



## MATCOMMAND TOURNAMENT

# Scorer Quick Guide

Connect, score, submit, and recover one mat safely.

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

**One Digital mat, one Scoring Station.** Open only the exact mat link supplied by the Director. Paper mats do not use this page.

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## 1. Connect to the assigned mat

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1. Join the private non guest event network.
2. Scan the exact mat QR code or open its Scoring Station link. Ask the Director to enlarge a code when adjacent codes are difficult to distinguish.
3. Confirm the event name and mat number.
4. Tell the Director when the station shows connected.

DEMO MODEEXIT / NEW TOURNAMENT0 SAVEV14.13CHECK UPDATESSaved Sep 12, 12:38 PMSETUPDirectorLIVE CONTROLSTANDINGSBRACKETSTAFFINGPRINTTOOLS

DEMO MODE  
1. Open both scorer  
OPEN MAT 1 S

CREATE TOUR  
One stage at a time  
(COMPLETE) STA  
Event Setup  
2 mats and scoring  
NEW / RESET T

Tournament Main  
5 Check  
Run the ra  
Public acce  
SCORING STATI  
Stage 1 marks ne  
OPEN DIGITA  
TOURNAMEN  
Run Tournament  
RUN TOUR  
Tournament  
Fix every block  
Digital scorer not connected. Mat 1, Mat 2. Connect each selected D

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 LINKSOPEN LIVE CONTROL

DEVICE LINKS

DIRECTOR SETUPhttp://192.168.50.20:8774/index.htmlENLARGE QRCOPYOPEN

PUBLIC DISPLAYhttp://192.168.50.20:8774/viewer.htmlENLARGE QRCOPYOPEN

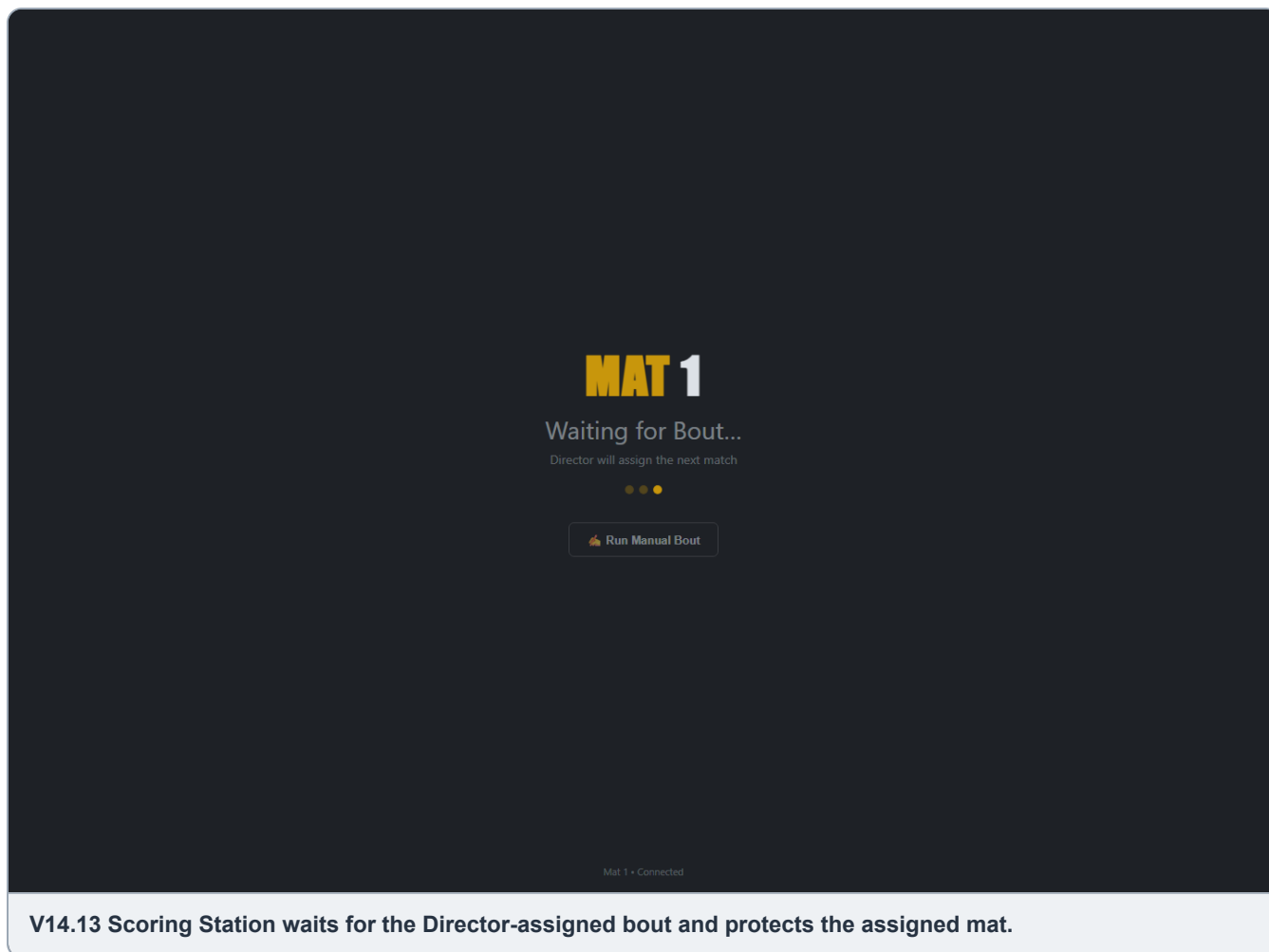
SCORING MAT 1http://192.168.50.20:8774/scoring.html?mat=1ENLARGE QRCOPYOPEN

MAT 1 DISPLAYhttp://192.168.50.20:8774/mat\_display.html?mat=1ENLARGE QRCOPYOPEN

SCORING MAT 2http://192.168.50.20:8774/scoring.html?mat=2ENLARGE QRCOPYOPEN

DEMO TOURNAMENT - NOT FOR OFFICIAL RESULTS

V14.13 gives each Digital table one exact, enlargeable mat QR code.



## 2. Verify before every bout

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- ☐ Bout number and round match the Director assignment.
- ☐ Both displayed names are physically present and ready.
- ☐ Red and green names match the physical corners.
- ☐ Division, class, period length, and starting clock are correct.
- ☐ No previous result is waiting for acknowledgement.

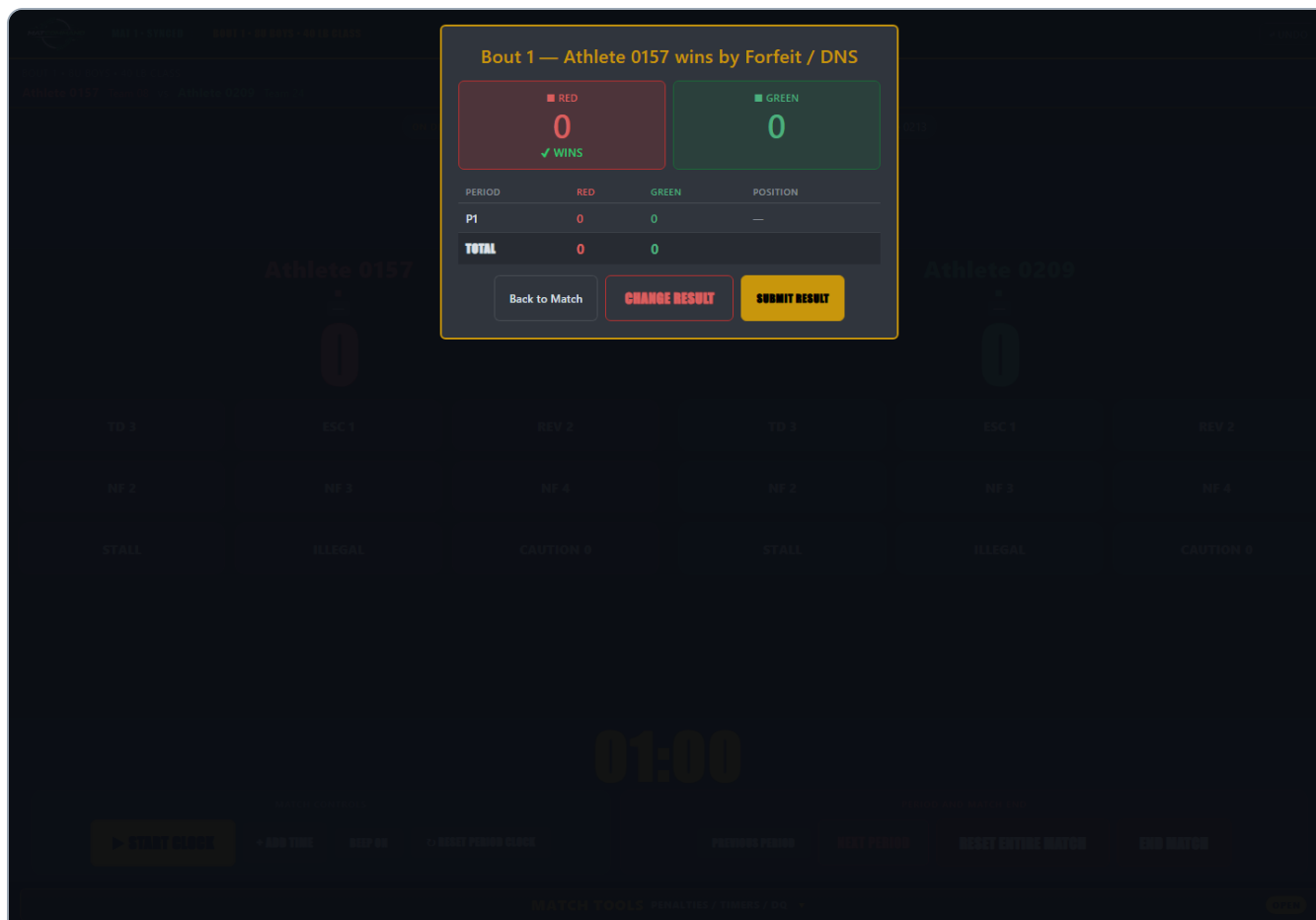
Mark each wrestler present only after looking at the wrestler on the mat.

## 3. No Show

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Select the absent wrestler's button. **Green No Show selects Red as the winner**; Red No Show selects Green. The result screen opens with the opposite wrestler and Forfeit / DNS already selected. Verify the winner's name, then Submit Result once.

If corners were swapped, follow the names currently shown. **Back to Match** returns to presence verification without starting the clock.



V14.13 No Show flow makes the opposite winner explicit before submission.

## 4. Score the bout

Begin only after the exact bout and both wrestlers are verified. Use the score, clock, period, position, penalty, and injury controls for action on the mat. Pause for official stoppages. Confirm the state before resuming after any interruption.

### Digital scoring scope

The current station uses Folkstyle controls. Follow the Director's approved paper or alternate procedure for other rule sets.

## 5. Finish and submit once

1. Select the correct winner and method.
2. Confirm final score and Fall time when applicable. Fall time is total elapsed wrestling time, not clock remaining.
3. Review the result with table staff.

4. Choose Submit Result once.
5. Wait for Director acknowledgement and the next assigned bout.

## 6. Fix a mistake

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Correct an unsubmitted mistake on the station. If the result was submitted, stop and tell the Director. The Director uses Undo Last Result or Correct Result. Never submit an opposite result to cancel the first.

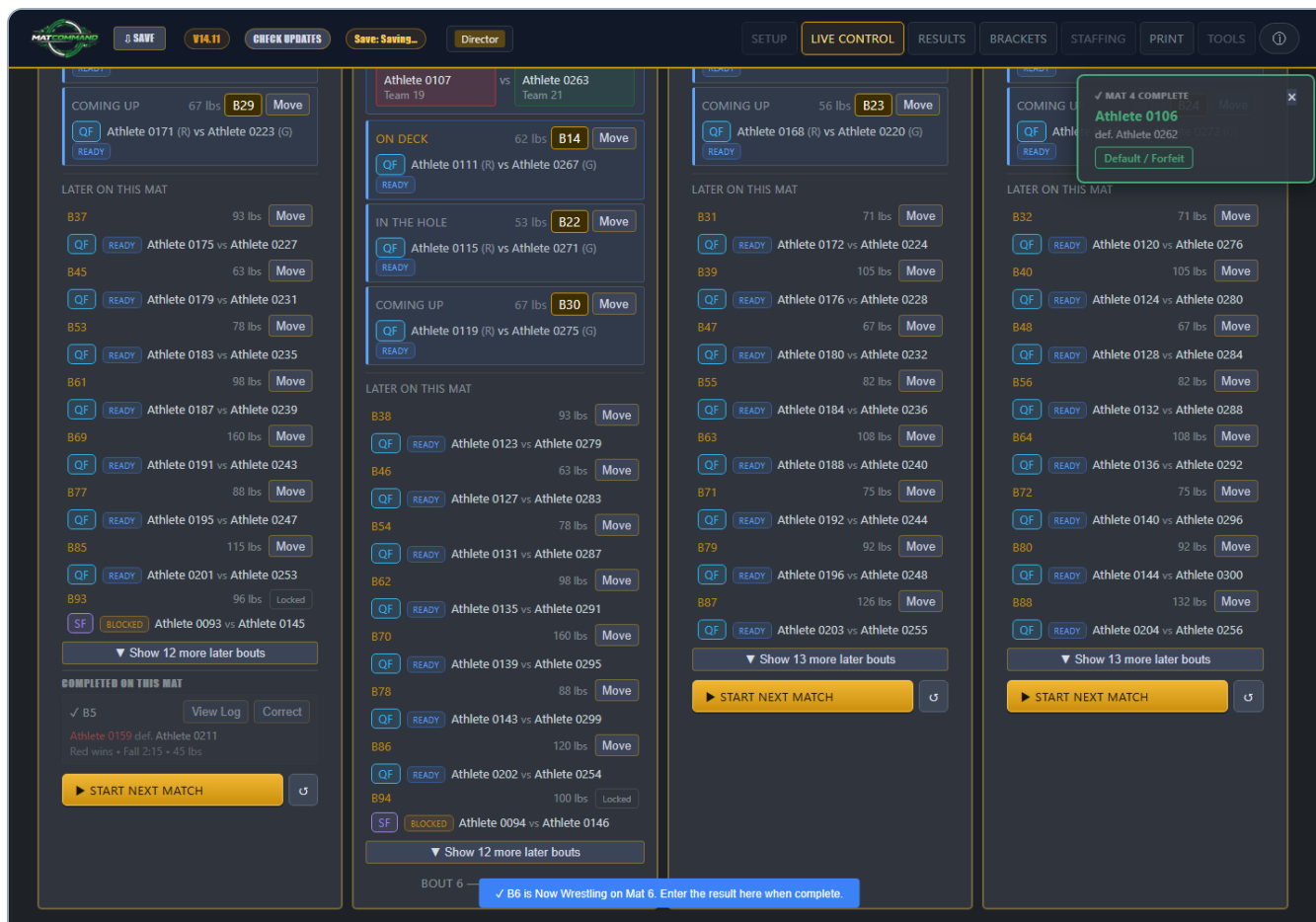
- **Reset Period Clock** restores the current period's configured full time.
- **Previous Period** returns one regulation period with its configured full time.
- **Reset Entire Match** returns the live bout to Period 1 and clears live score, penalties, injury state, and history.

## 7. Disconnect and Director fallback

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1. Keep the screen intact when possible and restore the same network.
2. Reopen the same mat link.
3. Compare bout number, names, period, clock, and score with the Director.
4. Continue only after both sides agree on the canonical state.

If the station cannot return, the Director may start the exact On Deck bout, confirm Now Wrestling, and enter the referee-confirmed result. Reconnecting later returns the station to the same exact bout. A saved Director result remains official and cannot be replaced by the station.



V14.13 Director fallback preserves the visible active bout before manual result entry.

## 8. Corner swap

Use Swap Corners before scoring when the physical corners are reversed. Confirm both displayed names and colors after the swap. All No Show and winner actions follow the names currently shown; bracket ownership does not change.

## 9. Never do this

- Do not open multiple Scoring Stations for one mat.
- Do not use a Director tab at the table.
- Do not clear browser storage or change the mat URL without Director instruction.
- Do not refresh repeatedly while a result is pending.
- Do not submit the same result twice.
- Do not use a public display as a scoring control.