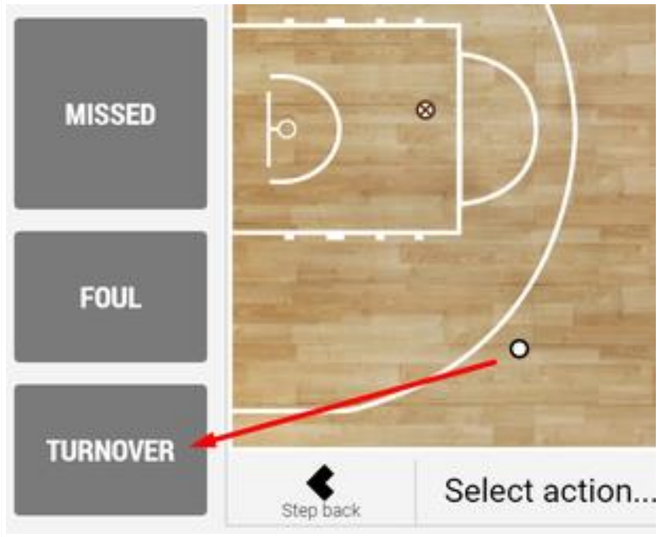
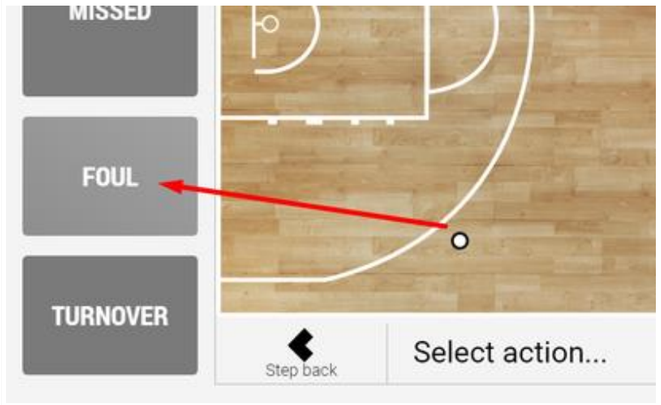
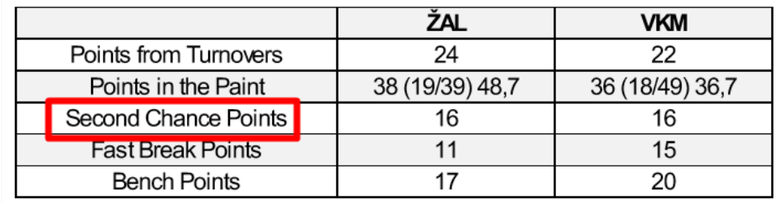
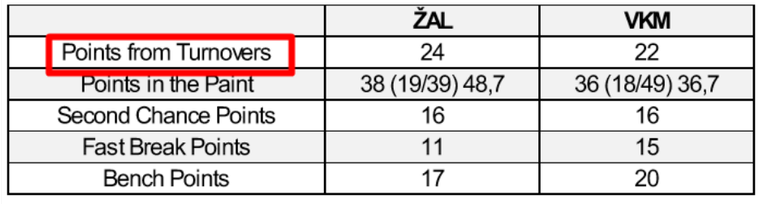
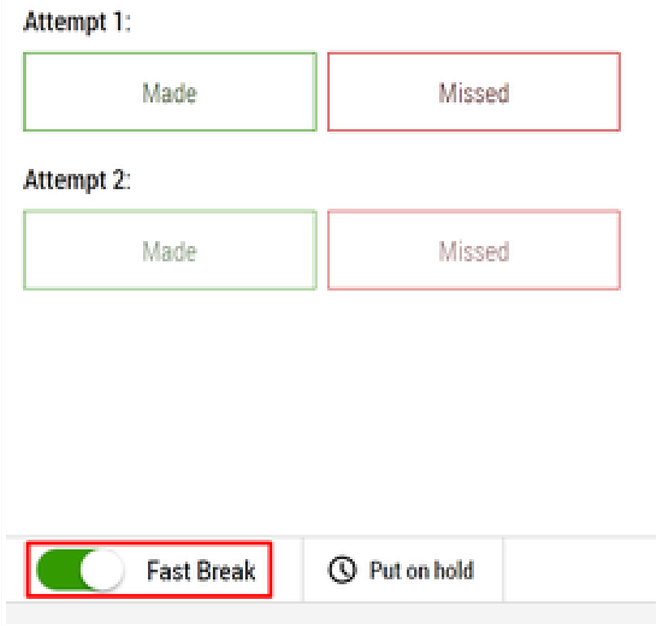
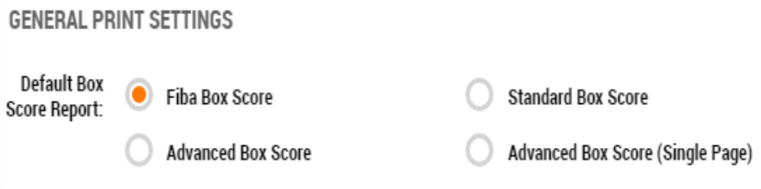
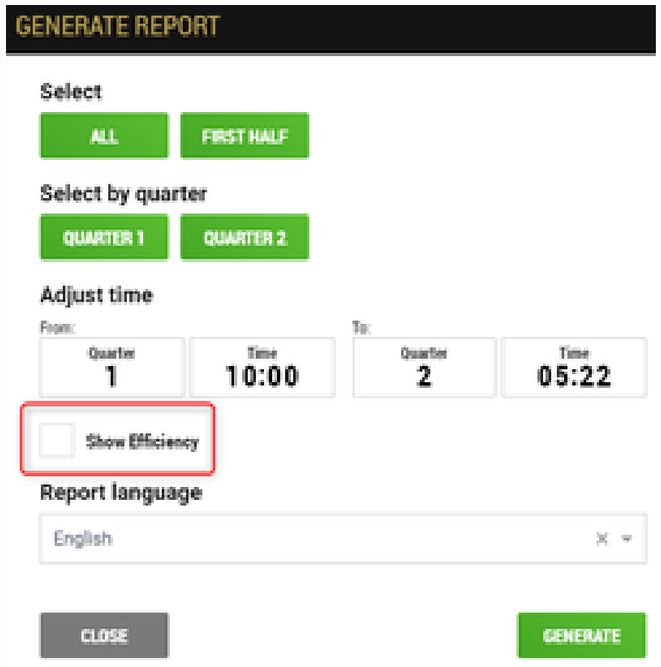
Licence Key Settings

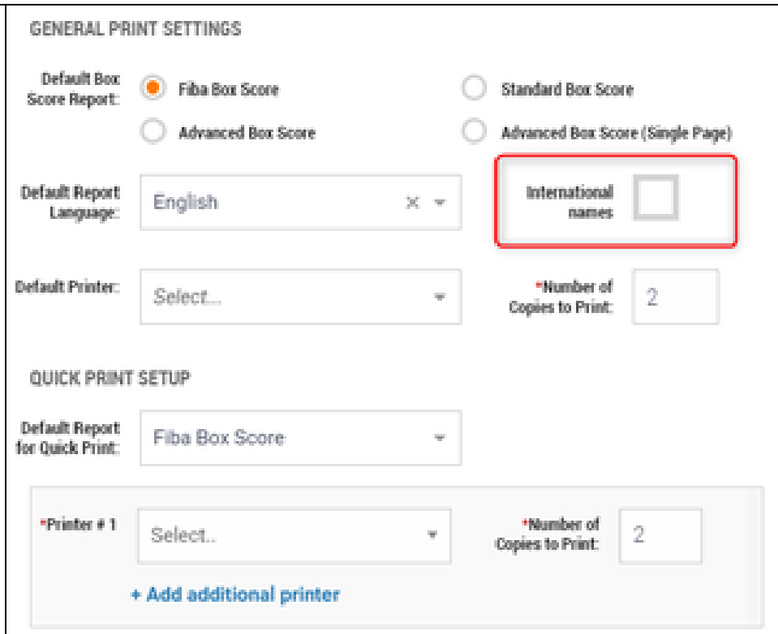
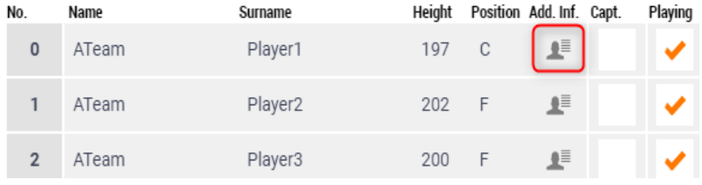
Licence keys for FLS v7 are created http://license.geniussports.com/.

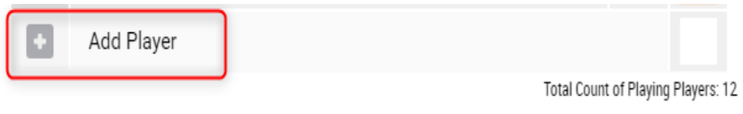
Setting	Explanation	FIBA rule	Default value	Personal key value	Yes	No	FLS	Implemented
Allow changing of competition ruleset settings	FLS uses competition ruleset set in competition management system, but there might be special cases when user would need to change number of quarters and/or quarter/overtime length.	Four 10 minutes length quarters and 5 minutes overtimes	No - User is not able to change competition ruleset	Yes	User is able to change competition ruleset	User is not able to change competition ruleset	**Edit→Game Information** *No. of Periods: 4 *Period Length 10 *OT Length 5	Yes
Allow user to determine that turnover location is NOT required	When adding any turnover action user first is required to determine location for that turnover.	-	No - User is required for turnover location	No	User is not required for turnover location	User is required for turnover location		Yes

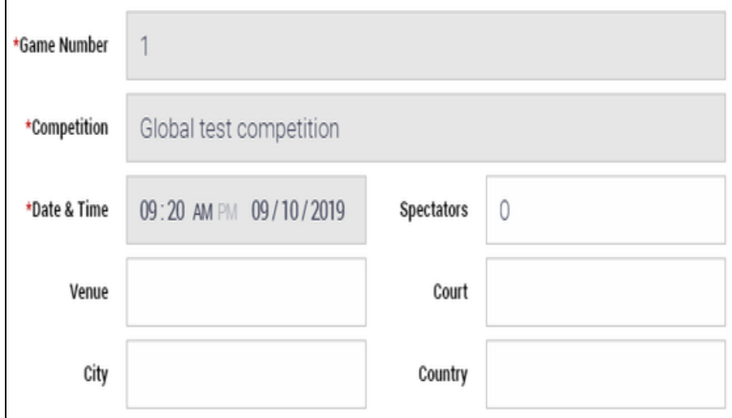
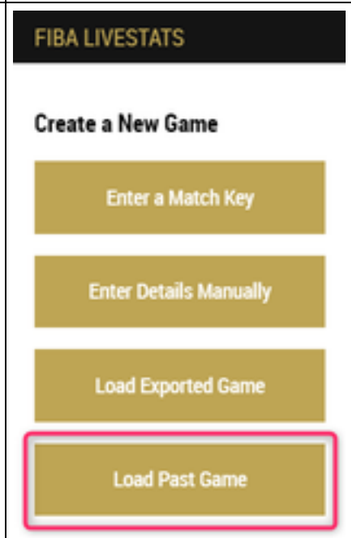
Allow user to determine that a foul location is NOT required	When adding any foul user first is required to determine location for that foul.	-	No - User is required for foul location.	No	User is not required for foul location. If location is not determined, default selection of free throws for shooting foul is 2 FT's.	User is required for foul location		Yes
Team Rebounds are auto applied on any but last FT	Team rebounds appear in reports automatically when any but last FT is missed.	There are no team rebounds after any but last FT	No - Team Rebounds are not auto applied on any but last FT	No	Team Rebounds are auto applied on any but last FT	Team Rebounds are not auto applied on any but last FT	Quarter 1 Quarter Starters: TMA 5 Player6 A 6 Player7 A 7 Player8 A 8 Player9 A 9 Player10 A TMB 12 Player1 B 18 Player7 B 19 Player8 B 20 Player9 B 21 Player10 B Game Time / TMA / Score / Diff / TMB 10:00 / / / / 21 PLAYER10 B jumpball won 10:00 / 5 PLAYER6 A jumpball lost / / / 09:56 / / 0-2 / -2 / 12 PLAYER1 B 2pt FG fast break in the paint, jump shot made (2) 09:56 / / / / 21 PLAYER10 B assist (1) 09:34 / / / / 19 PLAYER8 B foul shooting (1 - 1) 09:34 / 7 PLAYER8 A foul received (1) / / / 09:28 / 7 PLAYER8 A free throw 1 - 3 missed / / / 09:28 / offensive rebound (1) / / / 09:28 / 7 PLAYER8 A free throw 2 - 3 missed / / / 09:28 / offensive rebound (2) / / / 09:27 / 7 PLAYER8 A free throw 3 - 3 made (1) / 1-2 / -1 /	Yes
Dead Ball Rebounds are auto applied on any but last FT	Same as Team Rebounds, but **implemented in NCAA LiveStats for Basketball.**	There are no dead ball rebounds after any but last FT	No - Dead ball rebounds are not auto applied on any but last FT	No	Dead ball rebounds are auto applied on any but last FT	Dead ball rebounds are not auto applied on any but last FT	Implemented in NCAA LiveStats for Basketball.	No - implemented in NCAA LiveStats for Basketball
Allow user to determine that Free Throws are included as Second Chance Points	If made free throws are performed after offensive rebound, they can be calculated as second chance points. Cannot be controlled via FLS, visible in Box Score reports.	Made free throws after offensive rebound are calculated as second chance points	No - Free Throws are not included as Second Chance Points	Yes	Free Throws are included as Second Chance Points	Free Throws are not included as Second Chance Points		Yes
Allow user to determine that Free Throws are included as Points From Turnovers	If made free throws are performed after opposite team turnover, they can be calculated as points from turnovers. Cannot be controlled via FLS, visible in Box Score reports.	Made free throws after opposite team turnover are calculated as points from turnovers	No - Free Throws are not included as Points from Turnovers	Yes	Free Throws are included as Points from Turnovers	Free Throws are not included as Points from Turnovers		Yes

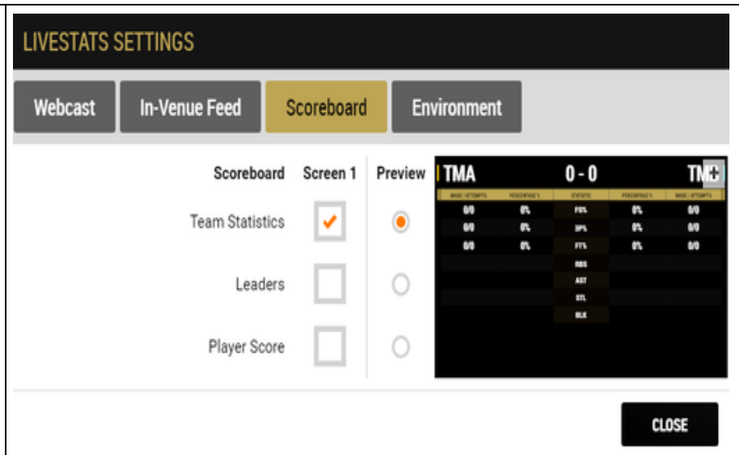
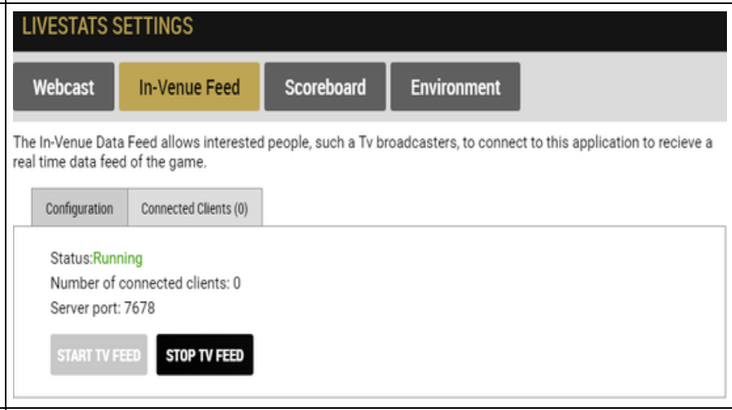
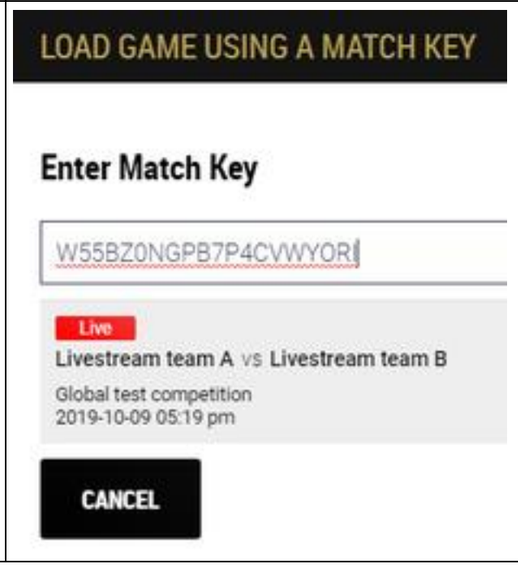
Allow user to determine that Free Throws are included as Fast Break Points	If made free throws are performed after shooter is stopped during fast break situation, they can be calculated as fast break points. This stat in FLS is visible in Box Score reports.	Made free throws after sho oter is stopped during fast break situation are calculated as points from turnovers	No - Free Throws are not included as Fast Break Points	Yes	Free Throws are included as Fast Break Points	Free Throws are not included as Fast Break Points		Yes
Allow user to set the preferred Box Score Type	FLS has different kind of box score reports (FIBA, Standard, Advanced and Advanced single page).	-	No - User uses box score preferred by league	Yes	User is able to select preferred box score type	User uses box score preferred by league	**Edit→Print Settings** 	Yes
Allow user to include efficiency being printed on the FIBA Box Score	When FIBA Box Score is selected the prompt has "Show Efficiency" checkbox.	For FIBA matches this should be always available	No - efficiency boxscore can not be selected or deselected	Yes	User is able to select or deselect efficiency checkbox	User is not able to select or deselect efficiency checkbox. The default is set by following option "Show Efficiency on the Box Score"		Yes

Show Efficiency on the Box Score	FIBA Box Score can include Efficiency which is calculated using formula determined by league in SE.	-	No - efficiency is not shown on the box score	Yes	Efficiency is shown on the box score	Efficiency is not shown on the box score		Yes
Allow user to determine what the default language is for report printing	FLS has different languages for reporting.	-	No - User uses default language for reporting preferred by league	Yes	User is able to select default language for reporting	User uses default language for reporting preferred by league	**Edit→Print Settings** 	Yes
Allow user to determine which reports make their League report pack for printing locally	**Not implemented in FLS.**							No
Allow user to set whether a name is displayed in International or Local Format	Names in FLS can be displayed in local (using local language characters) or international (whatever is written in Stats Engine) format. This functionality allows user to switch between these	-	No - User is not able to see international names of the players and teams in game	No	User is able to see international names of the players and teams in game	User is not able to see international names of the players and teams in game	**Edit→Print Settings**	Yes

								
Allow Unregistered Players	**Not implemented in FLS.**							No
Allow editing Players	Players' information is retrieved from Stats Engine. If it is allowed, then user is able to change Name and Surname. If not - players' Name and Surname area will be disabled for the user. Shirt number, Position, Height can be edited either way.	-	No - Players' Name and Surname cannot be edited	Yes	Players' Name and Surname can be edited	Players' Name and Surname cannot be edited		Yes
Allow editing Players detailed information	Players' information is retrieved from Stats Engine. If it is allowed, then user is able to access it and change that information. If setting is disabled - column "Add. Inf." will not be visible.	-	No - Players' additional information can not be edited	Yes	Players' additional information can be edited	Players' additional information can not be edited	 Expanded view:	Yes

Allow adding Players	In game setup, Players tab there is an ability to insert new players (if less than 12 available) manually or using "Add Player" button (when 12 or more players are on the roster)	-	No - User is not able to manually add players in the game setup Players tab	Yes	User is able to manually add players in the game setup Players tab	User is not able to manually add players in the game setup Players tab	If disabled: 	Yes
Allow editing Officials	Officials are retrieved from Stats Engine. It could be either locked for edits or unlocked so that user is able to edit it. This also affects "Coaching Staff" in "Teams" tab.	-	No - Officials' and Coaching staff information can not be edited	Yes	Officials' (Name, Surname, Shirt Number) and Coaching Staff's (Name, Surname) information can be edited.	Officials' Officials' (Name, Surname, Shirt Number) and Coaching Staff's (Name, Surname) information can not be edited.		Yes

Allow adding Officials	**Not implemented in FLS.**							No
Allow Editing of Game Details	Game details are retrieved from Stats Engine. It could be either locked for edits or unlocked so that user is able to edit it.	-	No - Game details (Game Number, Competition, Date&Time) can not be edited	Yes	Game details (Game Number, Competition, Date&Time) can be edited	Game details (Game Number, Competition, Date&Time) can not be edited		Yes
Allow user to edit a match post-game	Statisticians are not able to do any edits after the game is finalized. Post game edits can be made after accessing a game using match key.	-	No - User is not able to see "Load Past Game" button in the main window and do post-game edits	No	User is able to see "Load Past Game" button in the main window and do post-game edits	User is not able to see "Load Past Game" button in the main window and do post-game edits		Yes
Allow Adding of players from the downloaded roster or by adding manually into roster	**Not implemented in FLS.**							No
Allow to re-establish Webcast connection after match finalization	**Not implemented in FLS.**							No
Allow connecting as backup	**Not implemented in FLS.**							No

Allow Scoreboard (can be managed only by Genius Sports)	Ability to have a second screen with 3 types of content - Team Statistics, Leaders or Player Score. This can be displayed in screens in the arena. Accessed from Settings tab in the application header.	-	No - Scoreboard is not accessed	No	User is able to access Scoreboard from the Settings tab and display scoreboard data on the second screen.	User is not able to access Scoreboard from the Settings tab and display scoreboard data on the second screen.		Yes
Allow TV Feed (can be managed only by Genius Sports)	FLS can pass data to TV. This can be set only by GS (LMs do not see it). Accessed from Settings tab in the application header.	-	No - TV Feed is not allowed	No	TV Feed is allowed	TV Feed is not allowed		Yes
Enable Cloud Backup	If computer crashes statistician is able to take over scouting with another computer. It is done via "Enter a Match Key" section. **Two computers are not allowed to be connected at the same time** as it will cause data duplicates.	-	No - User is not able to take over a game using the match key	No	User is able to take over a game using the match key	User is not able to take over a game using the match key		Yes