

# Core SIF - DisciplineIncident

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Tool Search: SIF

The current version of SIF is v2.7.

This object provides information on incidents involving violence, weapons, drugs, and other safety and discipline issues.

## Object Triggering

Event Type	Requirement
Add	A Behavior Event associated with the incident is created and incident's status is marked and saved as "complete".
Add	Student Role changed from non-Offender to Offender. When the event previously didn't have an offender.
Change	A Behavior Event associated with the incident is changed.
Change	A Behavior Resolution is changed.
Change	When Submitted By is changed on the Incident
Change	When the Incident date is changed.
Change	When the Location of Incident is changed.
Change	When the role is changed from an Offender to Non-Offender or vice versa. When the event previously had an offender and still have an offender.
Add/Delete	When the Incident's status is changed.
Add/Delete	Add when the status is changed from not completed to Completed.
Add/Delete	Delete when the status is changed from Completed to not completed.
Delete	A Behavior Event associated with the incident is deleted.
Delete	When the role is changed from an Offender to Non-Offender. When the event no longer has an offender.

## Object Population and Business Rules

Requirement
Behavior Event exists with at least 1 person assigned a role of Offender.
Behavior Event is in Zone Scope.
Does not consider any excludes, including calendar exclude, student No Show or student State Exclude.
Report 1 record per Behavior Event.
Do Not Report when the Calendar > 'Exclude from SIF Exchange' is selected.
Selecting or de-selecting the State Exclude on Enrollment OR No Show on Enrollment will not send Deletes or Adds.

## Object Data Elements

Data Element Label	Description	Business Rules	Data Source GUI Path
@RefId	The unique identifier (GUID) of this discipline incident.	The behavior event Id.	
@SchoolYear	School year in which the incident occurred	The timestamp calendar End Year.	System Administration > Calendar > School Years > School Year Editor > End Year

Data Element Label	Description	Business Rules	Data Source GUI Path
AgencyReporting	The Id (GUID) of the school or LEA reporting the incident, usually the school in which the incident occurred.	The calendar in which the incident belongs.	System Administration > Resources > School
AgencyReporting/ @SIF_RefObject	The name of the SIF object to which the GUID relates.		
IncidentNumber	The locally-defined unique identifier (within the school or school district) to identify this specific incident or occurrence	The behavior incident Id.	Behavior > Behavior Management > Incident Detail Information  or Student Information > General > Behavior > Incident Detail
IncidentDate	The date when the incident occurred.	The date of the incident.	Behavior > Behavior Management > Incident Detail Information  or Student Information > General > Behavior > Incident Detail
IncidentTime	The time of the incident.		Behavior > Behavior Management > Incident Detail Information >
IncidentTime/ @Type	Identifies whether or not the incident occurred during school hours.	Type = "397".	Behavior > Behavior Management > Incident Detail Information > Context
IncidentLocation	The locally-defined identifier or description of the location where the incident occurred.		Behavior > Behavior Management > Incident Detail Information > Location
IncidentLocation/ @Type	Identifies where the incident occurred	Type = "9997" When Location is null, reports "Unknown Location".	Behavior > Behavior Management > Incident Detail Information > Location
IncidentLocationRefId	GUID of the SIF object that relates to the school or location where the incident occurred, if applicable.	Reports the RefId of the school.	Identifier
IncidentLocationRefId/ @SIF_RefObject	The name of the SIF object to which the GUID relates		

Data Element Label	Description	Business Rules	Data Source GUI Path
IncidentCost	If the incident resulted in a quantifiable monetary loss for any entity involved, identify and record the value of that loss. Cost may be reported by specific monetary amount or range.	Reports the cost associated incurred by the incident.	Behavior > Behavior Management > Add Event/Participant
IncidentReporter	Information regarding the individual who reported the incident.		
IncidentReporter/@Type	Identifies the type of individual who reported the incident.	Type = "3422" When a Reporter is entered,	
IncidentReporter/Name	The name of the individual reporting the incident.		
IncidentReporter/Name @Type	Code that specifies what type of name this is. If unsure, use 04.	Type = "04" when Submitted By field is not null.	
IncidentReporter/Name Type/LastName	The last name.	Report the last name of the person selected in the Submitted By droplist (Behavior Management > Incident Management Editor > Incident Detail Information).	Census > People > Identities
IncidentReporter/Name Type/FirstName	The first name.	Report the first name of the person selected in the Submitted By droplist (Behavior Management > Incident Management Editor > Incident Detail Information).	Census > People > Identities
IncidentReporter/SIF_RefID @SIF_RefObject	The name of the SIF object to which the GUID relates.	Report the StaffPersonalRefId for the person selected in the Submitted By droplist (Behavior Management > Incident Management Editor > Incident Detail Information).	Census > People > District Assignments
RelatedToList	List of categories to which the incident is related.		
RelatedToList/RelatedTo	Identifies if incident was related to a specific category	When behaviorEvent.gangRelated = checked, "3068" When behaviorEvent.hateCrime = checked, "3069" When behaviorEvent.fightRelated = checked, "04645" When behaviorWeapon.weaponType is not null, "3070" When behaviorDrug.drugType of any participant includes "Alcohol", "3066" When behaviorDrug.drugType of any participant includes "drug", "3067"	Behavior > Behavior Management > Add Event/Participant
WeaponTypeList	List of weapons involved in the incident. If the incident involves weapons, the element must have a value.	Always reports.	

Data Element Label	Description	Business Rules	Data Source GUI Path
WeaponTypeList/ WeaponType	Identifies the type of weapon used during an incident.	Reports the mapped SIF code associated with the value selected in Weapon when a value is selected. When no SIF mapped code is selected (or null Weapon field), reports "0098". (Note: Reports all the Weapon codes related to the event)	Behavior > Behavior Management > Add Event/Participant > Event Type
IncidentCategory	The category or description for this incident.		
IncidentCategory/ Code	Identifies the type of incident being reported.	CASE WHEN bt.name like '%Fire%alarm%' then '2720' \n " + " WHEN bt.name like '%Harassment%Sex%' then '1900' \n " + " WHEN bt.name like '%Sex%Harassment%' then '1900' \n " + " WHEN bt.name like '%Alcohol%' THEN '1000' \n " + " WHEN bt.name like '%Arson%' then '1100' \n " + " WHEN bt.name like '%Fire%' then '1100' \n " + " WHEN bt.name like '%Attendance%' then '1200' \n " + " WHEN bt.name like '%Tardiness%' then '1230' \n " + " WHEN bt.name like '%Tardy%' then '1230' \n " + " WHEN bt.name like '%Truancy%' then '1240' \n " + " WHEN bt.name like '%Battery%' then '1300' \n " + " WHEN bt.name like '%Physical%Harm%' then '1300' \n " + " WHEN bt.name like '%Burglary%' then '1400' \n " + " WHEN bt.name like '%Breaking%Enter%' then '1400' \n " + " WHEN bt.name like '%Disorder%Conduct%' then '1500' \n " + " WHEN bt.name like '%Drugs%' then '1600' \n " + " WHEN bt.name like '%Fight%' then '1700' \n " + " WHEN bt.name like '%Harassment%' then '1800' \n " + " WHEN bt.name like '%Bullying%' then '1810' \n " + " WHEN bt.name like '%Hazing%' then '1820' \n " + " WHEN bt.name like '%Homicide%' then '2000' \n " + " WHEN bt.name like '%Murder%' then '2000' \n " + " WHEN bt.name like '%Insubordination%' then '2200' \n " + " WHEN bt.name like '%Disobedience%' then '2200' \n " + " WHEN bt.name like '%Kidnapping%' then '2300' \n " + " WHEN bt.name like '%Abduction%' then '2300' \n " + " WHEN bt.name like '%Obscene%language%' then '2460' \n " +	

Data Element Label	Description	Business Rules	Data Source GUI Path
		" WHEN bt.name like '%profanity%' then '2460' \n " + " WHEN bt.name like '%School%Threat%' then '2700' \n " + " WHEN bt.name like '%Bomb%threat%' then '2710' \n " + " WHEN bt.name like '%Sexual%Offense%' then '2900' \n " + " WHEN bt.name like '%Lewd%Behavior%' then '2900' \n " + " WHEN bt.name like '%Indecent%Exposure%' then '2900' \n " + " WHEN bt.name like '%Theft%' then '3100' \n " + " WHEN bt.name like '%Threat%' then '3200' \n " + " WHEN bt.name like '%Intimidation%' then '3200' \n " + " WHEN bt.name like '%Tobacco%' then '3300' \n " + " WHEN bt.name like '%Trespassing%' then '3400' \n " + " WHEN bt.name like '%Vandalism%' then '3500' \n " + " WHEN bt.name like '%Violation%Rule%' then '3600' \n " + " WHEN bt.name like '%Disobey%Policy%' then '3600' \n " + " WHEN bt.name like '%Weapon%' then '3700' \n " + " WHEN bt.name like '%Disrupt%' then '1500' \n " + " WHEN bt.name like '%Obscene%gesture%' then '2450' ELSE '9000'	
IncidentCategory/ OtherCodeList	List of other codes or strings that crosswalk to or serve as translations of the Code element		
IncidentCategory/ OtherCodeList/ OtherCode	A state/province code, local code, other code or a text string that crosswalks to or serves as a translation of an associated Code element.	Reports the code selected in Event Type.	Behavior > Behavior Management > Add Event/Participant >Event Type
IncidentCategory/ OtherCodeList/ @Codeset	Describes the OtherCode element content as either a state/province code, a local code, other code, or text string.		
IncidentCategory/ CodeComment	A short comment clarifying the discipline code (e.g. for Nonsexual Harassment could detail "Racial comment, pushing, name-calling" or "Cell phone violation. Second offense.")	Reports the Name selected in Event Type.	Behavior > Admin > Event Types
OffenderList	List of offenders		
OffenderList/ Offender	Information regarding the offender(s)/perpetrator(s)		

Data Element Label	Description	Business Rules	Data Source GUI Path
OffenderList/ Offender @Type	Identifies the type of offender involved in the incident	Report OffenderType="0126" for Student "3422" for Staff Member or non students.	
OffenderList/ Offender/Name	The name of the offender.		
OffenderList/ Offender/Name @Type	Code that specifies what type of name this is. If unsure, use 04	default: <Name Type="04">	
OffenderList/Offender/Name/LastName	The last name	The offender's Last Name when exists. Otherwise, reports element as null.	Census > People > Identities
OffenderList/Offender/Name/FirstName	The first name	The offender's First Name when exists. Otherwise, reports element as null.	Census > People > Identities
OffenderList/Offender/Name/MiddleName	The middle name or initial	The offender's Middle Name when exists. Otherwise, does not report this element.	Census > People > Identities
OffenderList/Offender/Name/Suffix	Generation of suffix like II, Jr., et	The offender's name Suffix when exists. Otherwise, does not report this element.	Census > People > Identities
OffenderList/Offender/Name/PreferredName	This is a name that the person prefers to be called by	The offender's Nickname when exists. Otherwise, does not report this element.	Census > People > Identities
OffenderList/Offender/Name/SortName	This is the name to be used for sorting purposes	Last Name, First Name + Middle initial	Census > People > Identities
OffenderList/Offender/Name/FullName	A free text field for the complete name	First Name + Middle Name + Last Name	Census > People > Identities
OffenderList/Offender/ SIF_RefId	SIF Object to which the SIFRefId relates	1. Report the SIF_RefId of the offender. <ul style="list-style-type: none"> <li>When the offender is a staff member or non students (Relationship to School has code of 5 or 6), report the StaffPersonalRefId.</li> <li>Otherwise, report the StudentPersonalRefId.</li> </ul>	Behavior > Behavior Management > Add/Edit Event > Participant Detail > Role  Behavior Management > Incident Management Editor > Events and participants > Event and Participant Details > Participant Details > Relationship to School

Data Element Label	Description	Business Rules	Data Source GUI Path
OffenderList/Offender/ @SIF_RefObject	SIF Object to which the SIFRefId relates.	When Role = Offender AND Relationship to School has a code of 1, report "StudentPersonal". When Role = Offender AND Relationship to School has a code of 5 or 6, report "StaffPersonal".	Behavior > Behavior Management > Add/Edit Event > Participant Detail > Role  Behavior Management > Incident Management Editor > Events and participants > Event and Participant Details > Participant Details > Relationship to School
OffenderList/Offender /Injury	Identifies whether or not this specific offender was physically injured, if so identifies whether the injury was major or minor	Reports based on the injury selected in the Offender record when exists. When Name contains "Major" or "Serious", reports "3064" If violenceIndicator = 1 on BehaviorEvent and returning "Major" if it is true, reports "3064" When Name contains "Minor" reports "3063" Otherwise, reports "3065".	Behavior Management > Incident Management Editor > Events and participants > Event and Participant Details > Participant Details > Injury
OffenderList/Offender/Manifestation Determination	Information relating to a manifestation determination meeting		
OffenderList/Offender/Manifestation Determination/ MeetingHeld	Was a manifestation determination meeting held for this student regarding this offense?	Always reports "No".	
OffenderList/Offender/Manifestation Determination/ MeetingDate	Date of the manifestation determination meeting, if applicable.	Does Not Report.	
OffenderList/Offender/Manifestation Determination/ DueToDisability	Did the team determine that the offense was a manifestation of the student's disability?	Does Not Report.	
OffenderList/Offender/Manifestation Determination/ MeetingOutcome	Text description of the outcome of the meeting: for example, hearing completed, pending, or refused by student's parents.	Does Not Report.	
OffenderList/Offender/ActionList	List of actions taken.	Reports when a Behavior Resolution exists.	
OffenderList/Offender/ActionList/Action	Information regarding the action(s) taken against the offender in response to the incident.		

Data Element Label	Description	Business Rules	Data Source GUI Path
OffenderList/Offender/ActionList/ Action/Code	Specific action taken toward this offender.	CASE WHEN brt.name LIKE '%Bus%susp%' THEN '3071' \n " + " WHEN brt.name LIKE '%Suspension%after%' THEN '3099' \n " + " WHEN brt.name LIKE '%Suspension%in%school%' THEN '3100' \n " + " WHEN brt.name LIKE '%Suspension%out%school%' THEN '3102' \n " + " WHEN brt.name LIKE '%Community%serv%' THEN '3076' \n " + " WHEN brt.name LIKE '%Conf%student%' THEN '3077' \n " + " WHEN brt.name LIKE '%Conf%parent%' THEN '3078' \n " + " WHEN brt.name LIKE '%Confiscat%' THEN '3079' \n " + " WHEN brt.name LIKE '%Conflict%resolution%' THEN '3080' \n " + " WHEN brt.name LIKE '%anger%management%' THEN '3080' \n " + " WHEN brt.name LIKE '%Corporal%punishment%' THEN '3081' \n " + " WHEN brt.name LIKE '%Counseling%' THEN '3082' \n " + " " WHEN brt.name LIKE '%Demerit%' THEN '3083' \n " + " WHEN brt.name LIKE '%Detention%' THEN '3084' \n " + " WHEN brt.name LIKE '%Expulsion%' THEN '3085' \n " + " WHEN brt.name LIKE '%Law%enforce%' THEN '3089' \n " + " WHEN brt.name LIKE '%Loss%privileges%' THEN '3091' \n " + " WHEN brt.name LIKE '%Reprimand%' THEN '3093' \n " + " " WHEN brt.name LIKE '%Restitution%' THEN '3094' \n " + " " WHEN brt.name LIKE '%probation%' THEN '3096' \n " + " WHEN brt.name LIKE '%Work%detail%' THEN '3104' \n " + " WHEN brt.name LIKE '%in%school%Suspension%' THEN '3100' \n " + " WHEN brt.name LIKE '%out%school%Suspension%' THEN '3102' \n " + " WHEN brt.name LIKE '%student%Conf%' THEN '3077' \n " + " WHEN brt.name LIKE '%parent%Conf%' THEN '3078' \n " + " WHEN brt.name LIKE '%No%action%' THEN '3105' \n " + " " WHEN brt.name LIKE '%Unknown%' THEN '9997' \n " + " WHEN brt.name LIKE '%None%' THEN '9998' ELSE '9999'	
OffenderList/Offender/ActionList/Action/ OtherCodeList	List of other codes or strings that crosswalk to or serve as translations of the Code element. If Code changes and OtherCode elements are supported, both Code and all associated OtherCode elements must be present.	Reports only when a Resolution Type is selected.	Behavior > Behavior Management > Add Resolution



Data Element Label	Description	Business Rules	Data Source GUI Path
OffenderList/Offender/ActionList/Action/ OtherCodeList/ OtherCode @Codeset	Describes the OtherCode element content as either a state/province code, a local code, other code, or text string.	Codeset = "StateProvince" Reports the code selected in Resolution Type field on the behavior resolution. (Note: If no code is entered, do not report)	
OffenderList/Offender/ActionList/Action/StartDate	The date on which the disciplinary action begins.	Reports from the Resolution Start Date. When Start Date is null, reports based on the current date.	Behavior > Behavior Management > Add Resolution
OffenderList/Offender/ActionList/Action/EndDate	The date through which the disciplinary action is in effect, inclusive.	Reports from the Resolution End Date. When End Date is null, reports based on the current date.	Behavior > Behavior Management > Add Resolution
OffenderList/Offender/ActionList/Action/Duration	Identifies the length, in school days, of the disciplinary action. Note: decimal places may be used for fractions of school days.	When Duration in School Days field is not null, reports the value entered. When null, reports from the Demerits field on the participant.	Behavior > Behavior Management > Add Resolution
OffenderList/Offender/ActionList/Action/ ZeroTolerance	Identifies whether or not this action taken against a student was imposed as a consequence of state or local zero tolerance policies.	Reports "No".	
OffenderList/Offender/ActionList/Action/ FullYearExpulsion	Identifies whether or not the action involved an expulsion with or without services for a period of one full year (i.e., 365 days).	Reports "No".	
OffenderList/Offender/ActionList/Action/ ShortenedExpulsion	Identifies whether or not the action involved an expulsion with or without services that is shortened to a term of less than one year by the superintendent or chief administrator of a school district.	Reports "No".	
OffenderList/Offender/ActionList/Action/ PoliceNotification	Identifies whether or not the offender's action included notification of local law enforcement, regardless of whether official action was taken.	When Behavior Resolution Type includes "Law" and "enforce", OR behaviorResolutoin.lawEnforcement is not null, reports "Yes". Otherwise, reports "No"	Behavior > Behavior Management > Add Resolution
OffenderList/Offender/ActionList/Action/Arrest	Identifies whether or not the offender was arrested.	When behaviorEvent.arrest = checked, reports "Yes". Otherwise, reports "No".	Behavior > Behavior Management > Add Event/Participant
OffenderList/Offender/ActionList/Action/ AlternativeEducation	Identifies whether or not the offender was assigned to an Alternative Education facility.	Reports "No".	
OffenderList/Offender/WeaponTypeList	List of weapons involved in the incident used by the offender. If the incident involves weapons, the element must have a value		

Data Element Label	Description	Business Rules	Data Source GUI Path
OffenderList/Offender/WeaponTypeList/ WeaponType	Identifies the type of weapon used by the offender during an incident.	Reports the mapped SIF code associated with the value selected in Weapon when a value is selected. When no SIF mapped code is selected (or null Weapon field), reports "0098". (Note: Only reports the Weapon codes related to the offender )	Behavior > Behavior Management > Add Event/Participant
VictimList	List of victim(s) if the incident is directed toward specific persons or their property.	Same as offenders list element.	
VictimList/Victim	Information regarding the victim(s) in the incident.		
VictimList/Victim @Type	Identifies the type of individual victimized in the incident.	Report OffenderType="0126" for Student "3422" for Staff Member or non-students.	
VictimList/Victim/ Name	The name of the victim.		
VictimList/Victim/ Name @Type	Code that specifies what type of name this is. If unsure, use 04.	04	
VictimList/Victim/Name/LastName	The last name.	Report Last Name of victim.	Census > People > Identities
VictimList/Victim/Name/FirstName	The first name.	Report First Name of victim.	Census > People > Identities
VictimList/Victim/Name/MiddleName	The middle name or initial.		
VictimList/Victim/Name/Suffix	Generation of suffix like II, Jr., etc.		
VictimList/Victim/Name/Preferred Name	This is a name that the person prefers to be called by		
VictimList/Victim/Name/SortName	This is the name to be used for sorting purposes.		
VictimList/Victim/Name/FullName	A free text field for the complete name.		
VictimList/Victim/SIF_RefId	If the Victim Type attribute identifies the victim as a Student or Staff Member, then this element should contain the Id (GUID) of the student or staff to whom this information relates.	1. Report the SIF_RefId of the victim. <ul style="list-style-type: none"> <li>When the victim is a staff member or non students (Relationship to School has code of 5 or 6), report the StaffPersonalRefId.</li> <li>Otherwise, report the StudentPersonalRefId.</li> </ul>	Behavior > Behavior Management > Add/Edit Event > Participant Detail > Role  Behavior Management > Incident Management Editor > Events and participants > Event and Participant Details > Participant Details > Relationship to School

Data Element Label	Description	Business Rules	Data Source GUI Path
VictimList/Victim/SIF_RefId/ @SIF_RefObject	SIF Object to which the SIFRefId relates.	When Role = Victim AND Relationship to School has a code of 1, report "StudentPersonal". When Role = Victim AND Relationship to School has a code of 5 or 6, report "StaffPersonal".	Behavior > Behavior Management > Add/Edit Event > Participant Detail > Role  Behavior Management > Incident Management Editor > Events and participants > Event and Participant Details > Participant Details > Relationship to School
VictimList/Victim/Injury	Identifies whether or not this specific victim was physically injured, and if so, identify whether the injury was major or minor.	When Name contains "Major" or "Serious", reports "3064" If violenceIndicator = 1 on BehaviorEvent and returning "Major" if it is true, reports "3064" When Name contains "Minor" reports "3063". Otherwise, reports "3065".	Behavior > Behavior Management > Add Event/Participant
IncidentDescription	A long text description of full details and a report of what occurred.	Reports the value entered in Context Description when not null. When the Context field is null, reports the value entered into the Description field.	Behavior > Behavior Management > Add Event/Participant
IncidentActionList	List of actions taken on the incident, regardless of actions relating to individual offenders.	Optional. Does not Report	