

# New FIBA LiveStats V7 Update for League Managers

## Introduction

In 2017 Genius Sports, with the support of FIBA, have been developing a major new version of FIBA LiveStats.

Other than a facelift for Version 6 (2014/15), there has not been a major revisit of the principles of the application since we launched the software in 2008.

The new version, available from September 2017, has had a major revamp. This communication will inform you of how it has changed, and what that means for you as a league manager moving forward.

## Why have we introduced a new version?

When we originally built FIBA LiveStats (FLS) it had one major output, which was the FLS Webcast (we now call it the 'Match Centre').

In the intervening years we added TV and Scoreboard feeds, but now of course many customers are seeking live data feeds.

In short, the technology underpinning FLS needed an update to ensure we serve these new customers better, and in the course of our learning, we took the opportunity to rebuild the way we were approaching the software.

Not only will the software now deliver real time (i.e. *live*) data feeds, there is now more emphasis on the order in which consumers receive that information and on how accurate the data is.

## Other things have also changed..

We introduced the Statisticians Network around 18 months ago. It has taught us a great deal as well as providing incredible feedback to customers.

The Statisticians Network has allowed us to analyse huge amounts of data to work out what were the blockages to Statisticians working quickly and accurately. As an example; about a year ago we made a change to the workflow for recording a made or missed shot.

via the Statisticians Network, we have been able to compare speed before and after the change and we are now recording made and missed shots on average nearly 1 second quicker across the entire 200 or so professional leagues who use FLS. This is a huge benefit for all of our customers.

This same data has informed changes we have made to the new FIBA LiveStats.

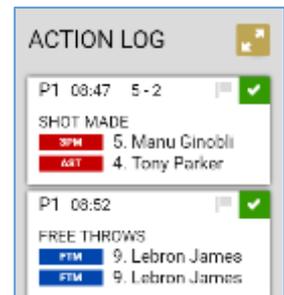
## New FIBA LiveStats V7 Snapshot!

Here is a snapshot of the changes we have made to FLS from the Statisticians point of view. If you read on further you will see a major update we have provided that benefits you as a League Manager.

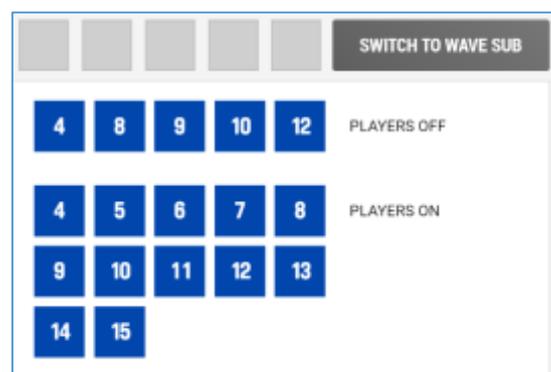
- The **court** is even larger – all of our data suggests that the larger the court, the more accurate the location of shots and fouls.
- We have moved the **Prompt Bar** (that’s the bit that prompts the Statistician what they should do next) to just below the court – many Statisticians told us how much this annoyed them in the middle of the court 😊



- We have moved the **Transaction Log** from below the court to the right hand side. It’s now called the **Action Log** and Statisticians can more easily see recent actions and edit them.
- We have **linked actions** together for the first time. You cannot have a random assist inserted in your play by play anymore because an Assist can only be added to a Made Field Goal or Free Throw. If the Statistician deletes a Made Field Goal then any assist associated with it is automatically deleted as well. For your information this extends to:
  - Blocks and rebounds can only be assigned to a missed shot
  - Steals can only be assigned to a Turnover with a type of Ball Handling or Bad Pass



- **Editing actions** is much easier due to **linked actions**. A missed shot with a rebound can be changed to a made shot with an assist all on the one screen, not by having to click through multiple transactions. The common entry mistake of reversing the Foul and Foul On can now be edited in seconds.
- We have **prescribed workflows** much more than ever before. We have learnt through the Statisticians Network that providing Statisticians with multiple ways to do something actually creates errors, and difficulties in training and support. More than ever, there is only one way to complete a series of events. In the ‘old’ FLS, a Statistician could record a steal/turnover in that order OR in the order turnover/steal – now they can only enter a steal after a turnover is entered.
- We are **enforcing the rules** of the game like never before. If your league plays 4 x 10 minute games and the bonus is 5 fouls then after 5 fouls FLS will automatically prompt for free throws. If you are covering a 48-minute game and the bonus is after 6 fouls, you can set it to prompt after 6 fouls.
- **Substitutions** were the cause of many errors because of poor design (on our part..) and we have made a major change to them. The toughest part of the game for a Statistician is making correct subs after a timeout and we have added a **wave sub** feature which will assist significantly.



- The new, expanded FIBA categories for **shot types** and **turnovers** are now available. You will get to control which shot types are used, but all of the official types are now ready for use.
- **Action Log Filtering** has been updated and it is now easier than ever for a Statistician to quickly filter the entire log of actions in a game down to just the ones they want to make edits to 😊
- Where leagues use two computers at a game, **backup** is now **dynamic**. That is, the secondary machine is not simply copying the actions of the primary, rather the secondary operator can be actively checking and editing actions where the primary operator may have made an error.



What do all these changes mean? Simple... better data entry, quicker editing of errors, and a play by play that has much more integrity. We think your Statisticians will like many of the changes we have made for them. And you, as a League Manager, will be a major beneficiary of these changes as well.

## What will be the biggest impact of the new FLS for League Managers?

Most of you don't operate FLS, but you rely on people who do. As such, you rely on them implementing your league playing conditions and rules as much as possible.

We are changing the way Statisticians access games in your league via the development of a new **Game Licensing** module for Leagues and Statisticians.

### What is Game Licensing?

Game Licensing means two major things for Leagues and Statisticians:

1. It's a new way for Statisticians to access the games in your league that you want them to have control of (that is, record game statistics for)
2. It helps you control what Statisticians are able to do with the new version of FLS

Let's have a closer look at both of these.

### Match Keys vs Game Licensing

In the past, you created Match Keys and distributed the relevant match keys for the season to the various clubs and teams that were hosting your games.

Match Keys still exist, it's just that in new FIBA LiveStats V7 they are your backup solution. The cumbersome method of having an excel sheet full of match keys which the statistician faithfully cuts and pastes into the application every game night will largely disappear.

Instead, the League Manager will create a **Game License** for each club under their control. This license number will allow that individual club to access any game you wish to give them permission to operate that season. Naturally, all their home games will be automatically available.

By opening any game under the license, they will still receive all the relevant information they need for the game they are about to complete – the teams, coaches, officials and playing rosters.

When finals come around and you generate a home final for a club, games will automatically be available under the Club Game License, once created and published to the Genius Sports Stats Engine (via FIBA Organizer or *other* comp management system). Again, no need for you to distribute match keys!

### How Game Licensing controls what Club Statisticians can do..

One of the biggest benefits of **Game Licensing** is that it allows you to set parameters for what the Statistician can do with **your** game.

This breaks down into two main categories:

1. Things you want FLS to do at your league games because its sets your league standard
2. Things you will allow the local Statistician to modify during the game setup process

Here are some examples of each of those:

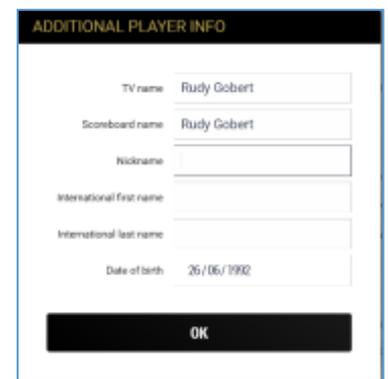
#### Things that set your league standard

- You can set a standard set of one footer and one header on reports. Once set the Statistician will not be able to change these locally
- You could also set a league standard for example, for what languages reports are printed in. Or you could set what the official default box score type is for the league
- You can set your league to run 40 minute games in two halves
- You could change how many timeouts each team is given per game



#### Things you want to allow the local Statistician to change if they need

- You might allow Statisticians to add new players, but never change the spelling of the names of players you have provided from your official competition management system
- Alternately, you might want to give the Statisticians special access to additional information about the player (scoreboard name, TV name etc.) so they can edit this if one of your partners in the venue needs this done unexpectedly
- You might want to allow the Statisticians to change the nominated officials for the game in case an official is unable to continue the game



In short, Game Licensing will ensure you much greater control of how FIBA LiveStats V7 performs on your games, without affecting how it works on other League's games.

The same machine used for your Game Licenses might also be used for other Leagues as well. The Statistician will simply choose which license they are operating on today, and the list of available games will automatically refresh based on the license/league selected.

### The New FIBA LiveStats

All of these features are only available in the **new FIBA LiveStats V7**. None of these features will be made available in the older versions of FIBA LiveStats, and **all** older versions of FIBA LiveStats will cease to be supported from August 31<sup>st</sup> 2018, including **FIBA LiveStats V6**.

## Need More Information?

Detailed support and assistance can be obtained here:

<http://support.geniussports.com/support/home>

We also have a range of LiveStats V7 support articles available:

<http://support.geniussports.com/en/support/solutions/folders/9000180000>

In addition, our 24/7 support team can be contacted via Skype at any time - **live:contentfls**

## Where to download LiveStats V7?

LiveStats V7 can be downloaded via the following address:

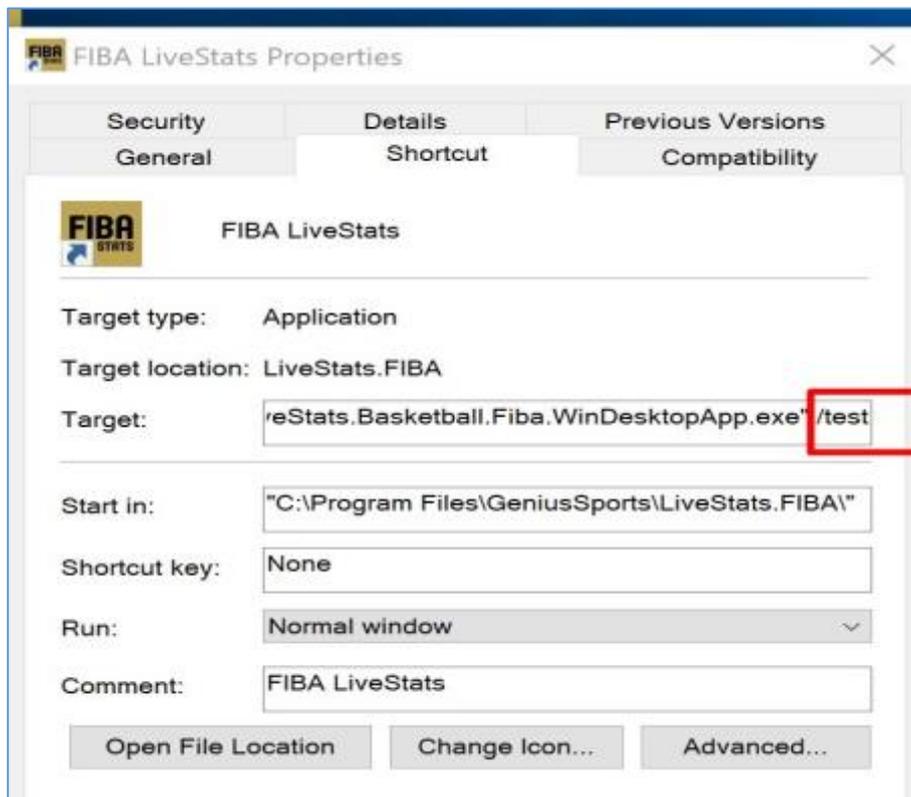
<http://download.geniussports.com/MultiSportLiveStats/LiveStats.FIBA/7.1.3104/LiveStats.FIBA.Bundle.x64.7.1.3104.exe>

Also for older computers running 32-bit Operating System:

<http://download.geniussports.com/MultiSportLiveStats/LiveStats.FIBA/7.1.3103/LiveStats.FIBA.Bundle.x86.7.1.3104.exe>

## How to Test with LiveStats V7?

To run LiveStats on our Test environment – Hold the “T” key when running the app or add specific “ /test” startup parameter via desktop icon > properties > ‘target’ before loading the program:



Once activated, LiveStats will appear on Test mode in *Green* as per the below image:



Test match keys / Licenses will be provided upon request as needed. Alternatively matches can be created manually for testing purposes. We encourage statisticians to practice before the next season.

To switch back to Production mode – Hold the “P” key when running the app or remove the “ /test” startup parameter from the desktop icon > properties > ‘target’ before loading the program.

Note LiveStats must be in Production mode for auto-updates to take effect.