



**FIBA**

We Are Basketball

**INTERNATIONAL BASKETBALL FEDERATION  
FIBA EVENT IT SYSTEM**

## **1. FIBA EVENT IT SYSTEM FOR FIBA BASKETBALL WORLD CHAMPIONSHIP - OVERVIEW**

Together with the LOC (Local Organizing Committee) of the FIBA Basketball World Championship 2006, FIBA IT department has prepared the data system which had been used in all 5 venues during the entire event in Japan.

Accreditations, schedules, results, statistics, printouts, data feed for TV, internet and telephone providers have been core .

As previous LOCs could not rely on the experience of previous organizers and events, most of them used to develop their own IT solution starting from scratch. FIBA has decided to use a unified and standardised data system for all its future events.

The advantages of such an approach are numerous: a complete, cost-efficient and smooth technology transfer from one event to another, a standardized data output for all FIBA events which guarantees a look and feel of the event in line with FIBA's branding concept. Furthermore improvement on different fields such as management and promotion of the event, marketing and quality of related data services is guaranteed.



**FIBA**

We Are Basketball

INTERNATIONAL BASKETBALL FEDERATION  
FIBA EVENT IT SYSTEM

## 2. CORE COMPONENTS OF AN IT SYSTEM FOR BASKETBALL

### 1.1 Accreditation System

The Event Accreditation System relates to the required technology that manages and produces the various accreditations. This goes from online registration of journalists over validation at several locations (usually FIBA's and the LOC's offices) to printing the accreditation at the venue's office. Each venue operates an accreditation office where journalists and other accredited persons may pickup their access permission to distinguished zones in the arena.



(Accreditation Pass – sample from Eurobasket 2005)



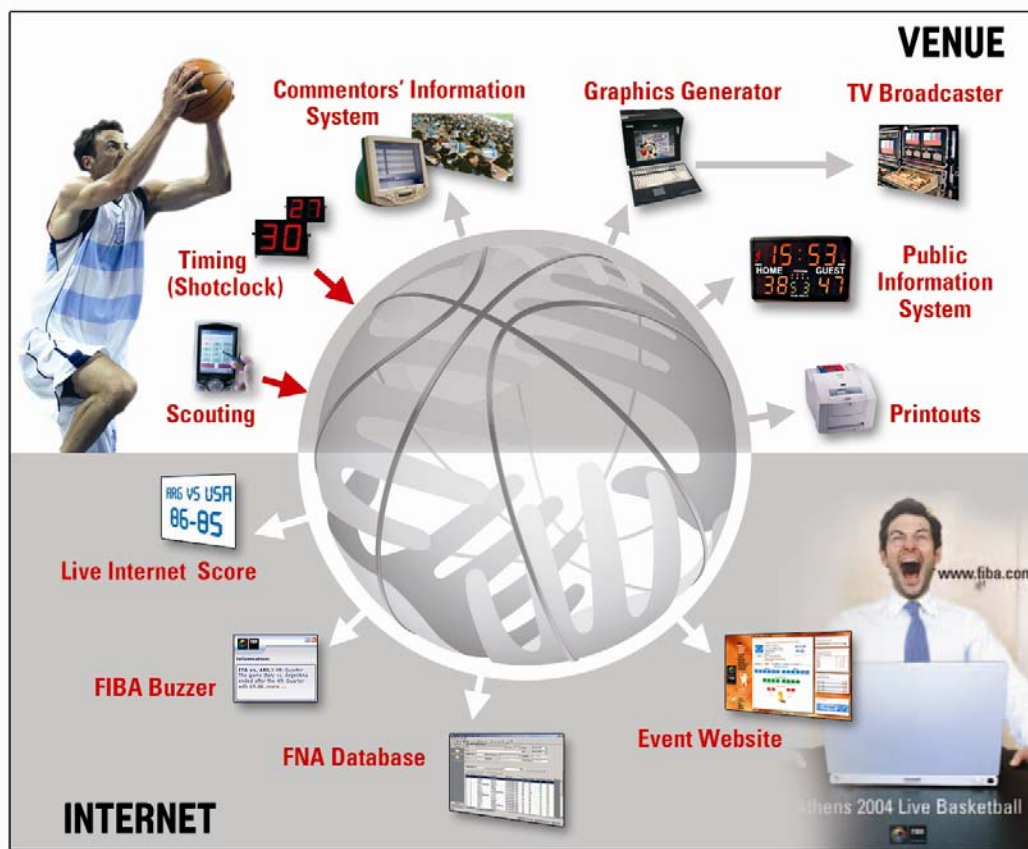
**FIBA**

We Are Basketball

**INTERNATIONAL BASKETBALL FEDERATION  
FIBA EVENT IT SYSTEM**

## 1.2 The Event Information System

The Event Information System shall ensure that competition related information, results, statistics, rankings and other are gathered and distributed to the various media (TV, commentators, journalists, Internet ...) in a timely, efficient and reliable way.





**FIBA**

We Are Basketball

**INTERNATIONAL BASKETBALL FEDERATION  
FIBA EVENT IT SYSTEM**

The Event Information System includes the following elements:

- Scouting (statistics) - Local scouts are operating the input devices such as notebooks or handhelds devices (see picture) in order to enter every action happening on the court.



This game data will be handed over to the team delegates directly after each game, be transferred automatically to FIBA central database (FNA), be visible on fiba.com's archive, displayed on the internet's live statistics and on the CIS monitors.

- The Commentators Information System (CIS)- consists of a touch screen computer which is fed by the central data system and provides all important statistics of the teams and players to accredited commentators.



(CIS Terminals for Commentators)



**FIBA**

We Are Basketball

**INTERNATIONAL BASKETBALL FEDERATION  
FIBA EVENT IT SYSTEM**

- TV Graphics - the host broadcaster will receive the same live information and can include it to his signal. The data is directly fed into the TV Graphics system which allows the directors of the TV production to display live game data during the broadcast of the game.

The image shows a TV graphics overlay for a basketball game between Serbia & Montenegro (SCG) and Argentina (ARG). The score is 104 to 83. The overlay includes the FIBA Diamond Ball logo for the 2004 event in Belgrade. The statistics shown are for the first half.

Serbia & Montenegro		Argentina	
<i>1st Half Stats</i>			
61%	41/67	Field Goals	27/63 43%
61%	11/18	3 Points	10/23 44%
73%	11/15	Free Throws	19/28 68%
31 (6/25)	Rebounds (off/def)	27 (9/18)	
25	Assists	14	
24	Fouls	14	
13	Turnovers	13	
13	Steals	13	

(TV Graphics)

- Video Screen - Game data can be displayed on a video screen, cube, etc.
- Printing - Different standard reports can be printed and uploaded as PDF on the event website. These reports shall be customizable as sponsor logos might have to be inserted.

All Statistical Data output conform to the ORIS standards which have been defined in collaboration between FIBA and the IOC.



**FIBA**

We Are Basketball

**INTERNATIONAL BASKETBALL FEDERATION  
FIBA EVENT IT SYSTEM**

## **THE CHALLENGE**

Basketball being one of the fastest team sports with a big amount of data to be collected in only short time, requires a system which helps making decisions.

## **SECURITY AND RELIABILITY**

The public reception of big sport events may attract hackers and encourage them to intrude into the system itself or the event website. Therefore security must not be underestimated and appropriate effort and means have to be applied.

System breakdown can not only be caused in terms of bad will. Also failure of hardware, software and connectivity has to be backed up. Sufficient testing has to be undertaken as this event is a live production where delay or loss of data flow cannot be accepted.

## **COOPERATION BETWEEN FIBA AND THE LOC**

For the FIBA Basketball World Championship 2006, FIBA shared responsibility with the Japanese LOC in such a way that the LOC provided the local area network, internet connectivity, volunteer scouts, runners which distribute printouts and computers for the journalists work centre. FIBA IT department had been responsible for the entire event information system as described above.