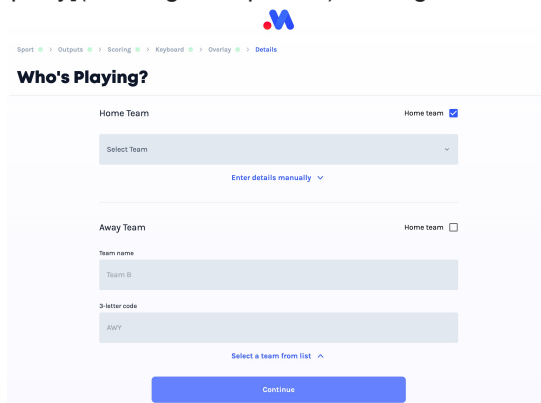


Match Details

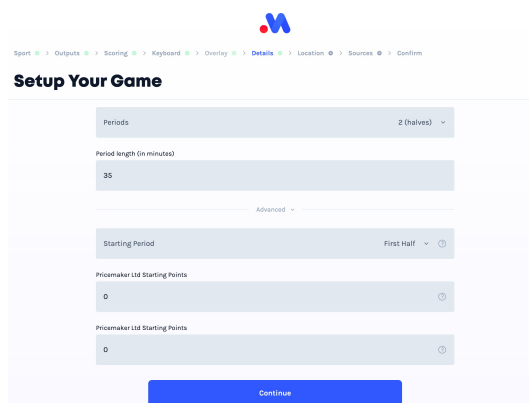
Each match requires you to provide some basic details as to who is participating. Once you have done this a few times it should be reasonably repetitive, and can be sped up by pre-defining [teams](/platform/teams) or pre-adding data with your [third party](/scoring/third-parties) if using one.



The screenshot shows a web form titled "Who's Playing?". At the top, there is a breadcrumb trail: Sport > Outputs > Scoring > Keyboard > Overlay > Details. The form is divided into two sections: "Home Team" and "Away Team". The "Home Team" section has a "Home team" checkbox that is checked and a "Select Team" dropdown menu. Below it is a link "Enter details manually" with a dropdown arrow. The "Away Team" section has a "Home team" checkbox that is unchecked, a "Team name" text input field containing "Team B", and a "3 letter code" text input field containing "AWT". Below these fields is a link "Select a team from list" with an upward arrow. At the bottom of the form is a blue "Continue" button.

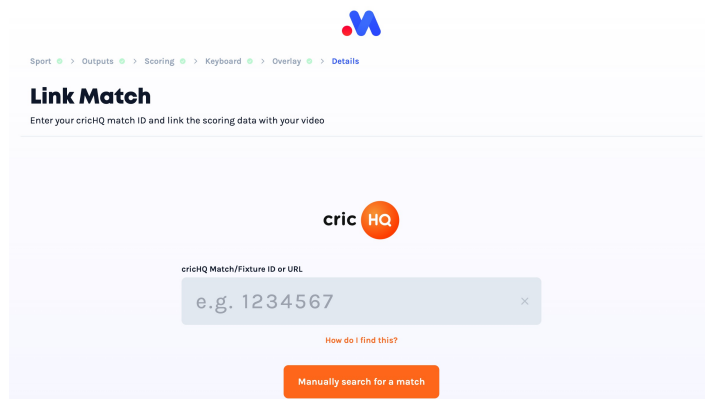
Example of the team selector for basketball.

This is an important step, and one you **usually cannot change once a match begins**. Depending on the sport and/or if you're scoring with a [third party \(/scoring/third-parties\)](/scoring/third-parties), this screen will vary what it may display.



The screenshot shows a web form titled "Setup Your Game". At the top, there is a breadcrumb trail: Sport > Outputs > Scoring > Keyboard > Overlay > Details > Location > Sources > Confirm. The form contains several input fields: "Periods" (dropdown menu set to "2 (halves)"), "Period length (in minutes)" (text input field set to "35"), "Starting Period" (dropdown menu set to "First Half"), "Pricemaker Ltd Starting Points" (text input field set to "0"), and another "Pricemaker Ltd Starting Points" (text input field set to "0"). At the bottom of the form is a blue "Continue" button.

For example, *field hockey* asks you if your match should use halves or quarters (and how long each should be).



The screenshot shows a web form titled "Link Match". At the top, there is a breadcrumb trail: Sport > Outputs > Scoring > Keyboard > Overlay > Details. Below the title is the instruction "Enter your cricHQ match ID and link the scoring data with your video". The form features the "cric HQ" logo, a text input field for "cricHQ Match/Fixture ID or URL" containing "e.g. 1234567", a link "How do I find this?", and a blue "Manually search for a match" button.

And one of the third party scoring systems for cricket, [cricHQ \(/scoring/third-parties/crichq\)](/scoring/third-parties/crichq), will ask you to link with a match on their system by copying and pasting the URL to the match, or allowing you to search their system for the match to link with.

Default Selection

MAS **will not auto-fill values** in this step, you must at very least tell us who is participating. However, it does assume some basic things common to a sport (halves/quarters, clock length, etc.) so be sure to double check these if your match rules/setup are/is atypical for the sport generally.