"	#	\$	%	&	'	30			☹	==	△	△	△	☾	☽		
40	()	*	+	,	-	.	/	0	1	40	()	x	+	,	-	.	/	0	1
50	2	3	4	5	6	7	8	9	:	;	50	2	3	4	5	6	7	8	9	→	⇒
60	<	=	>	?	@	A	B	C	D	E	60	≤	≅	≅	⇄	@	⊙	⊠	€	€	⚡
70	F	G	H	I	J	K	L	M	N	O	70	⊞	Ä	☞	☞	☞	☞	☞	☞	☞	☞
80	P	Q	R	S	T	U	V	W	X	Y	80	Ä	☞	☞	☞	☞	☞	☞	☞	☞	☞
90	Z	[\]	^	_	`	a	b	c	90	☞	/	X	≡	≡	/	☞	☞	☞	☞
100	d	e	f	g	h	i	j	k	l	m	100	€	€	☹	☞	☞	☞	☞	☞	☞	☞
110	n	o	p	q	r	s	t	u	v	w	110	☞	☹	☞	x	☞	☞	☞	☞	☞	☞
120	x	y	z	{		}	~	□	€	□	120	☞	☞	☞	☞	☞	☞	☞	☞	☞	☞
130	,	f	...	†	‡	ˆ	%	‰	Š	<	130	☞	☞	☞	☞	☞	☞	☞	☞	☞	☞
140	œ	□	Ž	□	□	‘	’	“	”	•	140	♥	☹	☞	☞	☞	☞	☞	☞	☞	☞
150	-	—	~	™	š	>	œ	□	ž	ÿ	150	-	□	□	L	I	O	T	L	I	T
160		i	¢	£	¤	¥	¦	§	¨	©	160		β	☞	☞	€	☞	\$	☞	☞	☞
170	a	«	»	®	™	±	²	³			170	⊙	⊙	⊙		☞	☞	☞	☞	☞	☞
180	·	μ	¶	·	·	·	»	¼	½		180	⏪	⏩	⏪	⏩	⏪	⏩	⏪	⏩	⏪	⏩
190	¾	¿	À	Á	Â	Ã	Ä	Å	Æ	Ç	190	⊙	⊙	⊙	☞	☞	☞	☞	☞	☞	☞
200	È	É	Ê	Ë	Ì	Í	Î	Ï	Ð	Ñ	200	☞	☞	☞	☞	☞	☞	☞	☞	☞	☞
210	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	210	☞	☞	☞	☞	☞	☞	☞	☞	☞	☞
220	Ü	Ý	Þ	ß	à	á	â	ã	ä	å	220	☞	☞	☞	☞	☞	☞	☞	☞	☞	☞
230	æ	ç	è	é	ê	ë	ì	í	î	ï	230	☞	☞	☞	☞	☞	☞	☞	☞	☞	☞
240	ð	ñ	ò	ó	ô	õ	÷	ø	ù		240	☞	☞	☞	☞	☞	☞	☞	☞	☞	☞
250	ú	û	ü	ý	þ	ÿ					250										

Fig. 6: Map of the font marvosym.ttf (see introductory text) found at www.marvosym.com as of 2008-03-31, showing the soccer ball symbol at position 111.

Representation	ARIB	Proposed Character Name	Comments	KDDI	DoCoMo	SoftBank	G
☹		SOCCER	soccer ball, or player	☹	☹	☹	

Fig. 7: Excerpt from the accompanying material for the Emoji proposal L2/08-080 (table header and the table line showing the SOCCER entry) at <http://www.unicode.org/~mdavis/08080r-emoji-proposal/> as of 2008-04-02, showing a soccer ball symbol for two of the three sources.

**ISO/IEC JTC 1/SC 2/WG 2
PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS
FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646¹**

Please fill all the sections A, B and C below.

Please read Principles and Procedures Document (P & P) from <http://www.dkuug.dk/JTC1/SC2/WG2/docs/principles.html> for guidelines and details before filling this form.

Please ensure you are using the latest Form from <http://www.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html>.

See also <http://www.dkuug.dk/JTC1/SC2/WG2/docs/roadmaps.html> for latest Roadmaps.

A. Administrative

1. Title:	<i>Proposal to encode a SOCCER BALL symbol</i>		
2. Requester's name:	<i>Karl Pentzlin</i>		
3. Requester type (Member body/Liaison/Individual contribution):	<i>Individual Contribution</i>		
4. Submission date:	<i>2008-04-02</i>		
5. Requester's reference (if applicable):			
6. Choose one of the following:			
This is a complete proposal:			<i>yes</i>
(or) More information will be provided later:			<i>no</i>

B. Technical – General

1. Choose one of the following:			
a. This proposal is for a new script (set of characters):			<i>no</i>
Proposed name of script:			
b. The proposal is for addition of character(s) to an existing block:			<i>yes</i>
Name of the existing block:			
2. Number of characters in proposal:			<i>1</i>
3. Proposed category (select one from below - see section 2.2 of P&P document):			
A-Contemporary <input checked="" type="checkbox"/>	B.1-Specialized (small collection) <input type="checkbox"/>	B.2-Specialized (large collection) <input type="checkbox"/>	
C-Major extinct <input type="checkbox"/>	D-Attested extinct <input type="checkbox"/>	E-Minor extinct <input type="checkbox"/>	
F-Archaic Hieroglyphic or Ideographic <input type="checkbox"/>	G-Obscure or questionable usage symbols <input type="checkbox"/>		
4. Is a repertoire including character names provided?			<i>yes</i>
a. If YES, are the names in accordance with the "character naming guidelines" in Annex L of P&P document?			<i>yes</i>
b. Are the character shapes attached in a legible form suitable for review?			<i>yes</i>
5. Who will provide the appropriate computerized font (ordered preference: True Type, or PostScript format) for publishing the standard?	<i>the author of this proposal (TTF)</i>		
If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and indicate the tools used:	<i>http://www.europatastatu.de/material/SoccerBall.ttf (created with High-Logic FontCreator)</i>		
6. References:			
a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?			<i>yes</i>
b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?			<i>yes</i>
7. Special encoding issues:			
Does the proposal address other aspects of character data processing (if applicable) such as input, presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose information)?			<i>no</i>

8. Additional Information:

Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script. Examples of such properties are: Casing information, Numeric information, Currency information, Display behaviour information such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional behaviour, Default Collation behaviour, relevance in Mark Up contexts, Compatibility equivalence and other Unicode normalization related information. See the Unicode standard at <http://www.unicode.org> for such information on other scripts. Also see <http://www.unicode.org/Public/UNIDATA/UCD.html> and associated Unicode Technical Reports for information needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

¹ Form number: N3102-F (Original 1994-10-14; Revised 1995-01, 1995-04, 1996-04, 1996-08, 1999-03, 2001-05, 2001-09, 2003-11, 2005-01, 2005-09, 2005-10, 2007-03)

C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before? If YES explain	<i>no</i>
2. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)? If YES, with whom? If YES, available relevant documents:	<i>no</i>
3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included? Reference:	<i>implicitly</i> <i>see proposal text</i>
4. The context of use for the proposed characters (type of use; common or rare) Reference:	<i>common</i> <i>see proposal text</i>
5. Are the proposed characters in current use by the user community? If YES, where? Reference:	<i>yes</i> <i>see proposal text</i>
6. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP? If YES, is a rationale provided? If YES, reference:	<i>yes</i> <i>in analogy to the BASEBALL symbol proposed in L2/08-077R</i>
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?	<i>n/a</i>
8. Can any of the proposed characters be considered a presentation form of an existing character or character sequence? If YES, is a rationale for its inclusion provided? If YES, reference:	<i>no</i>
9. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters? If YES, is a rationale for its inclusion provided? If YES, reference:	<i>no</i>
10. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character? If YES, is a rationale for its inclusion provided? If YES, reference:	<i>no</i>
11. Does the proposal include use of combining characters and/or use of composite sequences? If YES, is a rationale for such use provided? If YES, reference: Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided? If YES, reference:	<i>no</i> <i>no</i> <i>n/a</i>
12. Does the proposal contain characters with any special properties such as control function or similar semantics? If YES, describe in detail (include attachment if necessary)	<i>no</i>
13. Does the proposal contain any Ideographic compatibility character(s)? If YES, is the equivalent corresponding unified ideographic character(s) identified? If YES, reference:	<i>no</i>