PlaySight Network Requirements

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# Identification

## This document describes the network requirements for the PlaySight system

# Abbreviation

## POPVS - PlaySight On-Premises Video Server

# Network Access

## The PlaySight computer comes with predefined security policy; therefore, no need to configure or add it to your Domain User Settings

## Whitelist all outbound HTTP/HTTPS traffic to \*.playsight.com

## Open the following ports for all outbound to \*.playsight.com:

|  |  |  |  |
| --- | --- | --- | --- |
| **Port #** | **Protocol** | **Purpose** | **Application** |
| 1935 | TCP | Video streaming | RTMP |
| 443 | TCP+UDP | Remote Management,Connectivity to PlaySight Cloud Server | LogMeIn Central,PlaySight Global Comm |
| 123 | TCP+UDP | Clock synchronization | NTP-clock sync |
| 9000 | TCP |  | Playsight data service - Smart Court Station connection to PlaySight Cloud Server |
| 20772088 | UDP | Video streaming | ZIXI broadcaster |
| 53 | TCP+UDP | DNS Name management |  |
|
| 140114021403 | TCP | Sportzcast (score data integration tool) |  |
| 8001-8015 | TCP+UDP | Video Streaming | PSA - PlaySight Stream Accelerator |

# Network Requirements

## Static IP Address Requirements

### Assign one static (or DHCP Reservation by MAC address) internal IP address per POPVS/PlaySight server.

### Assign one static (or DHCP Reservation by MAC address) internal IP address for each PlaySight camera.

### If needed, direct access to the camera's RTSP feed will be provided by PlaySight through the server proxy address.

### The POPVS IP address is the proxy address for cameras.

##  VLAN requirements

### PlaySight recommends placement of the POPVS on a separate VLAN.

### PlaySight IP cameras should also be on separate VLAN (same as POPVS) or should have a direct physical connection to the PlaySight server. This is a mandatory requirement.

### If separate VLAN cannot be arranged, the cameras should be wired home run from camera to POPVS and connected to the secondary NIC available on the POPVS, making the cameras private to the POPVS and out of the client's network.

### The VLAN should provide a 100% quality network with the required bandwidth for each PlaySight IP camera:

#### Each 1080p camera requires 10 Mbps.

#### Each 4K camera requires 40 Mbps.

#### Each 8k camera requires 80 Mbps.

## Stitching solution requirements

### The camera should be wired home run from camera to POPVS and connected to the secondary NIC available on the POPVS, making the camera private to the POPVS and out of the client's network.

## Broadcast requirements

### The broadcast stream should support the required upload speed:

#### Each streaming camera requires a minimum of 5 Mbps to provide a good quality stream.

### POPVS should have a minimum of 5 Mbps for download and upload on top of the above streaming requirement.

## Broadcast Quality requirements

### Use of wired network connection for streaming is ideal. wifi and cell data hotspots are not recommended.

## Proxy Servers

### Though technically not the cause of an issue, networks leveraging proxy servers to manage Internet connectivity and access can cause issues in establishment of a reliable video stream. Given the many ways proxy servers can be configured to help manage Internet access, we recommend that users allow the PlaySight computer to bypass the proxy server.

## Connectivity Management & Traffic Shaping

### Though rare, we have encountered networks that have automated connectivity or connection management processes in place. Systems that manage connectivity in an automated fashion can impact the system’s ability to stream. If your network employs a system/process that will reset Internet connections at some predefined criteria, this interruption will cause a loss in the video stream and impact the viewer and the system’s ability to properly recor