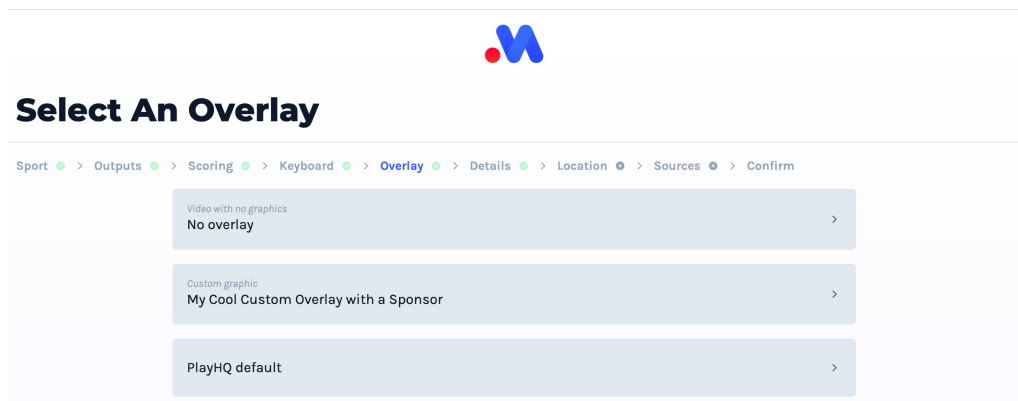


Overlay Selection

This will be automatically filled for most sports.

*You ***usually*** CANNOT change this when a match is underway!*

Each combination of a selected [sport \(/scoring/create-match/sport\)](/scoring/create-match/sport), [data provider \(/scoring/create-match/vendor\)](/scoring/create-match/vendor), and [keyboard \(/scoring/create-match/keyboard\)](/scoring/create-match/keyboard) will have a matching overlay that can be generated. The overlay is the graphical output that will be printed over the top of your naked video stream.



You/your admin can [create custom overlays](/platform/overlays) for your sport - which will be especially useful if you have a nominated sponsor. Otherwise, a default overlay will usually be picked for you.

[Third parties \(/scoring/third-parties\)](/scoring/third-parties) will usually provide their own custom graphics too - most of the time this will be the only option available when selecting them as a data vendor.

Streaming Without an Overlay

It is possible to score and create highlight moments for your backend without actually producing a graphical overlay. There will always be the option to select No overlay - the system will warn about it but it is not an error.

You may wish to do this if you are using MAS for a non-sporting event, or using it for a training session where the customisation/consumerism isn't as important.

Default Selection

MAS will assume you want to (in order of preference):

- Select the custom overlay you/your [admin created \(/platform/overlays\)](/platform/overlays) if there is *just one* to select from, or;
- Challenge you to select an option if there is *more than one* custom overlay to select from, or;
- Select the default available overlay, or;
- Stream without an overlay.

So, one will be automatically selected if there is only one to choose from, otherwise you will need to pick each time.