



## NFL GSIS Data Interface User Guide

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National Football League

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**Author:** Mike Perri

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## Overview

The NFL GSIS Data Interface application is a program which allows users to view the information from a specific game, either live or historical, in real time via the receipt of files generated from GSIS Stat Entry. It also allows them to store selected .xml files to a local path on their computer or to a MSMQ or FTP endpoint.

## Requirements

- Windows PC
- NFL GSIS Data Interface Installer folder
- Microsoft .NET Framework 4.8 or higher (included in installer folder)
- Internet connection

## Using the Application

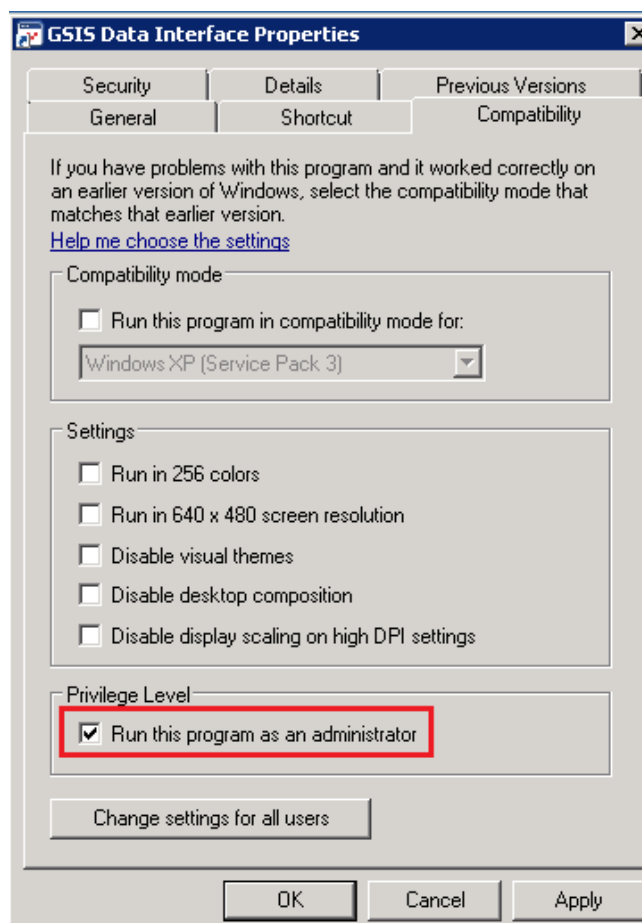
### Starting the Application

1. If not already open, run the NFL GSIS Data Interface application by pressing Shift+right-clicking on the 'GSIS Data Interface' desktop icon and selecting "Run as Administrator." Running as an administrator will allow the program to automatically update if needed. If the "Run as Administrator" option is not available, simply double-click the desktop icon, or select 'GSIS Data Interface' from the Start menu.



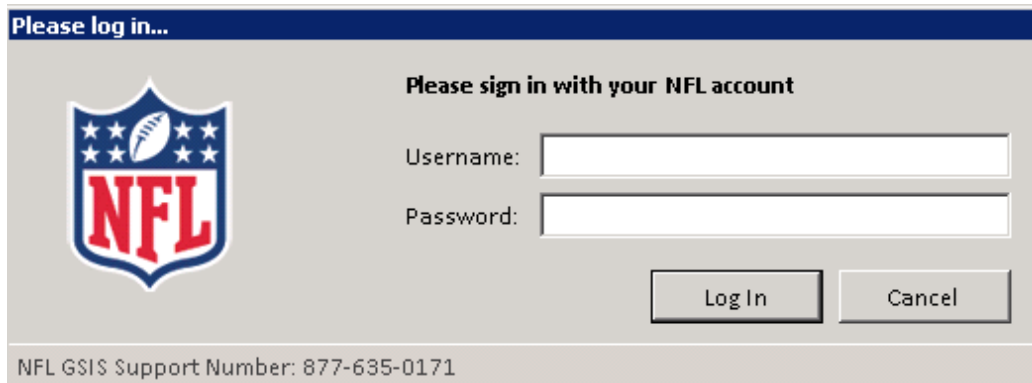
2. If the app is being run by a user that is a local admin, they can complete the following steps in order to allow the app to always run as an administrator:

- Right-click the 'GSIS Data Interface' desktop icon
- Select 'Properties'
- Click on the 'Compatibility' tab
- Check the 'Run this program as an administrator' checkbox



## Login

When you run the application, you will be brought to the login screen. Here you must enter your NFL provided username and password to login to the NFL GSIS Data Interface. **NOTE:** You will only need to log in the first time you start the application as long as you have an active registration.



The login screen features a dark blue header with the text "Please log in...". Below this, on the left, is the NFL shield logo. To the right of the logo, the text "Please sign in with your NFL account" is displayed. Underneath, there are two input fields: "Username:" and "Password:". To the right of these fields are two buttons: "Log In" and "Cancel". At the bottom of the screen, the text "NFL GSIS Support Number: 877-635-0171" is visible.

## Registration

1. Once logged in, you are brought to the Device Registration screen. You must register your device in order to continue. You can do this by filling out the form and selecting 'Register'. **NOTE:** All fields except for Description are required.



The image shows a 'Device Registration' dialog box with a blue header bar. On the left is the NFL shield logo. The main area has a title 'Device registration must be completed to continue'. Below this are several input fields: 'Stadium' (a dropdown menu showing 'Bank of America Stadium'), 'Company' (a text box with 'BizCo, Inc.'), 'Contact Name' (a text box with 'John Doe'), 'Contact Phone' (a text box with '555-555-5555'), 'Contact Email' (a text box with 'JDoe@BizCo.com'), and 'Description' (a text box with 'Daktronics representative for Bank of America Stadium'). At the bottom right are 'OK' and 'Cancel' buttons. A footer bar contains the text 'NFL GSIS Support Number: 877-635-0171'.

Device Registration

Device registration must be completed to continue

Stadium: Bank of America Stadium

Company: BizCo, Inc.

Contact Name: John Doe

Contact Phone: 555-555-5555

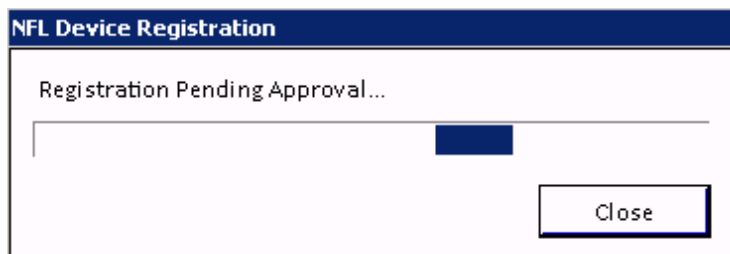
Contact Email: JDoe@BizCo.com

Description: Daktronics representative for Bank of America Stadium

OK Cancel

NFL GSIS Support Number: 877-635-0171

2. Your registration status is now Pending. A pop-up 'Registration Pending Approval' dialog will appear and remain until an NFL GSIS Admin has approved your request. To have your request approved, you may call NFL GSIS Support at (877) 635-0171. You will not be able to use the app until your device registration has been approved.



The image shows a 'Registration Pending Approval' dialog box with a blue header bar. The main area has a title 'Registration Pending Approval...' and a large empty text box. At the bottom right is a 'Close' button.

NFL Device Registration

Registration Pending Approval...

Close

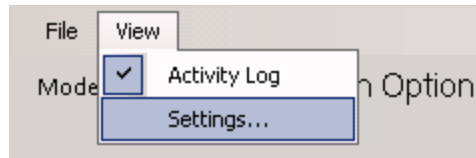


3. Once approved, you will automatically be brought into the NFL GSIS Data Interface app. **NOTE:** If this is your first time entering the app, or if no Local Save Path or Endpoints have been previously entered, the Settings screen will automatically open as well (See Settings section for further details).



## Settings

The Settings window is where you can add and edit the file path where your data will be saved, as well as FTP and/or MSMQ Endpoints. If this is your first time entering the app, or if no Local Save Path has been previously entered, the Settings screen will automatically open. You must have a Local Save Path entered in order to use the application. **NOTE:** Changes made in this window are saved automatically immediately after they are made.

A screenshot of the 'Settings' window. The window has a title bar 'Settings' and a version number 'Version: 0.5.0.25381' in the top right corner. It contains two checked checkboxes: 'Send Roster on startup' and 'Send Out Of Town stats on startup'. Below these is a 'Local Save Path:' label followed by a text input field and a browse button '...'. Underneath is a 'Repeater MSMQ:' label followed by a text input field containing 'dataInterface'. The window is divided into two main sections: 'FTP Endpoints' and 'MSMQ Endpoints'. Each section has three buttons: 'Add', 'Edit', and 'Delete'. Below these buttons are two large, empty rectangular areas for listing endpoints. At the bottom left, there is a note: 'Note: Changes are saved immediately upon making selections.' At the bottom right is a 'Close' button.

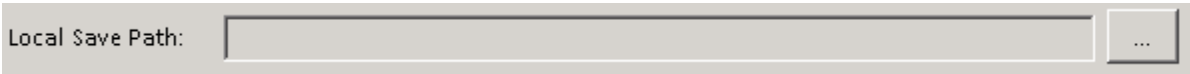
Settings options:

Send Roster on Startup checkbox	Will immediately send the Roster.xml file when either a Historical or Live Game is selected (enabled by default).
Send Out of Town Stats on Startup checkbox	Will immediately send the Scores.xml and Leaders.xml files when either a Historical or Live Game is selected (enabled by default).
Local Save Path	Here you can enter the local folder to which the data files will be saved (ex: C:\GSISData).
FTP Endpoints (Add/Edit/Delete)	Add, Edit, or Delete the endpoints to FTP the data files to, if applicable.
MSMQ Endpoints (Add/Edit/Delete)	Add, Edit, or Delete the endpoints to MSMQ the data files to, if applicable.

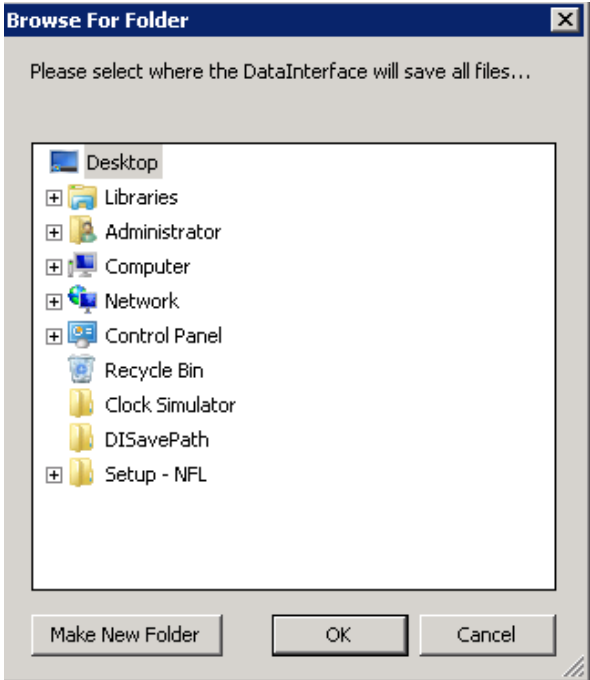
### Local Save Path

The local save path is a local folder where the data files will be saved.

1. To set the Local Save Path, select the ‘...’ button.



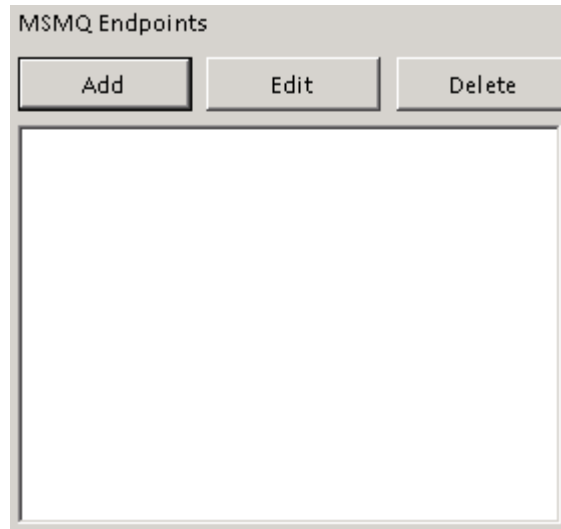
2. Create or select a destination folder, then select ‘OK’. The file path you selected will now be visible in the ‘Local Save Path’ field of the ‘Settings’ window.



## MSMQ Endpoint

For backwards compatibility with the Realtime Stats Exporter, MSMQ Endpoints are supported.

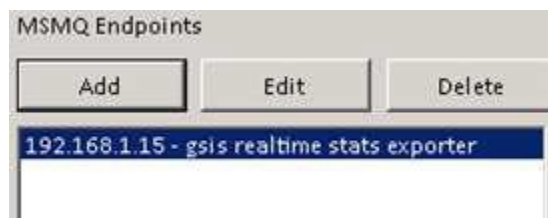
1. To add an MSMQ Endpoint, select the 'Add' button under the 'MSMQ Endpoints' heading.



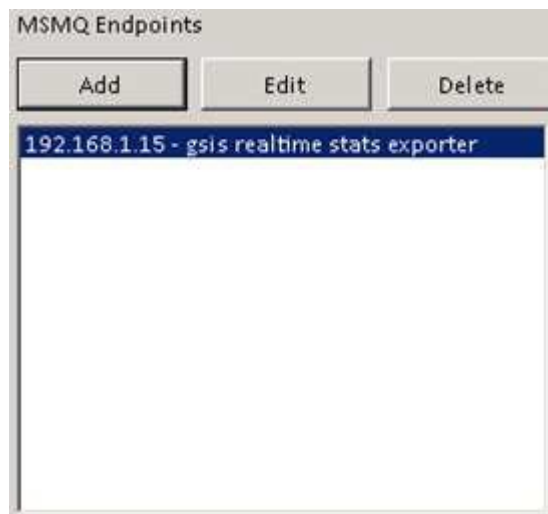
2. Enter a 'Host' and 'Queue', then select 'OK'. Your newly added MSMQ Endpoint will now appear in the MSMQ Endpoints list on the Settings window.

The 'Host' is the IP Address or Computer Name to send the files to. **NOTE:** To send to the local computer, please enter the local IP address or computer name of the local computer.

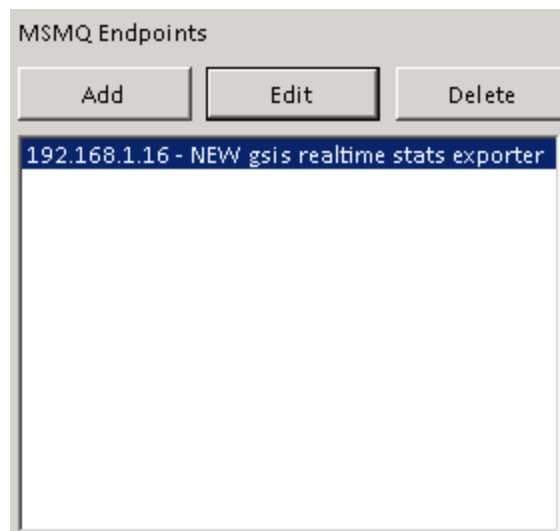
The 'Queue' is the MSMQ queue name. **NOTE:** To use the same queue that the GSIS Real-time Stats Exporter used to send to, enter: 'gsis realtime stats exporter' (case sensitive).



3. To edit an existing MSMQ Endpoint, select it from the list and press 'Edit'.



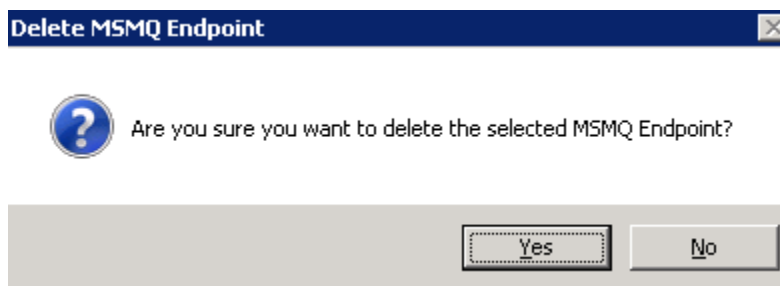
4. Make any necessary changes to the Host and/or Queue and press 'OK'. Your updates will now be saved and reflected in the MSMQ Endpoints list.



5. To delete an existing MSMQ Endpoint, select it from the list and press 'Delete'.



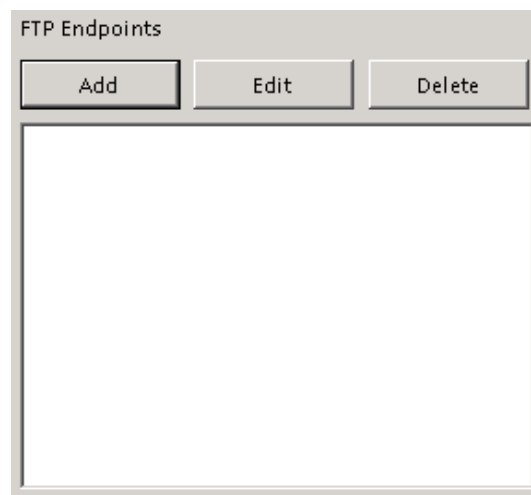
6. Select 'Yes' on the confirmation dialog. The selected MSMQ Endpoint is now removed from the list.



## FTP Endpoint

While this functionality is rarely used, if you need to use an FTP Endpoint, follow the steps below.

1. To add an FTP Endpoint, select the 'Add' button under the 'FTP Endpoints' heading.

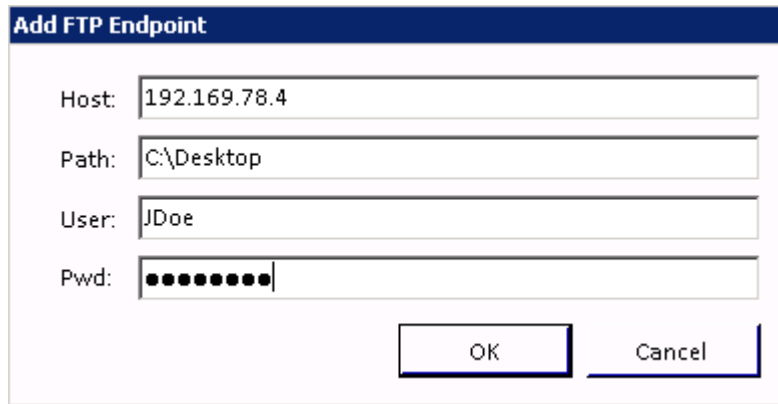


2. Enter a Host, Path, User, and Password, then select 'OK'. Your newly added FTP Endpoint will now appear in the FTP Endpoints list on the Settings window.

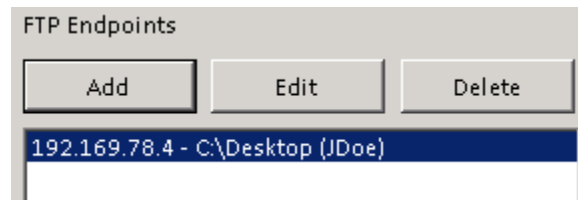
The Host is the IP address (or website that resolves to an IP address) to send the files to. **NOTE:** To send to the local computer, please enter the local IP address or computer name of the local computer.

The Path is the file path that facilitates connection to the FTP server.

The User and Pwd are the login information for authentication on that FTP server.

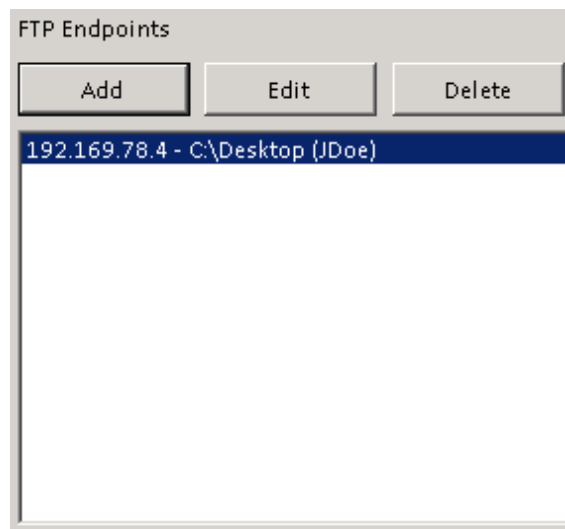


The 'Add FTP Endpoint' dialog box contains four input fields: 'Host' with the value '192.169.78.4', 'Path' with 'C:\Desktop', 'User' with 'JDoe', and 'Pwd' with masked characters. At the bottom right are 'OK' and 'Cancel' buttons.



The 'FTP Endpoints' window shows a list with one entry: '192.169.78.4 - C:\Desktop (JDoe)'. Above the list are 'Add', 'Edit', and 'Delete' buttons.

3. To edit an existing FTP Endpoint, select it from the list and press 'Edit'.



The 'FTP Endpoints' window shows the same list as before, with the entry '192.169.78.4 - C:\Desktop (JDoe)' highlighted in blue. The 'Add', 'Edit', and 'Delete' buttons remain at the top.

4. Make any necessary changes to the Host and/or Queue and press ‘OK’. Your updates will now be saved and reflected in the FTP Endpoints list.

Edit FTP Endpoint

Host:192.169.78.44

Path:C:\Documents

User:D\$mith

Pwd:●●●●●●●●●●●●●●●●

OK

Cancel

FTP Endpoints

Add

Edit

Delete

192.169.78.4 - C:\Desktop (JDoe)

5. To delete an existing FTP Endpoint, select it from the list and press ‘Delete’.

FTP Endpoints

Add

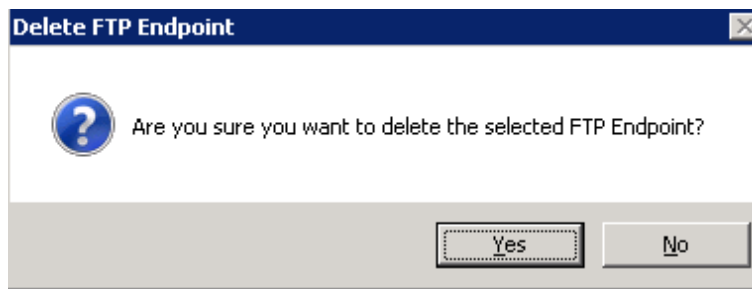
Edit

Delete

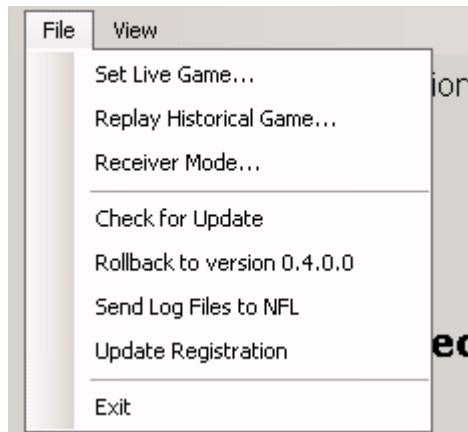
192.169.78.4 - C:\Desktop (JDoe)



6. Select 'Yes' on the confirmation dialog. The selected FTP Endpoint is now removed from the list.



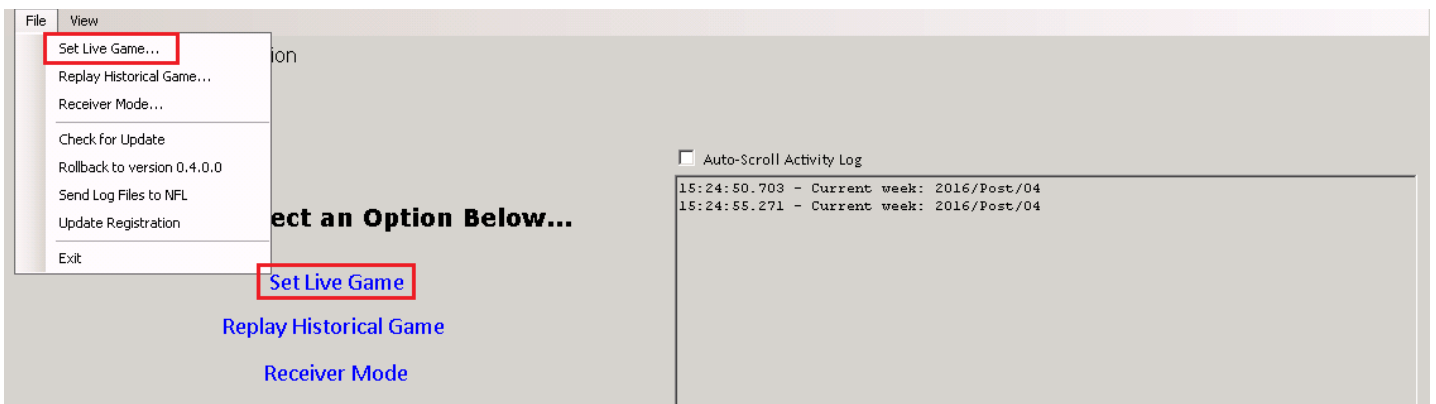
## File Menu



### Set Live Game

You can select any live game currently in progress at the stadium you registered with. You will receive the data files as soon as the stat crew ends the play in GSIS.

1. To start Live Game mode, you can click the 'Set Live Game' link on the main screen, or select 'Set Live Game...' from the 'File' menu.



2. If there is a live game going on at the stadium you are registered to, it will appear under the current week in the Game Select window. Select the live game and choose 'OK'.

**Please select a game...**

Season: 2016    Season Type: POST    Week: 4

Season

- 2017-02-05 57167 NE at ATL

OK    Cancel

3. The live game will now open and all of the information on screen (score, situation, clock, etc.) will update as each file is received.

File View

Mode: Live Game

Send:

02/05/2017 2016/Post/4 57167

FILE #	QTR	DOWN	DIST	YD LINE	CLOCK
314	OT1	2	2	ATL 2	11:08

**Patriots** 28 at 28 **Falcons**

(11:08) J.White right end for 2 yards, TOUCHDOWN.

☐ Auto-Scroll Activity Log

```

15:35:07.466 - Retrieved file [Scores.xml]
15:35:07.466 - Retrieved file [Leaders.xml]
15:35:07.476 - Retrieved file [Roster.xml]
15:35:07.476 - Retrieved file [IndividualLeaders.xml]
15:35:07.556 - Retrieved file [Scores.xml]
15:35:07.556 - Retrieved file [Leaders.xml]
15:36:07.639 - Retrieved file [Scores.xml]
15:36:07.645 - Retrieved file [Leaders.xml]
15:36:07.645 - Retrieved file [IndividualLeaders.xml]
15:37:07.658 - Retrieved file [Scores.xml]
15:37:07.658 - Retrieved file [Leaders.xml]
15:37:07.675 - Retrieved file [IndividualLeaders.xml]
15:38:07.734 - Retrieved file [IndividualLeaders.xml]
15:38:07.933 - Retrieved file [Scores.xml]
15:38:07.937 - Retrieved file [Leaders.xml]
15:39:07.930 - Retrieved file [IndividualLeaders.xml]
15:39:07.952 - Retrieved file [Scores.xml]
15:39:07.952 - Retrieved file [Leaders.xml]
15:40:07.933 - Retrieved file [IndividualLeaders.xml]
15:40:07.964 - Retrieved file [Scores.xml]
15:40:07.964 - Retrieved file [Leaders.xml]
15:41:07.981 - Retrieved file [Scores.xml]
15:41:07.981 - Retrieved file [Leaders.xml]
15:41:08.086 - Retrieved file [IndividualLeaders.xml]

```

4. While in Live Game mode, you can use the buttons in the 'Send:' section to retrieve .xml files for the game. These buttons (Season to Date, Out of Town, Game to Date, and Roster) will cause the NFL GSIS Data Interface to retrieve the related .xml files and save them in the Local Save Path or Endpoint that you chose in the Settings menu.

File View

Mode: Live Game

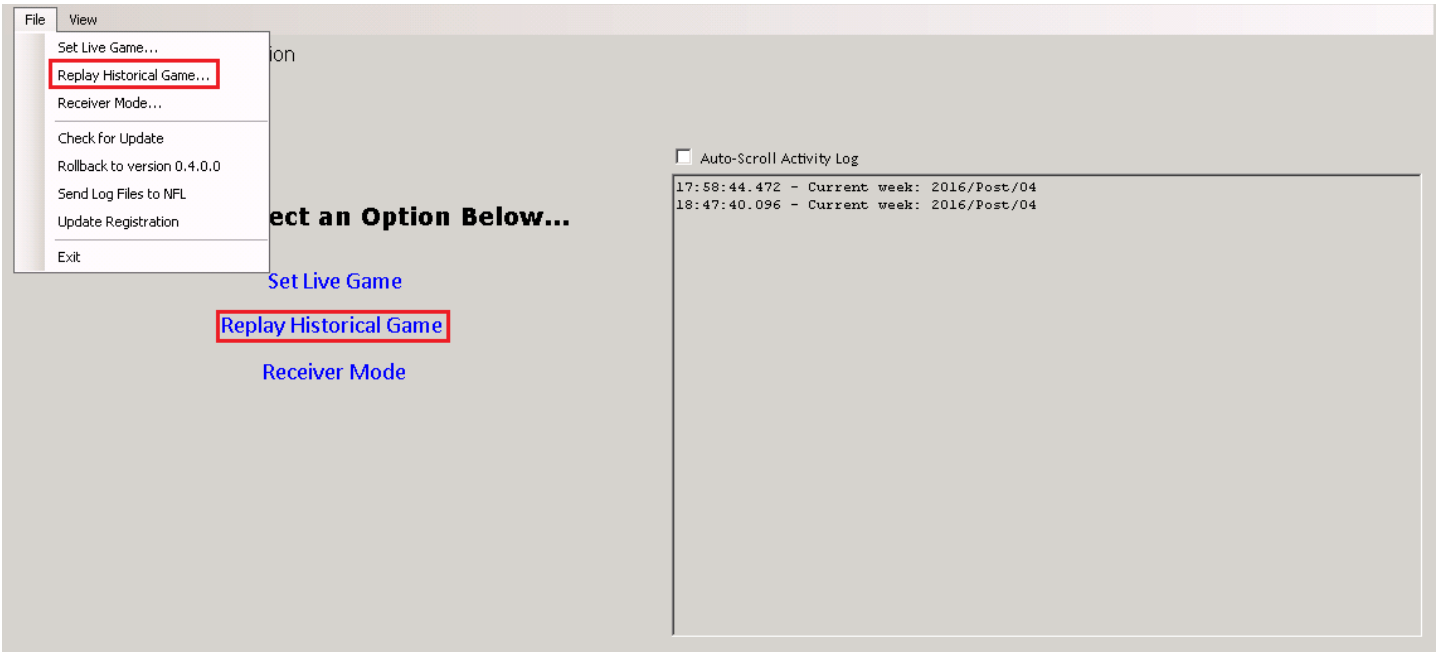
Send:

Button	Files Generated
Season to Date	<HomeTeam>_SeasonToDateStats.xml <VisitingTeam>SeasonToDateStats.xml IndividualLeaders.xml TeamRankings.xml
Out of Town	Leaders.xml Scores.xml
Game to Date	GSISGameStats.xml
Roster	Roster.xml

Replay Historical Game

The NFL GSIS Data Interface application allows you to choose a previous game to replay for testing purposes.

1. To start Historical Game mode, you can click the ‘Replay Historical Game’ link on the main screen, or select ‘Replay Historical Game...’ from the ‘File’ menu.



2. At the Game Select screen, use the dropdown menus to pick the Season, Season Type, and Week of the game you wish to replay. Then click the specific game you want to replay and press 'OK'. Your selected game will now be loaded into Historical Game mode.

**Please select a game...**

Season: 2016    Season Type: REG    Week: 4

Season

- 2016-09-29 56949 MIA at CIN
- 2016-10-02 56950 IND at JAX
- 2016-10-02 56951 CAR at ATL
- 2016-10-02 56952 OAK at BLT
- 2016-10-02 56953 DET at CHI
- 2016-10-02 56954 TEN at HST
- 2016-10-02 56955 BUF at NE
- 2016-10-02 56956 SEA at NYJ
- 2016-10-02 56957 CLV at WAS
- 2016-10-02 56958 DEN at TB
- 2016-10-02 56959 LA at ARZ
- 2016-10-02 56960 NO at SD
- 2016-10-02 56961 DAL at SF
- 2016-10-02 56962 KC at PIT
- 2016-10-03 56963 NYG at MIN

OK    Cancel

3. Select 'Play' to begin replaying the game.

Mode: Historical Game

<    <<    Play    >>    >|

Next File In:    1x

4. While the game is replaying, you can use the slider bar to adjust the speed at which the game replays. This is important because, by default, the plays will load at the same speed they occurred during the game, so there will be long pauses for things like pre-game, halftime, and TV timeouts. You can also use the 'Pause' button to stop the game, the '<<' and '>>' buttons to skip backwards or forwards one play, and the '|<' and '>|' buttons to skip to the first or last play of the game.



### Receiver Mode

Receiver Mode watches a local MSMQ queue (name must be configured in the Settings menu) for files instead of going over the internet. This mode can be used in a scenario where the machine that the NFL GSIS Data Interface is running on doesn't have internet access, but another NFL GSIS Data Interface client can send it files through MSMQ. **NOTE:** You must have a message queueing service installed on your computer for this mode to work properly.

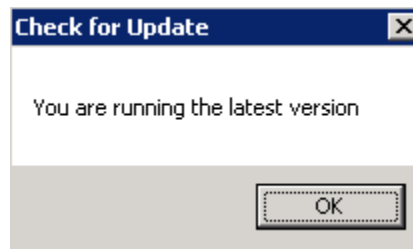
1. To enable Receiver Mode, you can click the 'Receiver Mode' link on the main screen, or select 'Receiver Mode...' from the 'File' menu. You will now be able to receive the files from the local MSMQ Queue.



## Check for Update

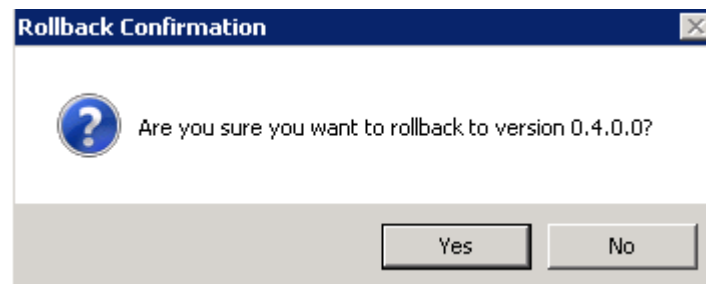
When you start the app, it will automatically run a check to make sure you have the latest version and prompt you if a new version is available. If you want to run this check manually, select this File menu option to make sure that you are running the most current version of NFL GSIS Data Interface. If you are, a “You are running the latest version” dialog will appear. If you are not, you will be prompted and asked to download the newest version.

**NOTE:** This app must be run in Administrator Mode in order to auto-update. To run in Administrator Mode, press Shift+right-click the desktop icon and select “Run as Administrator”.



## Rollback to Version x.x.x.x

In the rare case where there is a problem with the version of NFL GSIS Data Interface you are using, you may be asked to rollback to the previous version of the application, either to try the update process again, or to use the older version until a newer version with the proper issue fixes is released. Selecting this option from the File menu will ask for your confirmation and then proceed to install the previous version of the application.



## Send Log Files to NFL

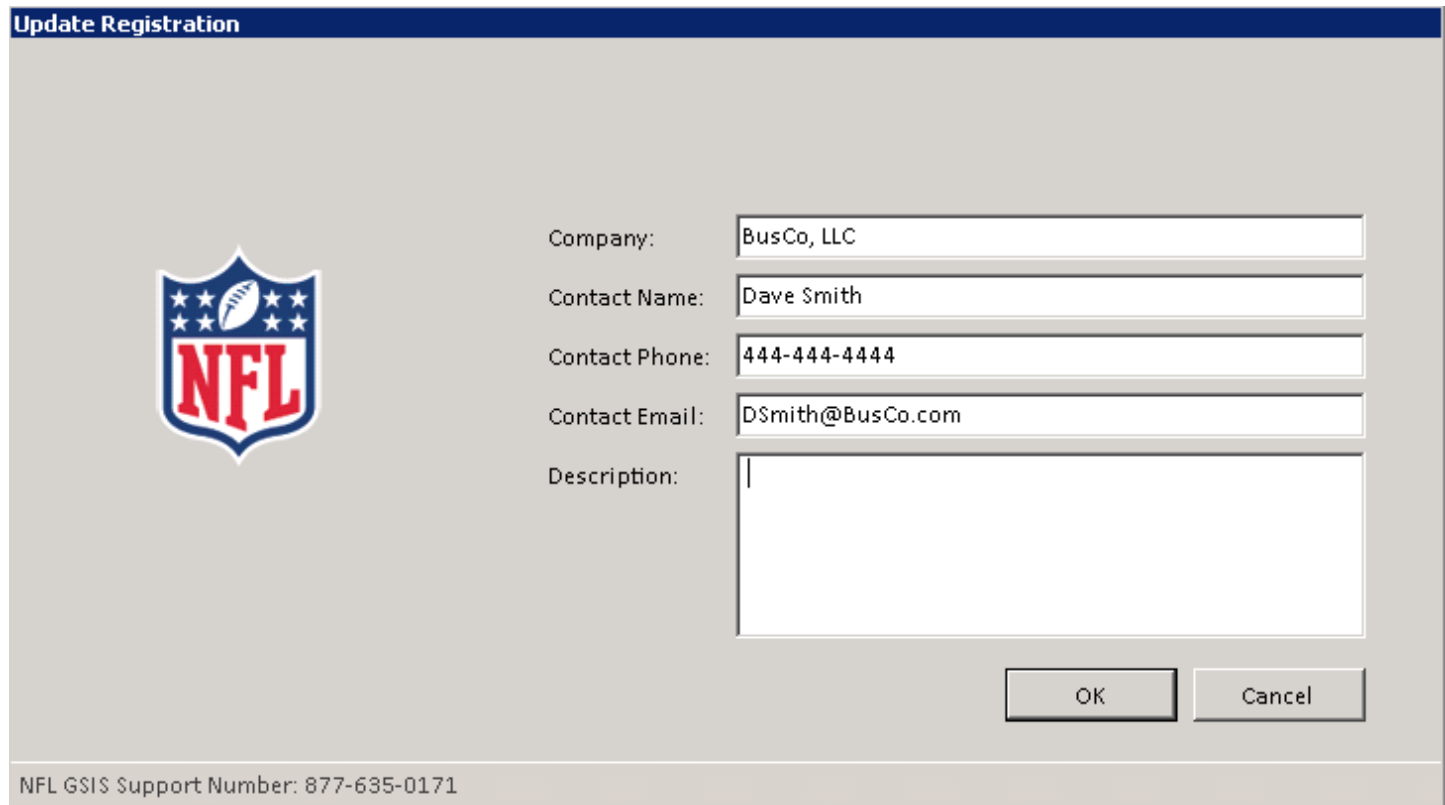
If you are ever communicating with GSIS Support to troubleshoot an issue, they may ask you to send them the log files from your NFL GSIS Data Interface program. To do this, simply select this option from the File menu and your log files will automatically be sent to the NFL. A success dialog will confirm that the files were sent.





## Update Registration

If you ever need to update any of the registration information you initially entered (Company, Contact Info, and/or Description), select this option from the File menu, make any necessary changes, and select 'OK'.



The 'Update Registration' dialog box features the NFL logo on the left. On the right, there are five input fields: 'Company' (containing 'BusCo, LLC'), 'Contact Name' (containing 'Dave Smith'), 'Contact Phone' (containing '444-444-4444'), 'Contact Email' (containing 'DSmith@BusCo.com'), and 'Description' (empty). At the bottom right are 'OK' and 'Cancel' buttons. A footer bar at the bottom contains the text 'NFL GSIS Support Number: 877-635-0171'.

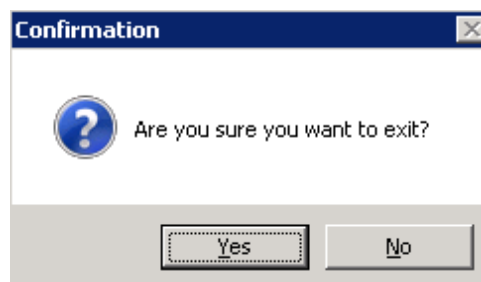
Company:	BusCo, LLC
Contact Name:	Dave Smith
Contact Phone:	444-444-4444
Contact Email:	DSmith@BusCo.com
Description:	

OK Cancel

NFL GSIS Support Number: 877-635-0171

## Exit

Select this option from the File menu, and 'Yes' on the confirmation dialog, to exit the NFL GSIS Data Interface program.



The 'Confirmation' dialog box has a title bar with a close button. It contains a question mark icon and the text 'Are you sure you want to exit?'. At the bottom are 'Yes' and 'No' buttons.

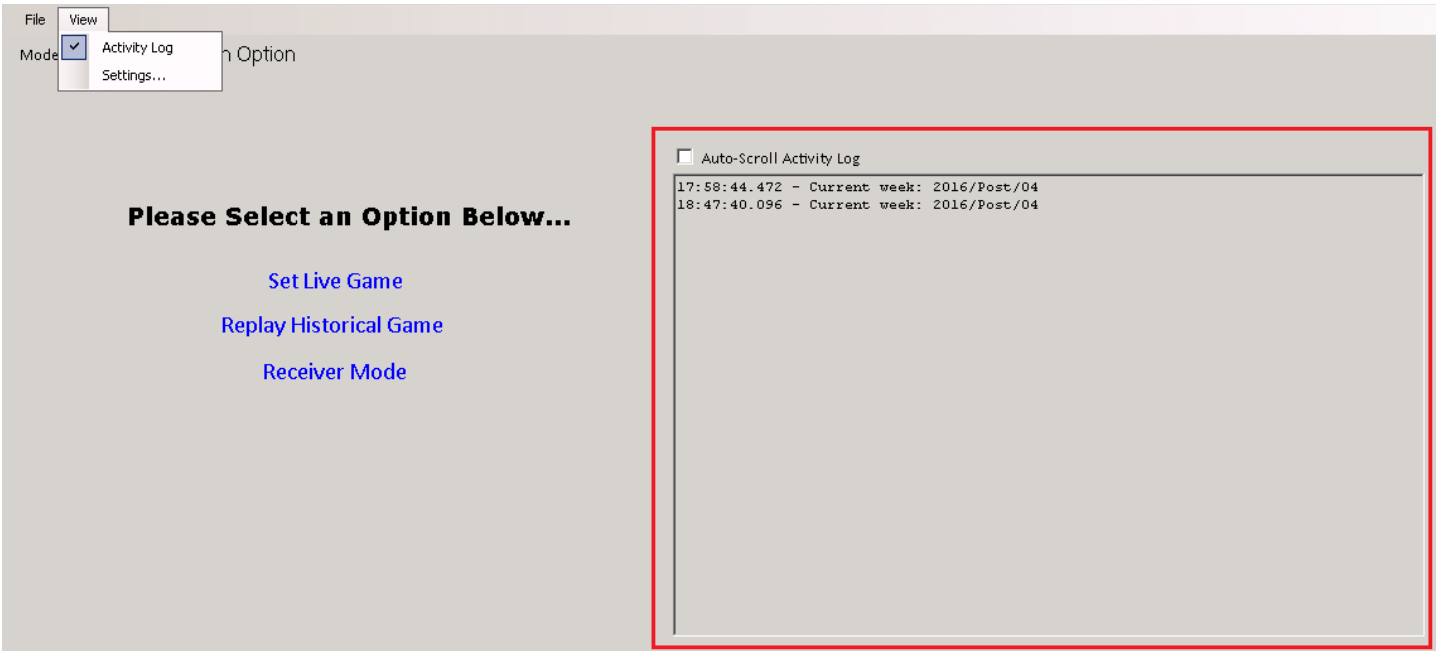
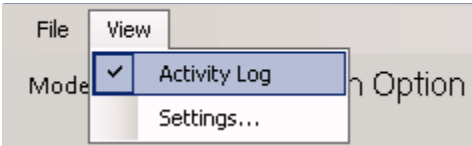
Are you sure you want to exit?

Yes No

View Menu

Activity Log

The Activity Log shows a running list of all files and information being received. You can also select the ‘Auto-Scroll Activity Log’ checkbox if you want to always have the latest activity visible on screen. The option in the View menu toggles whether or not the Activity Log is visible on screen. It is checked (visible) by default.



## Support

For support with the NFL GSIS Data Interface application, call or email GSIS Support:

**Phone:** (877) 635-0171  
(212) 450-2443

**Email:** [GSISsupport@NFL.com](mailto:GSISsupport@NFL.com)