

Emoji Additions: Sports symbols



To: UTC
Date: 2014 October 27
From: Peter Edberg, Mark Davis





(Extracted & adapted from [L2/14-174R](#))

The goal here is to provide symbols representing the top 12 or so most popular spectator sports in the world; see for example:

- [Top 10 Most Popular Sports in The World](#)
- [Most Popular Sports in the World](#)
- [Most Popular Sports Lists Combined](#)

The sports are: **soccer**, cricket, **basketball**, **baseball**, volleyball, **tennis**, field hockey, **American football**, table tennis, ice hockey, **golf**, **rugby**, badminton. Unicode already has characters associated with the sports in bold, often with names that specify the specific equipment depicted: BASKETBALL AND HOOP, TENNIS RACQUET AND BALL, FLAG IN HOLE (golf), etc. The following 6 characters (or something like them) are needed to complete coverage, using names that depict specific equipment (rather than names that are intended to denote the sport generally, without limiting the associated presentation):

Proposed code	Illustrative image	Character name	Notes
1F3CF		CRICKET BAT AND BALL	
1F3D0		VOLLEYBALL	

1F3D1		FIELD HOCKEY STICK AND BALL	Field hockey is the national sport of Pakistan. Sticks for field and ice hockey have different shapes. (image for illustrative purposes only)
1F3D2		ICE HOCKEY STICK AND PUCK	(image adapted from one at clipartpin.com, for illustrative purposes only)
1F3D3		TABLE TENNIS PADDLE AND BALL	distinguish from squash, racquetball
1F3F8		BADMINTON RACQUET AND BIRDIE	

Note that Unicode already has characters associated with other sports and recreation activities including bowling, skiing, snowboarding, running, surfing, swimming, cycling, mountain biking, fishing, etc.

Proposed entries for UnicodeData.txt:

```
1F3CF;CRICKET BAT AND BALL;So;0;ON;;;;;N;;;;;
1F3D0;VOLLEYBALL;So;0;ON;;;;;N;;;;;
1F3D1;FIELD HOCKEY STICK AND BALL;So;0;ON;;;;;N;;;;;
1F3D2;ICE HOCKEY STICK AND PUCK;So;0;ON;;;;;N;;;;;
1F3D3;TABLE TENNIS PADDLE AND BALL;So;0;ON;;;;;N;;;;;
1F3F8;BADMINTON RACQUET AND BIRDIE;So;0;ON;;;;;N;;;;;
```

A sense of likely usage can be gleaned by looking at the relative popularity in emoji tracker.com of the existing emoji related to top-12 sports (data as of October 20, 2014):

rank	Unicode	name
#145	U+1F3C0	BASKETBALL AND HOOP
#154	U+26BD	SOCCER BALL

#187	U+1F3C8	AMERICAN FOOTBALL
#292	U+26BE	BASEBALL
#424	U+1F3BE	TENNIS RACQUET AND BALL
#433	U+26F3	FLAG IN HOLE [golf]
#571	U+1F3C9	RUGBY FOOTBALL

Also note: Kat Momoi (Google) and Yasuo Kida (Apple) have mentioned that for the 2020 Summer Olympics in Tokyo there are plans to make heavy use of emoji-like symbols in publications and signage.

ISO/IEC JTC 1/SC 2/WG 2
PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS
FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646

Please read [Principles and Procedures Document \(P & P\)](#) for guidelines and details before filling this form.

A. Administrative

1. Title: Emoji Additions: Sports symbols
2. Requester's name: Peter Edberg, Mark Davis
3. Requester type (Member body/Liaison/Individual contribution): Individual Contribution
4. Submission date: 2014-10-27
5. Requester's reference (if applicable):
6. Choose one of the following:
This is a complete proposal: Yes

...

B. Technical – General

1. Choose one of the following:
...
b. The proposal is for addition of character(s) to an existing block: Yes
Name of the existing block: Miscellaneous Symbols and Pictographs
2. Number of characters in proposal: 6
3. Proposed category (select one from below - see section 2.2 of P&P document):
(None of the listed categories is applicable)
4. Is a repertoire including character names provided? Yes

- a. If YES, are the names in accordance with the “character naming guidelines” in Annex L of P&P document? Yes
- b. Are the character shapes attached in a legible form suitable for review? Yes
5. Fonts related:
 - a. Who will provide the appropriate computerized font to the Project Editor of 10646 for publishing the standard? Michael Everson
 - b. Identify the party granting a license for use of the font by the editors (include address, e-mail, ftp-site, etc.): Michael Everson
6. References:
 - a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided? References are provided to lists of popular spectator sports.
 - b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached? No.
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)? No (These characters are intended to behave like existing pictographic symbols for various sports).
8. Additional Information

C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before? No
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.)? No
3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included? Over 110 million people in China use emoji daily, over 44 million in the U.S. use emoji daily...
4. The context of use for the proposed characters (type of use; common or rare): Common
5. Are the proposed characters in current use by the user community? No
6. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP? No
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)? Not necessarily
8. Can any of the proposed characters be considered a presentation form of an existing character or character sequence? No
9. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters? No
10. Can any of the proposed character(s) be considered to be similar (in appearance or function) to, or could be confused with, an existing character? No.

11. Does the proposal include use of combining characters and/or use of composite sequences? No
12. Does the proposal contain characters with any special properties such as control function or similar semantics? No
13. Does the proposal contain any Ideographic compatibility characters? No