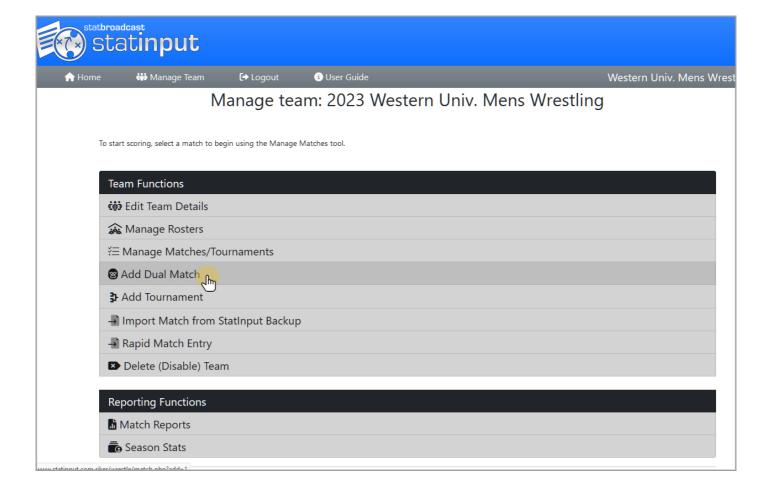


This guide will step you through creating a new dual match, including configuring the participating teams and their rosters.

Click on Add Dual Match



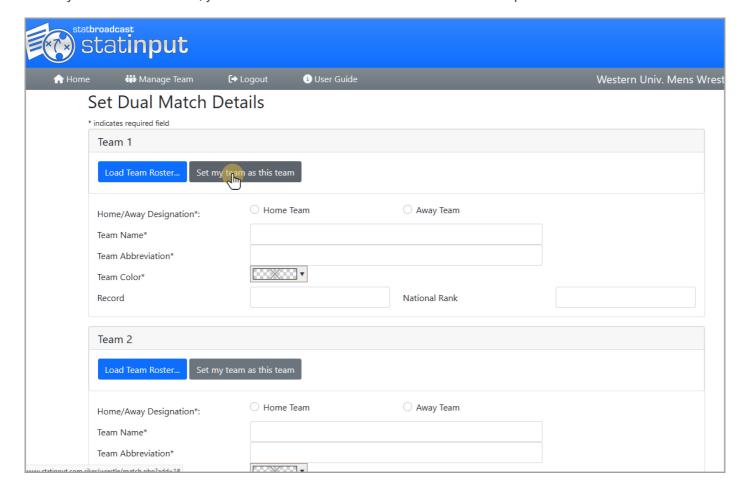




To use your team as a participant, click 'Set My Team as This Team'

The stored details of your team, such as name, abbreviations and colors, will be loaded into either Team 1 or Team 2. Your stored roster will also be assigned to the team.

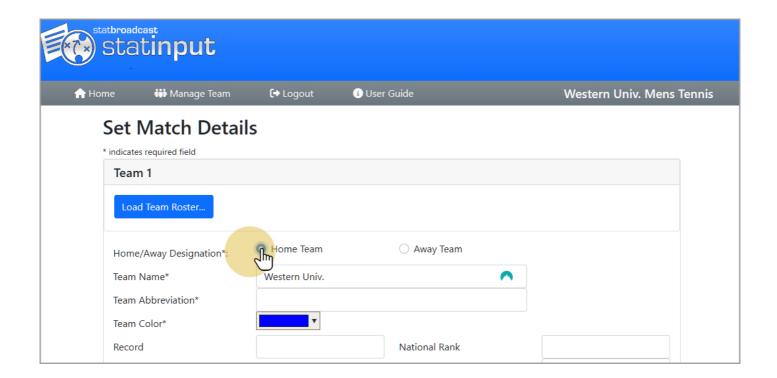
If you do not wish to use this functionality, you can manually set the Team details. Please note that if you manually set a team's details, you will have to create their roster in the next step.





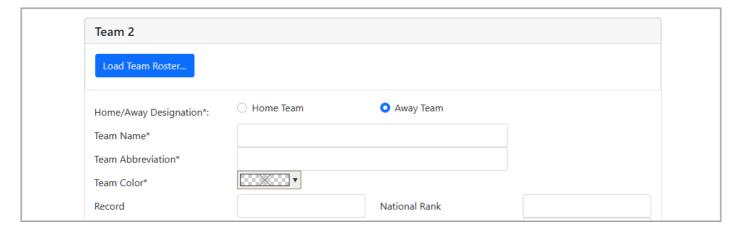


Designate your team as Home or Away



Set your opponent or second participating team

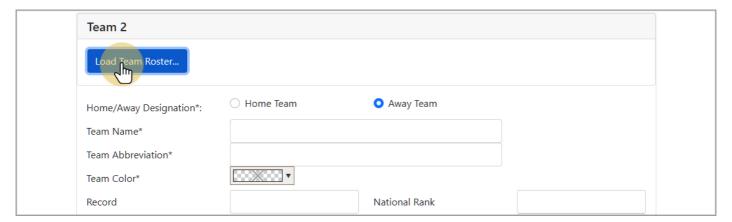
You'll need to set the second participating team in the match. You have the option of loading an existing team roster or manually entering in the team data (in which case you will be prompted to create the roster after the match or game is created and saved. Note: if you manually enter the roster into the match or game, it will not be available for use in subsequent matches or games).



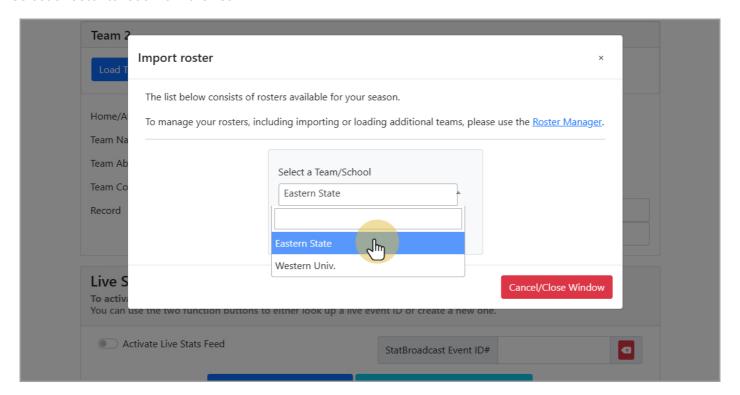


To load an existing roster

Click on the blue 'Load Team Roster' button

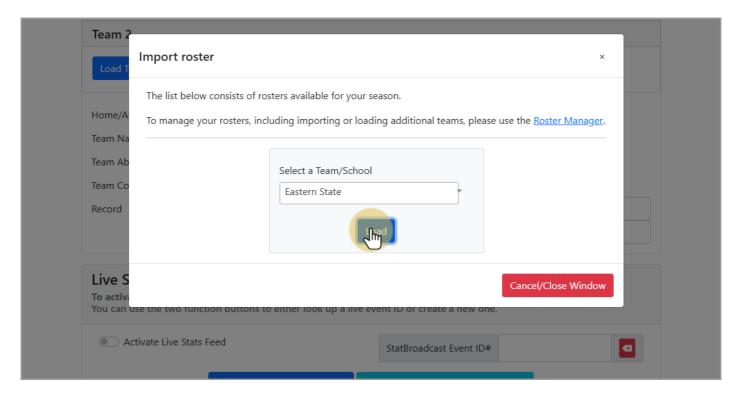


Select a roster to load from the list

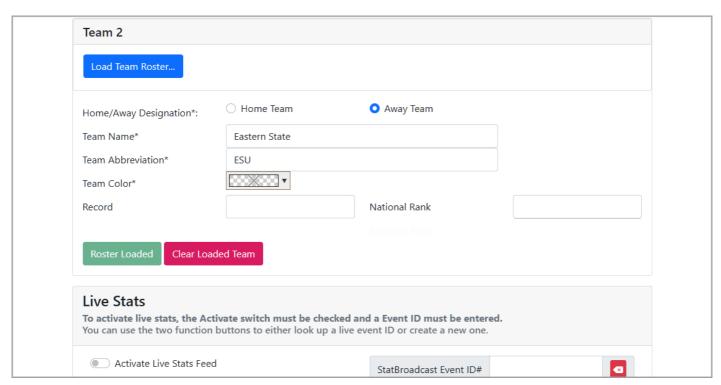




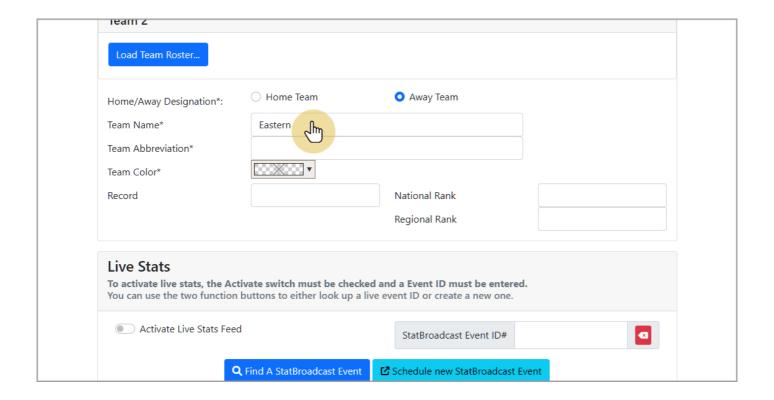
Press the Load button



Fill in the remaining required and optional fields



To manually enter a team, fill in the required fields



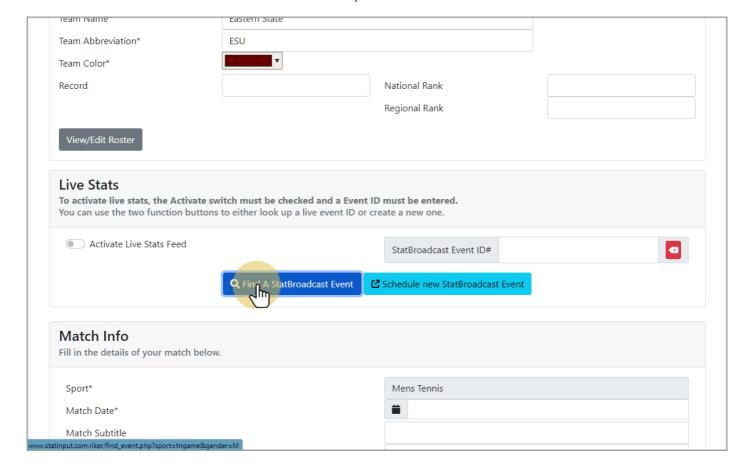


To activate StatBroadcast Live Stats, Click the 'Find Event' button

StatInput can automatically broadcast live stats to a StatBroadcast event, but you must activate this feature and have a corresponding event scheduled in StatBroadcast.

If you know your event ID already or if you need to search, click on the 'Find a StatBroadcast Event' button to continue.

The 'Schedule new StatBroadcast Event' button will open the StatBroadcast admin site in a new window.

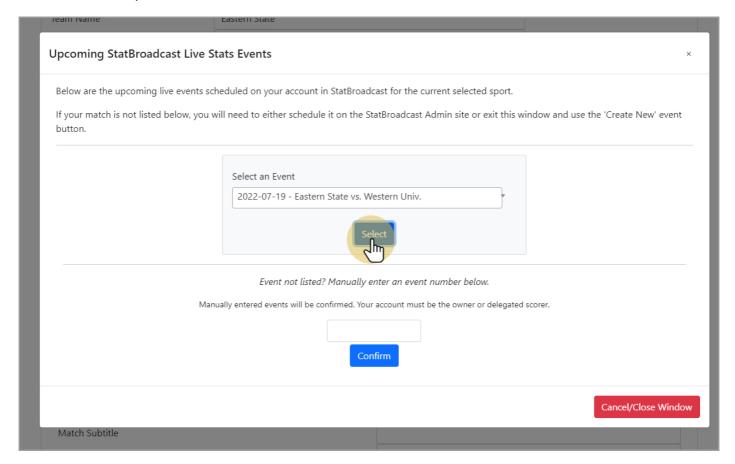




Select a StatBroadcast event

If the event you want to link is listed in the drop down list, select it and click 'Select'.

If you know the StatBroadcast Event ID and want to set it manually, enter it in the text box below and click 'Confirm'. StatInput will contact the StatBroadcast Cloud to confirm that you have authorized access to broadcast to the requested event.

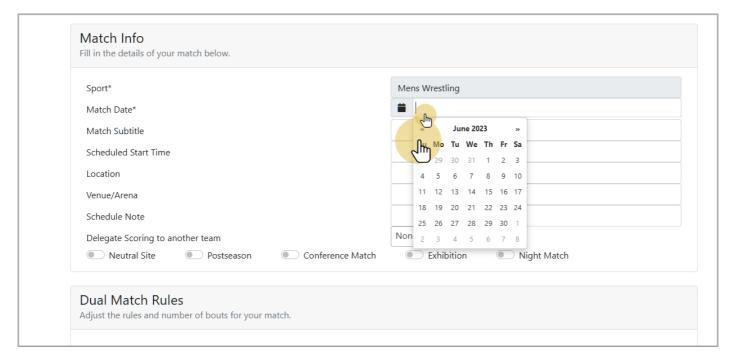






Fill out the required match info fields

You must set at minimum a match date, sport (which is set automatically for you) and rules (which are also automatically filled in).





Make adjustments to the Dual Rules

Please review the dual scoring rules. Rules are automatically set to the current NCAA timing and scoring rules (Use Riding Time, 3PT Near Falls and 3PT Takedowns).

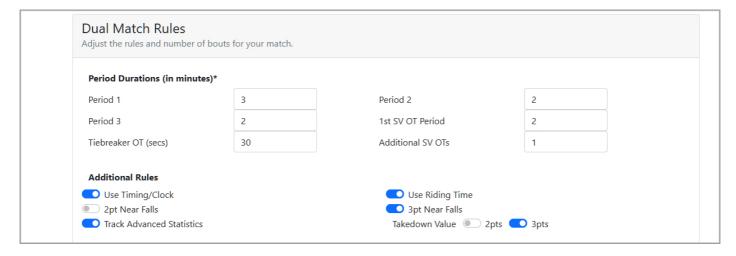
More details on the available options are below:

Use Timing/Clock - Will use a running clock to track action during bouts. You can toggle this setting on to just enter action as it occurs and not use specific match time (you will still be able to enter timing needed for scoring events, such as falls, elapsed match time, injury timeouts and riding time).

Use Riding Time - Tracks and awards riding time points for the bouts. Toggle off for high school or other levels that do not award Riding Time points.

Track Advanced Stats - Enables tracking of advanced/additional statistics including shots, counter, tie ups and moves used for takedowns, pinning combinations.

Note: please note that rules cannot be adjusted once the first bout has begun. To change dual match rules at that point, you would need to create a new match.





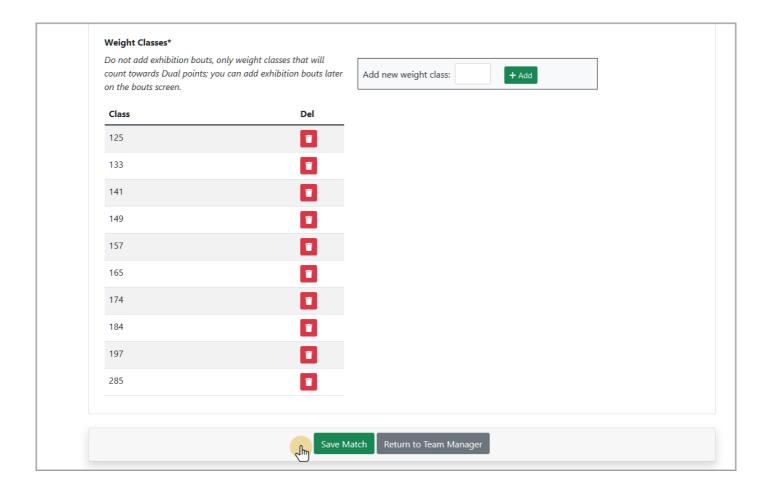
Doublecheck Weight Classes and Save Match

Please double check the weight classes that will be contested in this match and add/delete as necessary.

By default, the 10 NCAA standard weight classes are automatically added to the match.

Do not add exhibition bouts, only weight classes that will count towards Dual points; you can add exhibition bouts later on the Bouts screen.

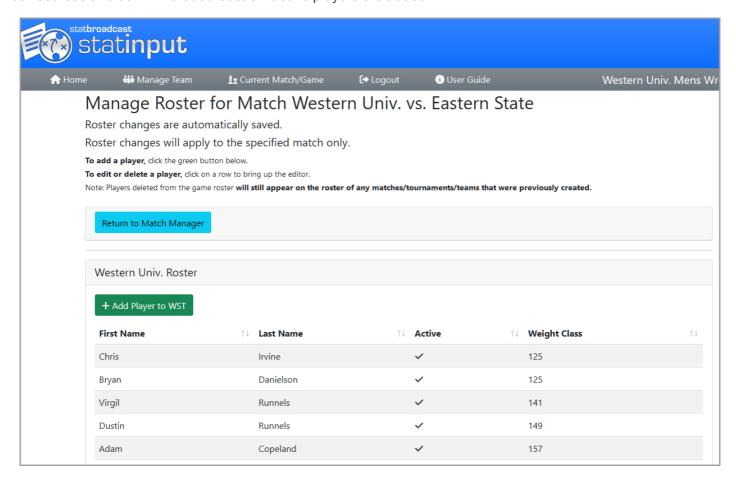
Once confirmed, click Save Match to save your changes and create the new match.





Set Team Rosters

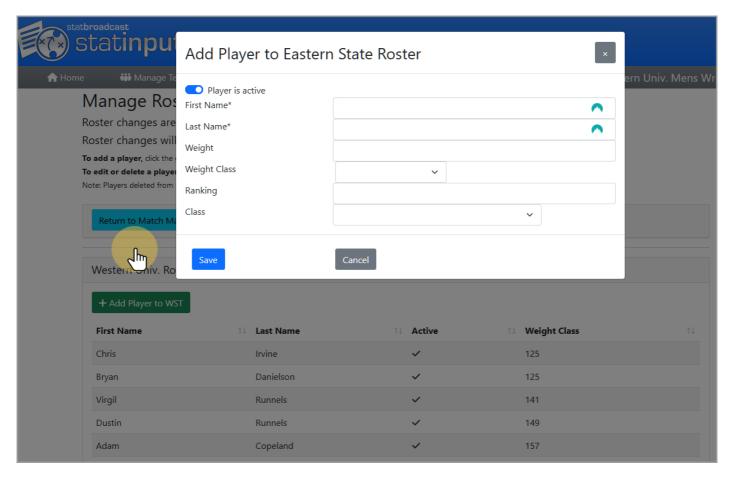
If either of your participating teams were loaded from the cloud, a roster may already exist. Please review it for correctness and confirm that at least six active players are added.





If no roster exists, press 'Add Player' to create at least ten wrestlers

You must have a minimum of ten active wrestlers on each team's roster to begin a match





Once roster editing is complete, press' Return to Match Manager' to finish

