

# Nebraska Ed-Fi Data v3.5 - Student Discipline Incidents Associations [.2136 - .2227]

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**Classic View:** [System Administration > Ed-Fi](#)

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This event entity represents an occurrence of an infraction ranging from a minor behavioral problem that disrupts the orderly functioning of a school or classroom (such as tardiness) to a criminal act that results in the involvement of a law enforcement official (such as robbery). A single event (e.g., a fight) is one incident regardless of how many perpetrators or victims are involved. Discipline incidents are events classified as warranting discipline action.

## Object Triggering Logic

This table describes logic for triggering syncing of this object.

Action	Trigger
Post	Reports a behavior incident when the incident's Status is marked and saved as "Complete". <ul style="list-style-type: none"> <li>Incident must have at least 1 behavior event associated that is mapped to a State Event code and Role with an Ed-Fi Code value.</li> <li>Posting can occur if a new event is added after Incident is marked as "Complete".</li> <li>Do not send if the student's enrollment is marked as No Show or State Exclude.</li> <li>Do not send if the student is in a calendar marked as Exclude.</li> <li>Do not send if the student's enrollment is in a school marked as Exclude.</li> <li>Do not send if the student's enrollment is in a calendar marked as Summer School.</li> </ul>
Delete/Post	When data that is not part of the Natural Key is changed. <ul style="list-style-type: none"> <li>If the Date of Incident is changed and saved.</li> <li>If the Event Type is changed and saved.</li> </ul>
Delete/Post	When the Incident's status is changed. <ul style="list-style-type: none"> <li>Delete when the status is changed from Completed to In Progress.</li> <li>Post when the status is changed from In Progress to Completed.</li> </ul>
Delete	When an incident is deleted.
Delete	When all Events AND Resolutions that are mapped to a state code are removed from the incident either via the UI or the Delete tool.
Delete	When the behavior event State Mapped code is changed to NULL or Not State Reported and there are no other state mapped codes on incident for that student.
Delete	When all non-excluded enrollments in the school and year are deleted.

## School Exclude, Calendar Exclude, Resource Toggle and Resync Logic

This table describes the School Exclude, Calendar Exclude, Resource Toggle and Resync logic of this object.

Action	Trigger
None	If a resource is toggled to 'OFF' after data has sent, all sent data will remain in the ODS but no new data will send.
Resync	If a record is in the Ed-Fi Identity Mapping table and not in the ODS, it will be deleted from the Ed-Fi Identity Mapping table.

Action	Trigger
Resync	If a record is in the ODS and it does not have a matching record in Campus or the Ed-Fi Identity Mapping table, it will be deleted from the ODS.
Resync	If a mapping is changed in Resource Preferences, a resync will need to be done to reflect the changes.

## Natural Key Changes, Cascading Updates, and Deletes Logic

This table describes the Natural Key Changes/Cascading Updates and Deletes logic of this object.

Action	Trigger
Post/Delete	Natural Key changes: <ul style="list-style-type: none"> <li>If an Ed-Fi ID changes, this will happen with the cascading deletes from the Ed-Fi ID Change trigger.</li> </ul>
Delete/Post	If the Incident is deleted all dependent resources will delete.
Dependent Resources	Discipline Action

## Scope Year Logic

This table describes scope year logic of this object.

Logic
Discipline records will only send to the school year that the incident date is aligned to based on the School Year Start and End dates. <ul style="list-style-type: none"> <li>If School Year Start Date is NULL, 7/1/xxxx will be the default start date used.</li> <li>If School Year End Date is NULL, 6/30/xxxx will be the default end date used.</li> <li>Data will only send for the years that have valid configuration.</li> </ul>

## Resource Preferences

Data Element Label	Mapping Needed
Behavior Event Role	Student Participation Code Descriptor
Behavior Event Type	Behavior Descriptor (Info message only)
Behavior Weapon	Weapon Descriptor

## Event Queue Detail

This table describes the Event Queue Detail of this object.

Campus Table	Ed-Fi Action	Fields
behaviorEvent	Post/Put/Delete	The primary table for sending data for this resource.

## Object Data Elements

Data Element Labels in bold are part of the Natural Key and are required data elements for Data to send to Ed-Fi.

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database
id	The unique identifier of the resource.		M		
<b>discipline Incident Reference</b>	A reference to the related Discipline Incident resource.	1. Reports the fields that are part of the Natural Key for the Discipline Incident resource.	M		
<b>studentReference</b>	A reference to the related Student resource.	1. Reports the data that is part of the Natural Key for the Student resource.	M		
behaviors	An unordered collection of disciplineIncidentBehaviors. This event entity represents an occurrence of an infraction ranging from a minor behavioral problem that disrupts the orderly functioning of a school or classroom (such as tardiness) to a criminal act that results in the involvement of a law enforcement official (such as robbery). A single event (e.g., a fight) is one incident regardless of how many perpetrators or victims are involved. Discipline incidents are events classified as warranting discipline action.	1. See array section below for logic.	O		

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database
student Participation Code Descriptor	The role or type of participation of a student in a discipline incident; for example: Victim Perpetrator Witness Reporter.	<ol style="list-style-type: none"> <li>Report the mapped Ed-Fi Code from the Role that is selected for the Student being reported. <ul style="list-style-type: none"> <li>If the student has more than 1 role with different Ed-Fi Code values, the last one to sync wins.</li> <li>If the role is not mapped, do not report.</li> </ul> </li> <li>For participants marked as Victims, only report the victim descriptor and demographics data.</li> </ol>	M	Behavior > Behavior Management > Participant details > Role	behavore
weapons	An unordered collection of disciplineIncidentWeapons.	<ol style="list-style-type: none"> <li>See array logic below for weapons logic.</li> <li>See Weapons Descriptors linked under the Types/Descriptors section below for a list of valid values.</li> </ol>	C	Behavior Management> Behavior Event> Weapons	
Gun Free School Violation	Should be False unless Weapons was reported as 02 Handgun, 05 Other Firearm, or 08 Rifle/Shotgun AND incident is considered a Gun Free School Violation.	<ol style="list-style-type: none"> <li>Report 'True' when student is associated with a Weapon Code that is in 02, 05 or 08 AND has a Resolution with a State Code in 03, 04 or 05.</li> <li>Else, Report 'False'.</li> </ol>	C	Behavior Management> Behavior Event> Weapons + Behavior Management> Behavior Resolution> State Resolution Code	
School Related Arrest	Indicates if student was involved in a disciplinary incident that resulted in an arrest.	<ol style="list-style-type: none"> <li>Report True if the checkbox is checked.</li> <li>report False if the checkbox is not checked.</li> </ol>	M	Behavior Management> Behavior Resolution> Serious Bodily Injury	

Data Element Label	Business Requirement	Business Rules	M, C or O	Data Source GUI Path	Database
Referral To Law Enforcement	Indicates if the incident was referred to law enforcement.		M	Behavior Management> Behavior Resolution> lawEnforcement	
seriousBodilyInjury	Indicates whether an event caused serious bodily injury.	<ol style="list-style-type: none"> <li>1. Report 'T' if 'Serious Bodily Injury' is selected on the event for participants marked as 'Offender' only.</li> <li>2. Report 'F' if serious bodily injury is not selected.</li> </ol>		BehaviorManagement> Behavior Event> Injury	
etag	A unique system-generated value that identifies the version of the resource.		O		

## Arrays

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## Type/Descriptors

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