



MATCOMMAND TOURNAMENT

Tournament Day Quick Start

The shortest safe path from launch to final backup.

Applies to Tournament V14.13 · Updated September 12, 2026

Five stages. One decision at a time. Complete the current stage, use its gold action, then move forward. Build only after the roster, divisions, weight classes, mats, and scoring methods are correct.

Contents

- | | |
|----------------------|-----------------------------|
| 1. Before doors open | 5. Digital scorer fallback |
| 2. Five-stage setup | 6. Recovery and corrections |
| 3. Live Control | 7. Installing an update |
| 4. Paper results | 8. Closeout |
| | 9. Current boundaries |

Before doors open

- Director laptop is plugged in and sleep is disabled.
- One trusted, non guest event network is tested.
- Exactly one Director tab is open.
- The active license and V14.13 revision are confirmed in Info.
- The final roster, format, program, divisions, classes, mat count, scoring plan, and printer are ready.
- Every Digital scorer, display, QR link, public view, backup, and recovery point has been rehearsed.
- Windows Firewall shows one MatCommand Tournament TCP 8765-8774 Local Subnet rule for the installed application.

Director Reference Guide

V14.13

Choose where to begin. The Tournament Setup Wizard provides the full step-by-step process, while this page keeps the most important day-of links and checks close at hand.

THREE DAY-OF REMINDERS

Keep MatCommand running: leave the Director laptop plugged in and awake, and confirm the Director page still opens.

Use one event network: every device must use the same non-guest network.

Check before wrestling: Tournament Check must pass, every mat must be marked Paper or Digital, and every Digital mat must have its matching scorer connected.

Choose Where to Begin

Start Guided Setup

Open Previous Tournament

Open Tournament Quick Start

Guided Setup opens a clean setup path. Gold marks the recommended action. Open Previous Tournament is a quiet secondary option and never loads old tournament data until you choose it.

Want to try it first? Open Guided Setup, then open Director Info / License Center and choose **Load Full Demo Tournament**. The fixed 16-wrestler Demo uses real scoring, Undo, corner swaps, brackets, printing, public viewing, Parent Portal, and mat displays without a paid license. Demo output is local-only and marked Not Official.

License Center

LICENSE STATUS

License Required

Activate MatCommand Tournament on this Director computer.

PRODUCT / PLAN

No license installed

The activated plan controls real tournament access.

THIS COMPUTER

This computer is not activated

No MatCommand annual license activated.

MC-XXXX-XXXX-XXXX-XXXX-XXXX

Activate License

Validate Now

MATCOMMAND TOURNAMENT DIRECTOR — \$349.99/YEAR

Organization or customer name

Contact name

Email for purchase record

Buy License with PayPal

Check Purchase Status

Includes unlimited local tournaments, Tournament Cloud publishing, offline operation after activation, and up to two Director computers. Save the delivered key for the second Director computer.

Youth Organization Annual: unlimited Scramble / Grapevine plus up to three unique Round Robin, Single Elimination, or Double Elimination tournaments per annual term. Each counted event needs Internet once for its signed authorization, then that exact Tournament ID can continue and recover offline.

NEED TO ACTIVATE WITHOUT INTERNET?

Create a request file and send it to MatCommand. Import the signed license file you receive in return.

1. Create Offline License Request 2. Import Offline License File

V14.13 launch: start Guided Setup, open the fixed Demo, or deliberately open earlier work.

Five-stage Guided Setup

1 Event Setup

Enter the tournament name and date, select 1 through 18 mats, then set each mat to **Paper Scoring** or **Digital Scoring**. Scramble mats can also use optional age and weight limits. Save Event Information before moving on.

2 Format and Rules

Choose Round Robin, Single Elimination, Double Elimination, or Scramble. Confirm the program, divisions, weight classes, and rules. Grapevine is a Scramble preset.

3 Roster

Choose **Import Roster File**, accept a reviewed Weigh In & Registration transfer, or enter wrestlers manually on the left. Keep the roster review visible on the right. Resolve every validation message.

4 Build Tournament

Review optional seeds for elimination formats, then build once. Seeds lock when bouts are built.

5 Check and Start

Run **Tournament Check** before Public Access. Fix every red item and review every gold warning. Choose the left-aligned gold **Publish Online** or **Continue Locally** option; the selected choice turns green and can still be changed. Then start the tournament.



SAVE

V14.13

CHECK UPDATES

Save: Waiting

Director

SETUP

LIVE CONTROL

STANDINGS

BRACKETS

STAFFING

PRINT

TOOLS

?

CREATE TOURNAMENT

One stage at a time. Complete the current stage, then use its single gold action. Completed stages remain available for review.

CURRENT

STAGE 1
Event Setup
Tournament name and date are required.

AVAILABLE

STAGE 2
Format and Rules
Choose the tournament format.

AVAILABLE

STAGE 3
Roster
Import a roster or add at least two wrestlers.

AVAILABLE

STAGE 4
Build Tournament
Build matches after reviewing the setup.

AVAILABLE

STAGE 5
Check and Start
5 setup items need review.

NEW / RESET TOURNAMENT

DEVICE LINKS

DIRECTOR GUIDE

TOURNAMENT MAINTENANCE

Tournament Maintenance

1

Event Setup

Name the event, choose the mats, and set Paper or Digital scoring for each mat.

EVENT INFORMATION

Tournament Name *

Enter tournament name

Required before matches can be built. Minimum 3 characters.

Tournament Date *

09 / 12 / 2026

Location

Optional

COMPETITION MATS

Choose the number of competition mats. The same value is used by Setup, Live Control, scorer links, queues, recovery, and public displays.

Mats

Choose mats

SAVE EVENT INFORMATION

V14.13 Guided Setup keeps all five stages visible and makes the current stage unmistakable.

Live Control

1. All configured mats remain front and center.
2. Open **Director Controls** below the mats only when an action is needed.
3. The Director may place any eligible ready bout on any safe mat as **Now Wrestling, On Deck, In the Hole, or Coming Up**.
4. Use **Pause New Bouts** for the event or **Pause New Bouts on Mat #** for one delayed mat. Active bouts can finish and other mats continue.
5. For Scramble, automatic placement honors the optional mat age and weight limits. A deliberate placement outside a limit requires an explicit override.

DEVICE LINKS & QR CODES

Only the devices this tournament needs are shown. Digital mats include Scoring Station and Mat Display links. Paper mats need no device. Public Display is available for spectators.

Current Base URL: <http://192.168.50.20:8774>
Mats Configured: 2
For Digital scoring, run the Network Test after every selected scorer is connected. Paper-only tournaments can continue without scorer or mat display devices.

COPY ALL LINKS **OPEN LIVE CONTROL**

DEVICE LINKS

Device Link	URL	QR Code	Buttons
DIRECTOR SETUP	http://192.168.50.20:8774/index.html		ENLARGE QR COPY OPEN
PUBLIC DISPLAY	http://192.168.50.20:8774/viewer.html		ENLARGE QR COPY OPEN
SCORING MAT 1	http://192.168.50.20:8774/scoring.html?mat=1		ENLARGE QR COPY OPEN
MAT 1 DISPLAY	http://192.168.50.20:8774/mat_display.html?mat=1		ENLARGE QR COPY OPEN
SCORING MAT 2	http://192.168.50.20:8774/scoring.html?mat=2		ENLARGE QR COPY OPEN

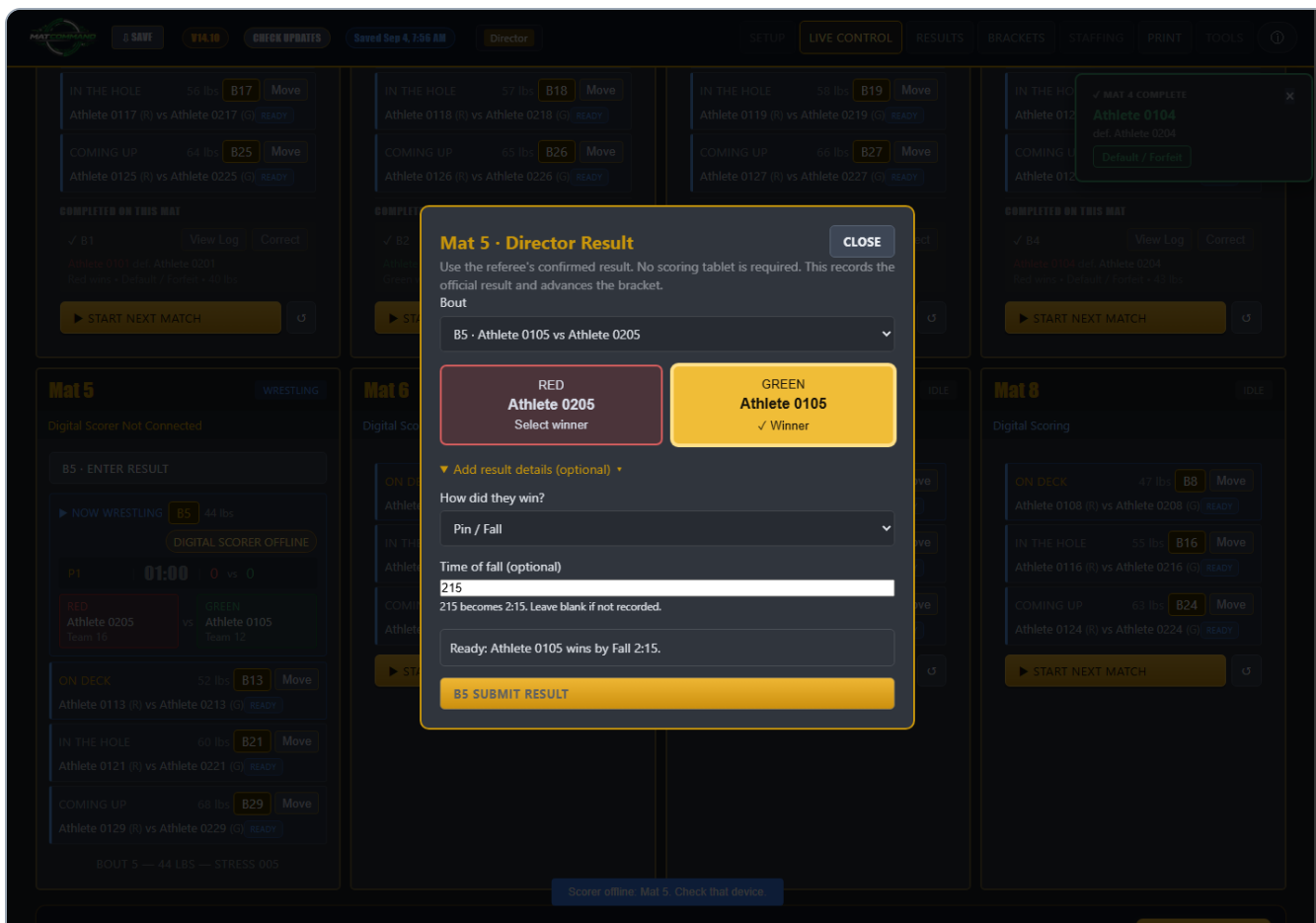
DEMO TOURNAMENT - NOT FOR OFFICIAL RESULTS

V14.13 Device Links: open or enlarge one clearly labeled QR code so staff do not scan the wrong adjacent link.

Paper result workflow

1. Start the paper bout from its mat card.
2. When the runner returns the sheet, choose **B# Enter Result**.
3. Click the winner. The selected wrestler turns gold.
4. Optionally open **Add result details** and choose the method. Pin / Fall, Injury Default, and Disqualification do not require scores. Fall time is optional; **215** becomes **2:15**.

5. Choose **B# Submit Result** once and wait for the saved notice.



Mat 5 - Director Result

Use the referee's confirmed result. No scoring tablet is required. This records the official result and advances the bracket.

Bout
B5 - Athlete 0105 vs Athlete 0205

RED Athlete 0205
Select winner

GREEN Athlete 0105
✓ Winner

▼ Add result details (optional) ▼

How did they win?
Pin / Fall

Time of fall (optional)
2:15
2:15 becomes 2:15. Leave blank if not recorded.

Ready: Athlete 0105 wins by Fall 2:15.

B5 SUBMIT RESULT

V14.13 result entry uses one clear winner selection, optional details, and a bout-specific Submit Result action.

If a Digital scorer goes down

1. If the bout is still On Deck, choose the gold **Start B#**.
2. Confirm the exact wrestlers now show as **Now Wrestling**.
3. Choose **B# Enter Result**, enter the referee-confirmed result, and submit once. The mat remains Digital.
4. When the scorer reconnects, reopen the same mat link. It returns to the same exact bout and cannot replace a result already saved by the Director.

For a no show, choose the absent wrestler's No Show button. **Green No Show selects Red**; Red No Show selects Green. Forfeit / DNS is selected automatically. Verify the winner's name before Submit Result.

SAVE
V14.10
CHECK UPDATES
Save: Pending...
Director
SETUP
LIVE CONTROL
RESULTS
BRACKETS
STAFFING
PRINT
TOOLS
?

Athlete 0109 (R) vs Athlete 0209 (G) READY
IN THE HOLE 56 lbs B17 Move
Athlete 0117 (R) vs Athlete 0217 (G) READY
COMING UP 64 lbs B25 Move
Athlete 0125 (R) vs Athlete 0225 (G) READY
COMPLETED ON THIS MAT
✓ B1 View Log Correct
Athlete 0101 def. Athlete 0201
Red wins • Default / Forfeit • 40 lbs
▶ START NEXT MATCH

Athlete 0110 (R) vs Athlete 0210 (G) READY
IN THE HOLE 57 lbs B18 Move
Athlete 0118 (R) vs Athlete 0218 (G) READY
COMING UP 65 lbs B26 Move
Athlete 0126 (R) vs Athlete 0226 (G) READY
COMPLETED ON THIS MAT
✓ B2 View Log Correct
Athlete 0202 def. Athlete 0102
Green wins • Default / Forfeit • 41 lbs
▶ START NEXT MATCH

Athlete 0111 (R) vs Athlete 0211 (G) READY
IN THE HOLE 58 lbs B19 Move
Athlete 0119 (R) vs Athlete 0219 (G) READY
COMING UP 66 lbs B27 Move
Athlete 0127 (R) vs Athlete 0227 (G) READY
COMPLETED ON THIS MAT
✓ B3 View Log Correct
Athlete 0203 def. Athlete 0103
Green wins • Default / Forfeit • 42 lbs
▶ START NEXT MATCH

Athlete 0112 (R) vs Athlete 0212 (G) READY
IN THE HOLE 59 lbs B20 Move
Athlete 0120 (R) vs Athlete 0220 (G) READY
COMING UP 67 lbs B28 Move
Athlete 0128 (R) vs Athlete 0228 (G) READY
COMPLETED ON THIS MAT
✓ B4 View Log Correct
Athlete 0104 def. Athlete 0204
Red wins • Default / Forfeit • 43 lbs
▶ START NEXT MATCH

Mat 5 IDLE
Digital Scoring
ON DECK 52 lbs B13 Move
Athlete 0113 (R) vs Athlete 0213 (G) READY
IN THE HOLE 60 lbs B21 Move
Athlete 0121 (R) vs Athlete 0221 (G) READY
COMING UP 68 lbs B29 Move
Athlete 0129 (R) vs Athlete 0229 (G) READY
COMPLETED ON THIS MAT
✓ B5 View Log Correct
Athlete 0105 def. Athlete 0205
Red wins • Fall 2:15 • 44 lbs
▶ START NEXT MATCH

Mat 6 IDLE
Digital Scorer Not Connected
ON DECK 45 lbs B6 Move
Athlete 0106 (R) vs Athlete 0206 (G) READY
IN THE HOLE 53 lbs B14 Move
Athlete 0114 (R) vs Athlete 0214 (G) READY
COMING UP 61 lbs B22 Move
Athlete 0122 (R) vs Athlete 0222 (G) READY
▶ START B6
Scorer offline. Start this bout here, then use Enter Result when it is complete.

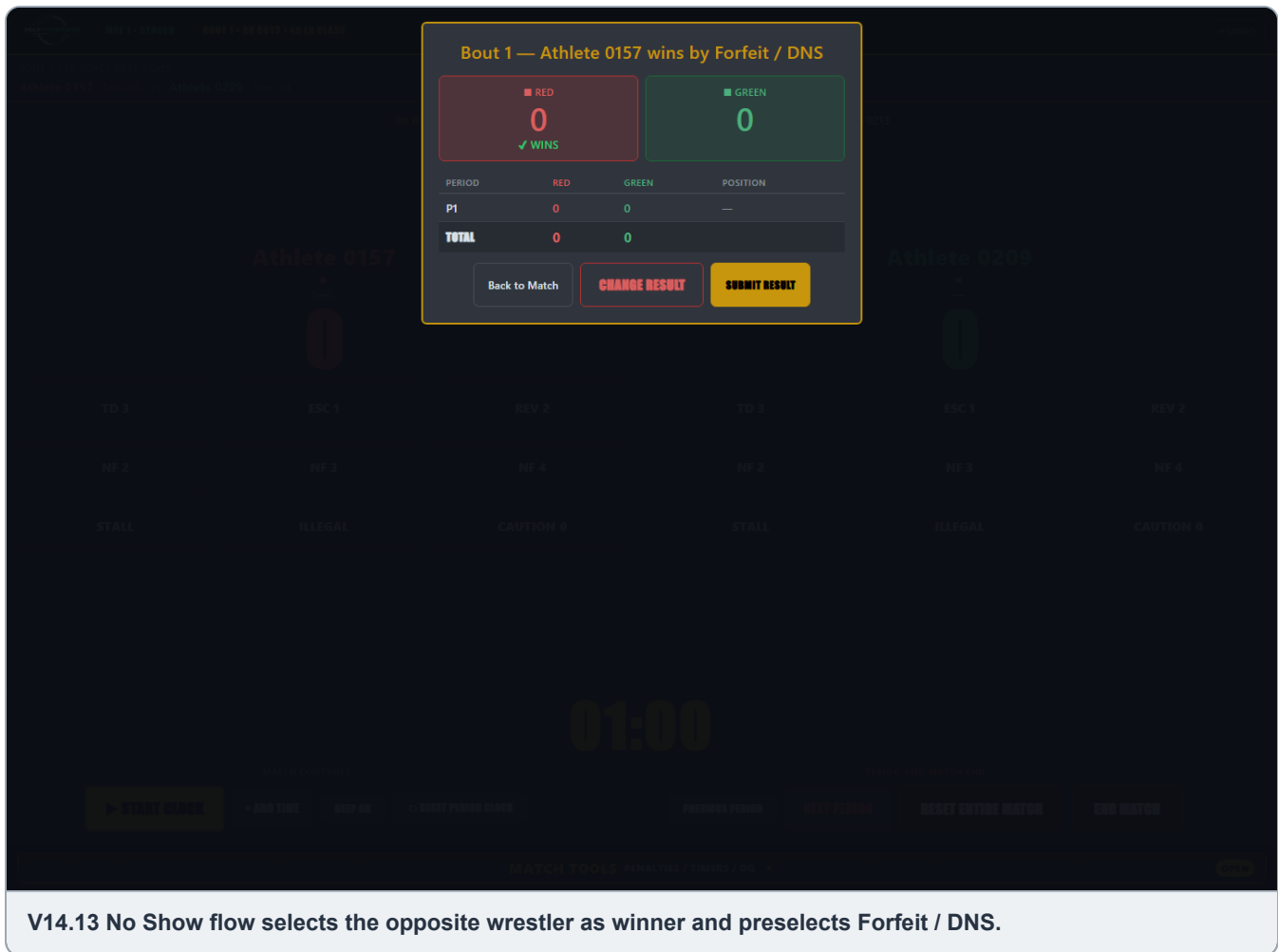
Mat 7 IDLE
Digital Scoring
ON DECK 46 lbs B7 Move
Athlete 0107 (R) vs Athlete 0207 (G) READY
IN THE HOLE 54 lbs B15 Move
Athlete 0115 (R) vs Athlete 0215 (G) READY
COMING UP 62 lbs B23 Move
Athlete 0123 (R) vs Athlete 0223 (G) READY
▶ START NEXT MATCH

Mat 8 IDLE
Digital Scoring
ON DECK 47 lbs B8 Move
Athlete 0108 (R) vs Athlete 0208 (G) READY
IN THE HOLE 55 lbs B16 Move
Athlete 0116 (R) vs Athlete 0216 (G) READY
COMING UP 63 lbs B24 Move
Athlete 0124 (R) vs Athlete 0224 (G) READY
▶ START NEXT MATCH

Director Controls Assign bouts, pause automatic flow, message scorers, and review event health. OPEN CONTROLS

New bouts resumed. Ready bouts are staged on mats.

V14.13 keeps an offline Digital bout visible and requires Start B# before Director result entry.



Recovery and corrections

- Create a recovery point before the first whistle, finals, corrections, and major changes.
- **Undo Last Result** removes the most recent eligible result when safety checks pass.
- **Correct Result** reopens the selected completed bout. Reassign that exact bout and submit the correction once.
- An intentional rebuild creates a new match generation and clears old live scoring state. Publishing does not rebuild or reset matches.
- After a restart, a started unfinished event restores automatically. Setup-only and completed events remain under Open Previous Tournament.

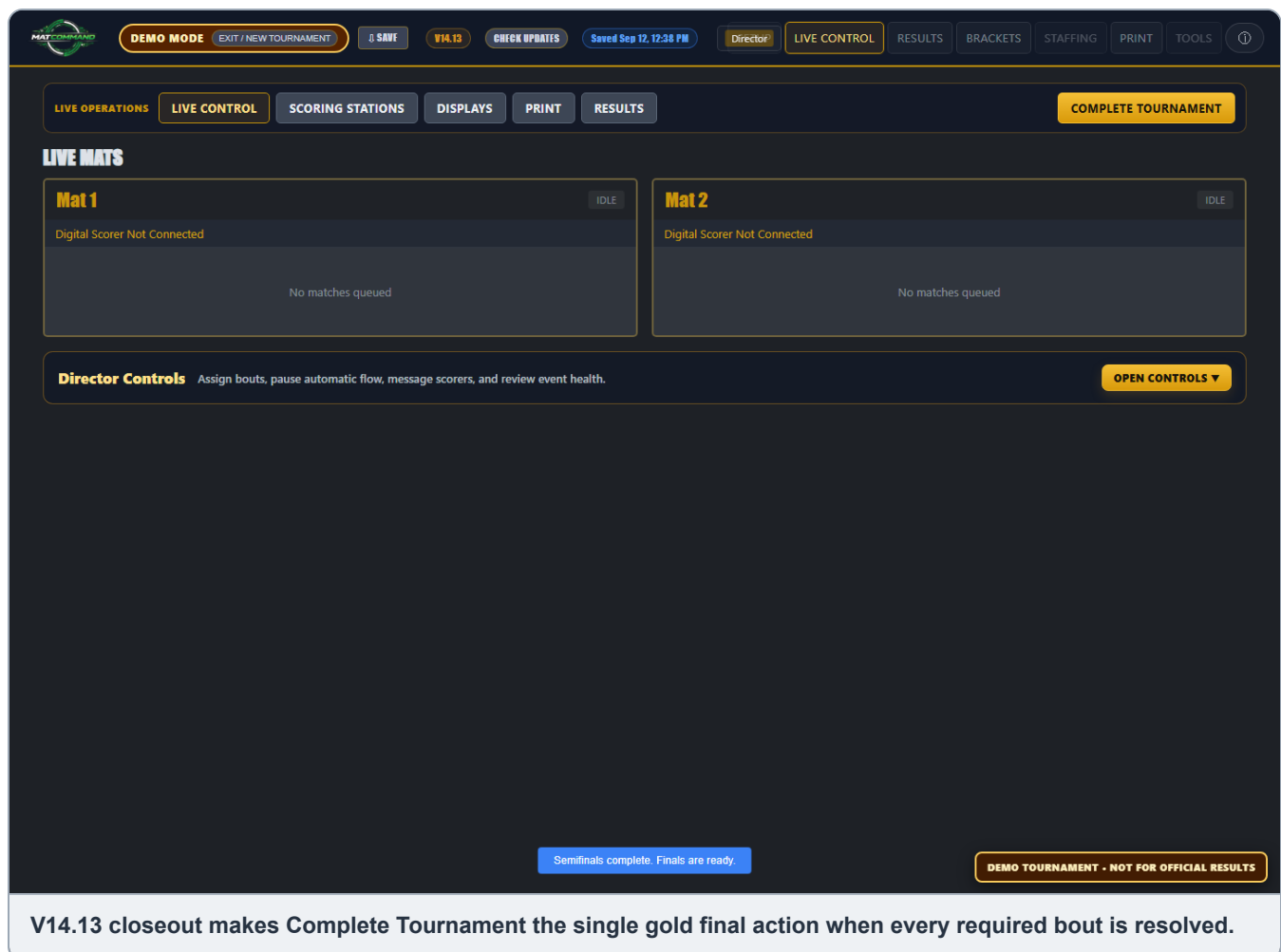
Installing an update

1. Finish every active bout, save, and export a Full Event Backup.
2. Confirm the offered revision and approve the signed Windows installer.
3. The shutdown helper embedded in the new installer stops only Tournament processes owned by that exact installation. Portable copies and unrelated same-named applications stay open.

4. If safe shutdown cannot be proven, close Tournament and run Install again. Setup stops before replacing files.
5. After Setup completes, launch Tournament normally, confirm V14.13 in Info, and verify the intended saved event.

Closeout

1. Confirm no active, queued, pending, or unacknowledged bouts remain.
2. Save or print final brackets, results, standings, awards, and audit records.
3. Create a recovery point and export a Full Event Backup.
4. When Tournament Status shows Ready to Complete, choose the gold **Complete Tournament**.
5. For the next event, choose **New Tournament**, then **Save Results and Start New Tournament**. A finished event does not require a separate Reset or typed RESET.



V14.13 closeout makes Complete Tournament the single gold final action when every required bout is resolved.

Current boundaries

- Freestyle and Greco Roman can be stored as event metadata, but the Digital Scoring Station uses Folkstyle scoring.

- Madison and scratch criteria can be stored, but automatic Madison grouping is not enabled in standard bracket engines. Use Scramble/Grapevine for automatic pairing.
- The fixed Demo is local, Not Official, cannot publish, and cannot become a real event.
- An Internet or Cloud interruption does not stop an already authorized and started local event.
- A winner-only paper result advances the bracket, but method-based points and verified athlete-record synchronization require the applicable details.