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		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	*No. of Periods: *Period Length *OT Length	4 10 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	FOUL TURNOVER	Select action	Yes

foul location is	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	FOUL TURNOVER Step back Select action	Yes
are auto applied on any but last	· ·		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 Cuarter Starters: TMA 5 Player6 A 6 Player7 A 7 Player8 A 8 Player9 A 9 Player10 A TMB 12 Player10 B 19 Player8 B 20 Player9 B 21 Player10 B Game Time TMA Score Diff TMB 10:00 5 PLAYER10 B jumpball won 21 PLAYER10 B jumpball won 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) 19 PLAYER8 B foul shooting (1 - 1) 09:34 7 PLAYER8 A foul received (1) 19 PLAYER8 B foul shooting (1 - 1) 09:28 7 PLAYER8 A free throw 1 - 3 missed 09:28 7 PLAYER8 A free throw 2 - 3 missed 09:28 7 PLAYER8 A free throw 2 - 3 missed 09:28 09:28 7 PLAYER8 A free throw 3 - 3 made (1) 1-2 -1	Yes
auto applied on	NI A A I Wortete for	dead ball rebounds after	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		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	offensive rebound, they can be calculated as second chance points. Cannot be controlled		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	ŽAL VKM Points from Turnovers 24 22 Points in the Paint 38 (19/39) 48,7 36 (18/49) 36,7 Second Chance Points 16 16 Fast Break Points 11 15 Bench Points 17 20	Yes
Allow user to determine that Free Throws are included as Points From Turnovers	opposite team turnover, they can be calculated as points from turnovers. Cannot be controlled via FLS,	opposite team	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	ZAL VKM Points from Turnovers 24 22 Points in the Paint 38 (19/39) 48,7 36 (18/49) 36,7 Second Chance Points 16 16 Fast Break Points 11 15 Bench Points 17 20	Yes

							Attempt 1:
	*						Made Missed
		Made free					Attempt 2:
Allow user to determine that		throws after sho oter is stopped	No - Free Throws		Free Throws are	Free Throws are not	Made Missed
Free Throws are included as Fast	break situation, they can be calculated as fast break points. This stat	during fast break situation are calculated as	are not included as Fast Break Points	Yes	included as Fast Break Points	included as Fast Break Points	Yes
Break Points	in FLS is visible in Box Score reports.	points from turnovers					
							Fast Break
							Edit→Print Settings
Allow user to		-	No - User uses box score preferred by league	Yes	User is able to select preferred box score type		GENERAL PRINT SETTINGS
set the preferred Box Score Type						User uses box score preferred by league	Default Box Score Fiba Box Score Standard Box Score
							Advanced Box Score Advanced Box Score (Single Page)
							GENERATE REPORT
							Select ALL FEST HALF
							Select by quarter
Allow user to						User is not able to select	QUARTER 1 QUARTER 2
include efficiency being		matches this	No - efficiency boxscore can not	Yes	User is able to select or deselect efficiency	or deselect efficiency checkbox. The default is	Adjust time From: To: Yes
printed on the FIBA Box Score	has "Show Efficiency" checkbox.	_	be selected or deselected		checkbox	set by following option "Show Efficiency on the Box Score"	1 10:00 2 05:22
Score						DOX SCOLE	Show Efficiency Report Japaneae
				Report language English			
							CLOSE GENERATE

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	Fouls	H- EF PTS -2 1 2 -2 -1 2 -2 0 0 -2 -1 0 -2 0 0	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 Setti Default Report Language: Default Report for Quick Print: Default Printer:	English English Spanish Spanish Latin American Portuguese Portuguese Brazil French	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 Sett	ings	Yes

							GENERAL PRINT SETTINGS								
							Defac Score R	ult Box leport:	Fiba Box Score	0	Standard Boo	x Score			
								. (Advanced Box Score	0	Advanced Bo	α Score (Si	ingle Page)		
							Default I Lan	Report guage:	English X	¥]		
							Default P	rinter:	Select	¥	"Numbe Copies to P	r of 2			
							QUICK	C PRINT S	ETUP						
							Default I for Quick	Report Print:	Fiba Box Score	¥					
							*Print	ter#1	Select	T	*Number Copies to Prin	of 2			
								+	Add additional printer						
Allow Unregistered Players	Not implemented in FLS.														No
	Players' information is retrieved from Stats	ved,					No.	Name	Surname		Heig	nt Positi	on Capt.	Playing	
	Engine. If it is allowed, then user is able to						0	ATean				Height Position Capt. Playing 197 C 202 F 200 F 174 G			
Allow editing	change Name and Surname. If not		No - Players' Name and	Yes	Players' Name and	Players' Name and	1 ATeam O Player2 202 F	2 F			Yes				
Players	- players' Name and Surname area will be		Surname cannot be edited	103	Surname can be edited	Surname cannot be edited	2	ATean	n Player3		200) F			Tes
	disabled for the user. Shirt number, Position, Height can be edited						3	ATean	n Player4		174	4 G			
	either way.														
	Players' information is retrieved from Stats						No.	Name							
A 11 1141	Engine. If it is allowed,		No - Players'		Discount of this count	Discount of the soul		ATeam	·			_			
Players detailed information the second control of the second cont	then user is able to access it and change	ass it and change	additional information can	Yes	Players' additional information can be	Players' additional information can not be	1	ATeam	Player2	202			~		Yes
	that information. If setting is disabled -		not be edited		edited	edited	2	ATeam	Player3	200	F ₫		*		
	column "Add. Inf." will not be visible.	lumn "Add. Inf." will					Expan	ided vi	ew:						

							ADDITIONAL PLAYER INFO
							TV name
							Scoreboard name
							Nickname
							International name
							International surname
							Date of birth
							OK
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 are on No - User is not able to manually add players in the game setup Players tab			User is able to	User is not able to	Add Player Total Count of Playing Players: 12
			add players in the	Yes	manually add playars manually add playars in	manually add players in	If disabled:
			Players tab			Add Player	
							Total Count of Playing Players: 12
							OFFICIALS
							NAME SURNAME ROLE COUNTRY SHIRTNO Crew Chief More
					NAME SURNAME	NAME SURNAME ROLE COUNTRY SHIRTNO Umpire SHIRTNO More	
	Officials are retrieved from Stats Engine. It could be either locked for edits or unlocked		No - Officials' and		Officials' (Name, Surname, Shirt	Officials' Officials' (Name, Surname, Shirt	NAME SURNAME ROLE COUNTRY SHIRTNO DE More
Allow editing Officials	so that user is able to edit it.	-	Coaching staff information can	Yes	Number) and Coaching Staff's (Name, Surname)	Number) and Coaching Staff's (Name, Surname)	NAME SURNAME ROLE COUNTRY SHIRTNO Yes
	This also affects "Coaching Staff" in		not be edited		information can be edited.	information can not be edited.	COACHING STAFF
	"Teams" tab.						NAME SURNAME ROLE COUNTRY Coach More
							NAME SURNAME ROLE COUNTRY Assistant Coach More
							NAME SURNAME ROLE COUNTRY Assistant Coach More

Allow adding Officials	Not implemented in FLS.										No
	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	*Game Number *Competition *Date & Time Venue City	Global test competition 09:20 AM PM 09/10/2019	Spectators Court Country	0	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	Ente	New Game Inter a Match Key Ber Details Manually ad Exported Game Load Past Game			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.	Webcast In-Venue Feed Scoreboard Environment Scoreboard Screen 1 Team Statistics Leaders Player Score	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	Webcast In-Venue Feed Scoreboard Environment The In-Venue Data Feed allows interested people, such a Tv broadcasters, to connect to this application to recieve a real time data feed of the game. Configuration Connected Clients (0) Status:Running Number of connected clients: 0 Server port: 7678 START TV FEED STOP TV FEED	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	Enter Match Key W55BZ0NGPB7P4CVWYOR Live Live Livestream team A vs Livestream team B Global test competition 2019-10-09 05:19 pm CANCEL	Yes