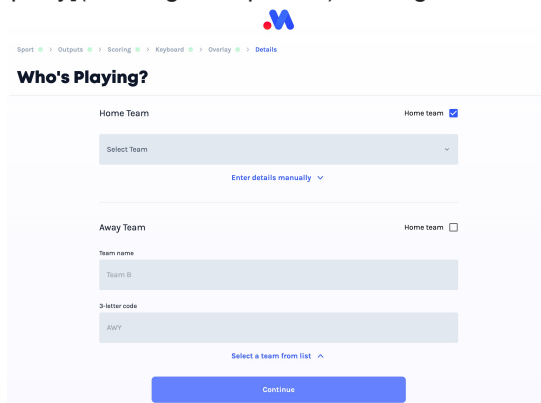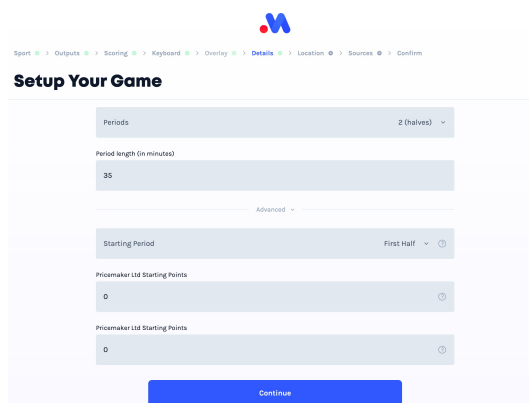# Match Details

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.
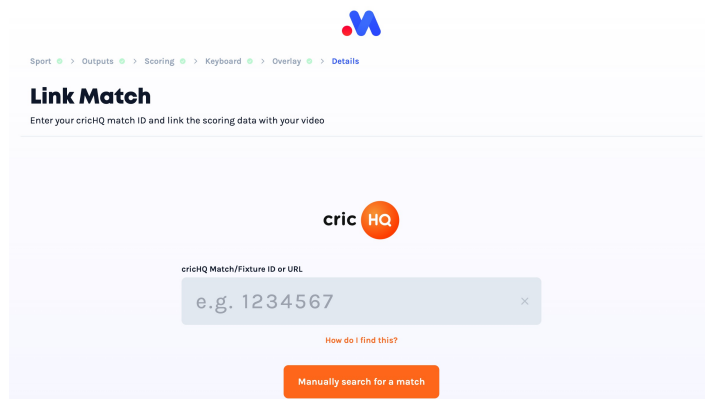

Example of the team selector for basketball.

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.

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

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.