



# FIBA Approval Programme for Basketball Software

## Introduction to Requirements

This document introduces the Software Requirements which shall be reached in order to gain FIBA Approval. In addition to the requirements outlined in this document, the Applicant must fulfil the requirements of the **FIBA Approval Programme for Basketball Software Regulations**, including Company Requirements, Product/Service References and Functionality Verification.

This document is divided into two sections: Section 1, **Universal Software Requirements** and Section 2, **Category Specific Requirements**.

### 1. Universal Software Requirements:

Submitted Software belonging to all Software Categories must comply with the applicable Universal Software Requirements. To evidence compliance, the applying Company shall complete the "[FIBA Approval Programme for Basketball Software Applicant Questionnaire](#)" and provide all requested evidencing documentation.

### 2. Category Specific Requirements:

Submitted Software shall be categorised in accordance with the category definitions in Section 2.1 and may be required to comply with additional requirements and associated testing procedures.

For further details on the additional category specific requirements, please contact the Equipment & Venue Centre ([equipmentandvenue@fiba.basketball](mailto:equipmentandvenue@fiba.basketball)) by introducing your company and indicating the FIBA Approval category you are interested to obtain approval for your products.

# Section 1: Universal Software Requirements

Applicable to all FIBA Software Categories



<b>Governance</b>
<b>Terms &amp; Conditions</b> - The terms and conditions of use for the Submitted Software shall be provided to FIBA and checked for transparency and conformance with FIBA’s Regulations, including the FIBA Code of Ethics. Any significant amendment to the terms and conditions shall be subject to prior approval by FIBA.
<b>Data Availability</b> – In accordance with the terms and conditions of use, the user of the Approved Software shall have reasonable rights to access their Data & Other Content, by a defined Application Programming Interface and at reasonable conditions.
<b>Data Protection</b> - The Company and Submitted Software shall comply with their obligation under the EU General Data Protection Regulation (GDPR) and any other applicable Data Protection Laws and regulations, in countries or territories where their products and solutions are available.
<b>Operations</b>
<b>Service Level Objectives</b> - The Submitted Software shall define Service Level Objectives (SLO), monitor them on a regular basis and take necessary operational measures to ensure they are met.
<b>Operating Systems</b> - The Submitted Software shall be able to run on most applicable user-devices used in the market (operating systems, CPU and processor speed, GPU and video memory, system memory, storage space, available ports, bandwidth, etc).
<b>Security</b> - The Submitted Software shall use adequate security measures to secure its data, system, users and devices (SSL, multi-factor authentication, segregation of rights, etc).
<b>Backup</b> - Appropriate business continuity, backup and recovery procedures shall be in place in order to ensure data recoverability in the event of accidental data deletion, corrupted information or some kind of a system outage.
<b>Releases management process/cycle</b> - The Submitted Software shall be subject to a defined and strictly implemented Release Management process that covers the management, planning, scheduling and controlling of the software development through every stage and environment involved, including testing and deploying software releases. Each new release shall be subject to a dedicated proactive communication to FIBA and all users of the Approved Software, with release notes detailing the changes and improvements made. Any material change affecting the nature or scope of services covered by the Approved Software shall require the re-testing/approval of the software.
<b>Data exchange</b> - Where applicable, the Submitted Software shall support data exchange (import and export) in the format and data standards defined by FIBA and/or commonly used in the industry.
<b>Pricing</b>
<b>Transparent business model</b> - The conditions of usage of the Submitted Software, including its pricing, should be transparent and fair. Description of pricing model of the Submitted Software shall be provided to FIBA. Any significant amendment shall be subject to prior approval by FIBA.
<b>Support</b>
<b>Availability of support</b> - A dedicated, free to use, support service with proper recording and tracking of customer support tickets shall be available for users of the Submitted Software.
<b>Languages</b> - The user interface of the Submitted Software shall at least be available in English; other languages being recommended depending on the situation.
<b>Documentation Availability</b> - End-users and technical documentation (user-guides, tutorials, manuals, installation procedures, FAQ, etc) shall be available online, in at least English language.

## Section 2: Category Specific Requirements



### 2.1 Category definitions

#### Tracking Solutions

The technology used to generate positional data of the player and/or ball location. The data can feed various player performance, fan engagement, medical and officiating tools.

Subcategories include:

- **Wearable player tracking technologies;**
- **Optical player tracking technologies;**
- **Shot tracking technologies.**

#### Game Statistics Tools

Software applications that provide a digital platform for the efficient collection and analysis of statistical information during basketball games.

#### Automated Video Solutions

Camera-based systems used to capture the game with no or minimum human intervention, and platform to optimise video content through analysis tools and/or production capabilities.

#### Instant Replay Systems

The technology used to synchronise video feeds and provide referees with the application to review their decision by watching game situations on the screen.

#### Whistle Controlled Timing Systems

System used to stop the game clock and shot clock when the referee blows the whistle.

#### In-venue Control Solutions

Systems used to operate, synchronise and optimise screens and other technical systems in the venue.

Subcategories include:

- **Multi-system venue control solutions;**
- **LED Flooring control solutions.**

#### Unified Scoreboard Data Technologies

Technology used to extract scoreboard data from existing systems and distribute the data in a unified format.

#### Player Performance Platforms

Platform solution to track player performance through video and/or data analysis.

#### Referee Performance Platforms

Platform solution for the evaluation and training of referees through video and/or data analysis.