



FREQUENTLY ASKED QUESTIONS

WHAT IS GLORY LEAGUE?

Glory League is a world first automated video system for everyday basketball that allows players to relive their games through professional quality full-game video, and automatically generated highlight reels that are linked up to stats from the on-court scoring system.

WHAT DOES GLORY LEAGUE PROVIDE?

Glory League provides players, coaches and referees with a unique post-game experience that includes:

- The ability for players to watch all their games, review their highlights and share with friends and family
- Review stat-enriched content with box scores, line charts and more
- Watch highlight reels that can be shared with family and friends or even sent to coaches and scouts
- Tag stats to create additional highlight clips and enrich player stats
- Review and analyse game footage to assist development of players, coaches, and Referees

Find out more about Glory League in this [video](#)

WHO USES GLORY LEAGUE?

Glory League is for everyone and our data shows that 80% of players across all age groups and levels use the platform after a game.

- Players of all different levels use the system for a range of reasons – for some to help their personal improvement, for others its part of their social engagement with teammates.
- It is also used by many parents, guardians and family members who can't attend games allowing them to experience and be part of the excitement too.
- Coaches use Glory League to rewatch games, tag more advanced stats, to share clips with players to help them improve and also just to congratulate them on a great play.

Glory League also makes competitions safer and better with a marked improvement of player and spectator behaviour.

HOW LONG AFTER MY GAME WILL I GET MY VIDEO?

It takes anywhere from one to twelve hours before the game video is ready. This is dependent on the quality of internet at the venue and the number of games recorded. The general rule of thumb is that if you play at night the game video will be with you by the next morning.



WHO CAN ACCESS THE VIDEOS?

Only participants in a game can access a video, this means the players, coach, referees and supporters (approved by your association) along with Association Administrators have access to view that game video.

HOW DOES GLORY LEAGUE PROTECT A PLAYER PRIVACY AND SAFETY?

Glory League has an array of privacy options implemented at installation and activation.

These settings can be amended as required to suit the needs of the association and the players.

Glory Leagues technology captures wide shots of the court action, rather than focusing on individuals. It also removes the need for other videos to be filmed by individuals, which unlike with Glory League there are no controls over recordings filmed by individuals which can capture any angles and shots, and which maybe be shared without safeguards.

Care is taken to ensure that all video content is of a professional standard and filming techniques are representative of basketball camerawork at only the highest levels.

Participants agree to Glory Leagues Terms & Conditions when they register to play. Glory League's privacy practices have been reviewed by an independent legal counsel which found that the system is fully compliant to Australian Privacy Requirements.

HOW DO I USE GLORY LEAGUE?

Please see this video: [How do I use Glory League?](#)

We also have a walkthrough that can be accessed any time inside our player portal by clicking on the question mark icon on the bottom right of the video player, as well as help on supprt.gloryleague.com

WHO SHOULD I CONTACT?

For more information or if you have any issues, please email support@gloryleague.com

If you want to share a great play with us we encourage you to tag your association as well as:

[@gloryleague](#) on instagram,

[@gloryleaguebasketball](#) on tiktok,

[@gloryleague](#) on youtube

[@gloryleague](#) on twitter

and please feel free to join and share your highlights in our community highlights group on facebook: <https://www.facebook.com/groups/gloryleaguebasketball>