

Skoria User Guide



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HARDWARE SETUP

Operating the hardware

Follow these steps to operate the scoring-board hardware. Turn on the equipment in this order before opening Skoria.

1 Turn on the scoring board's wall switch.



The wall switch in the OFF position.



The wall switch in the ON position.

2 Turn on the converter and processor at the rack panel. Press the switch on the rack panel.



Press the rack-panel switch to turn the converter and processor ON.

- 3 **Turn on the video switcher.** Press the **ON** button on the AVMATRIX unit.



Press the **ON** button on the video switcher, then connect the HDMI cable to the PC and laptop.

- 4 **Next, connect the HDMI cable to the PC.** The laptop's data will then connect through the video chain.



The operator desk with HDMI connections to the PC and laptop.

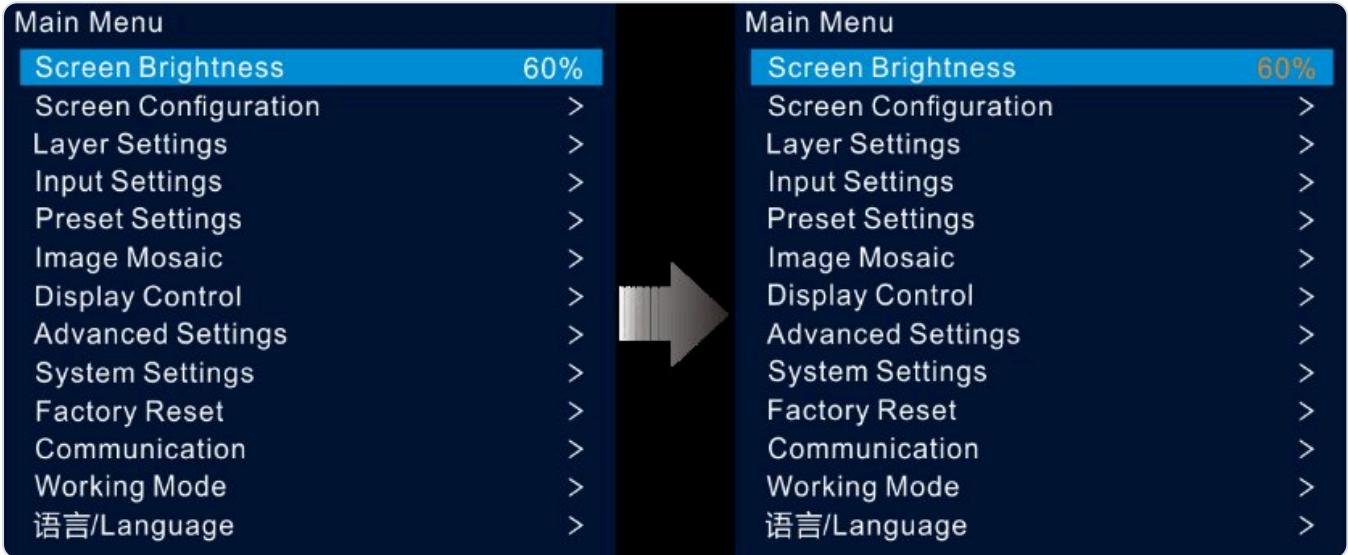
HARDWARE SETUP

Adjusting screen brightness

The steps below show how to adjust the screen brightness, or Brightness, on the Novastar VX400 Pro.

Using the front-panel menus. Press the knob on the home screen to open the menu. Turn it to move through the options, then press it to confirm a choice or open a submenu. To change a selected setting, turn the knob and press it again to save the value. Press **ESC** to go back or cancel. Hold the knob and **ESC** together for 3 seconds to lock or unlock the buttons. After changing a setting, wait at least 5 seconds before switching the unit off so the change can be saved.

- 1 On the home screen, press the knob to open the main menu.
- 2 Select **Screen Brightness** , then press the knob to confirm.
- 3 Turn the knob to change the brightness. The LED screen updates as you adjust it. When the brightness looks right, press the knob to apply the setting.



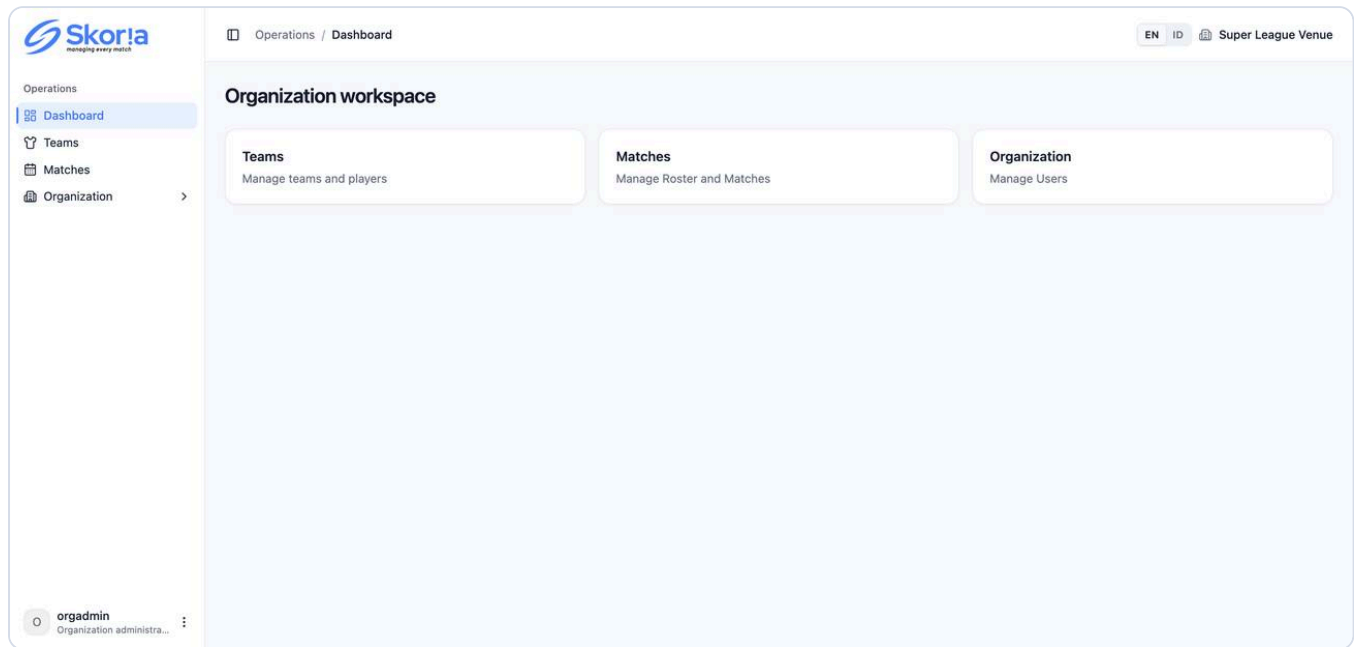
The VX400 menu with Screen Brightness set to 60%.

Range. At 0%, the screen is fully black. At 100%, it is at full brightness. The current value appears beside the brightness icon on the home screen.

[START HERE](#)

Finding your way around

Open Skoria at `https://skoria.ckreator.id` on any staff device at the venue. The left sidebar contains [Teams](#), [Matches](#), and [Display Control](#). Administrators also have [Organization](#). Learn what each area is for before you create a fixture.



The workspace dashboard, shown after you sign in.

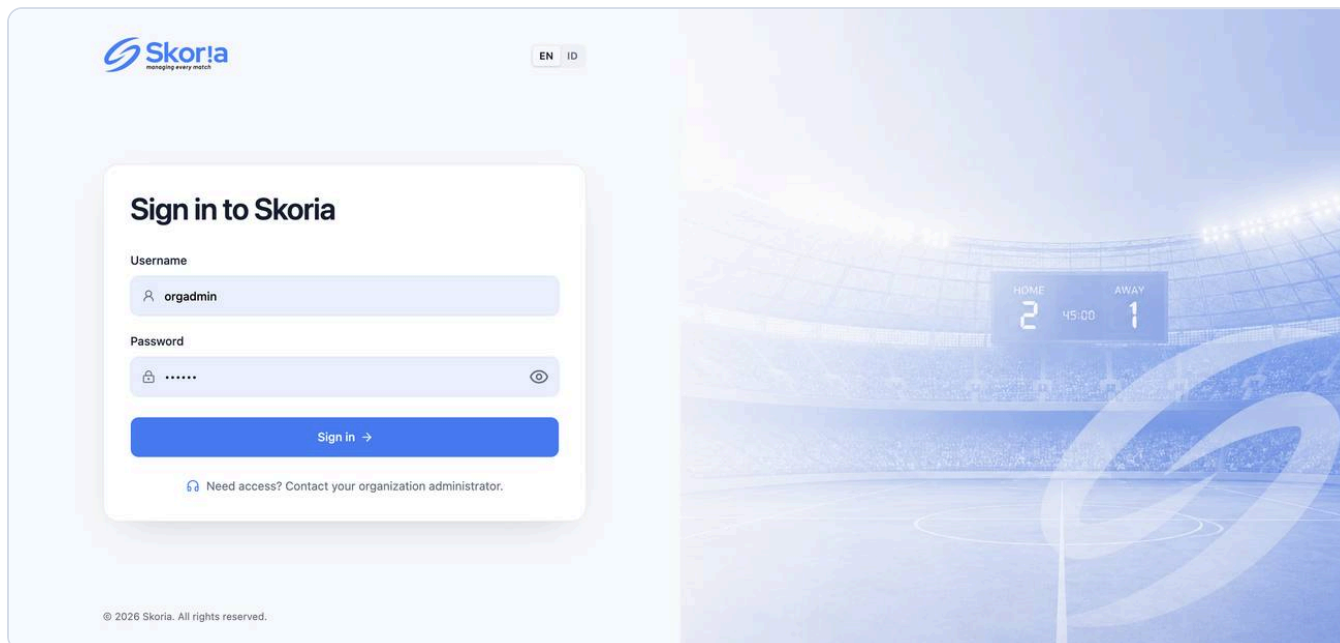
- Use [Teams](#) to manage the clubs in your competition and their players. Set it up once, then reuse it for every fixture.
- Use [Matches](#) to create fixtures, build lineups when needed, and run the live console on match day.
- [Display Control](#) is a top-level sidebar item for Organization administrators and Operators. Use it to manage each named [Audience Screen](#), its public URL, presentation style, display size, and Standby message. It also contains the public [Multiview](#) URL.
- [Organization](#) contains [Members](#) and [Audit Logs](#) and is available only to administrators. Operators see [Teams](#), [Matches](#), and [Display Control](#), but not [Organization](#).

An organization can run several Live Matches at the same time. Each named Audience Screen can show one Live Match, and each Live Match can use one screen. New organizations start with four screens ([Audience Screen](#), [Audience Screen 2](#), [Audience Screen 3](#), and [Audience Screen 4](#)). Open the same screen URL on multiple devices to mirror one match. Use different URLs to show different matches. Platform administrators can add, re-name, or retire screens.

The top bar is the same on every page. The breadcrumb on the left shows where you are. On the right, [User guide](#) opens this guide in a new tab, and the [EN / ID](#) toggle changes the interface language. The badge beside it shows your venue or organization, here [Super League Venue](#). Your account name, role, and account menu appear in the bottom-left corner.

STEP 1

Signing in



The sign-in screen with the language toggle in the top-right corner.

- 1 Go to `https://skoria.ckreator.id` , then enter your **Username** and **Password** .
- 2 Click the eye icon in the password field to check the password you entered.
- 3 Select **Sign in** .

STEP 2

Members

Organization administrators create the accounts used by match-day operators. Operators cannot open this page.

The screenshot shows the Skoria web interface. On the left is a sidebar with a logo and navigation links: Operations, Dashboard, Teams, Matches, Organization (selected), Members, Audit Logs, and Audience Screen. The main content area is titled 'Organization' with a subtitle 'Manage members, audit records, and the audience screen for this organization.' Below this is an 'Add member' form with fields for Username, Password, and Role (set to Operator), and an 'Add member' button. Underneath is a 'Members' section with a search bar and a table of members.

User	Role	Status	Actions
operator usr_U47b3V9ZdT9zz6kczr6I	Operator	Active	[Icon]
orgadmin usr_NlohN4glP6Kit2wWp8JR	Organization administrator	Active	[Icon]

At the bottom of the table, it says '2 rows'. On the right, there are pagination controls: 'Rows per page 10', 'Page 1 of 1', and navigation arrows.

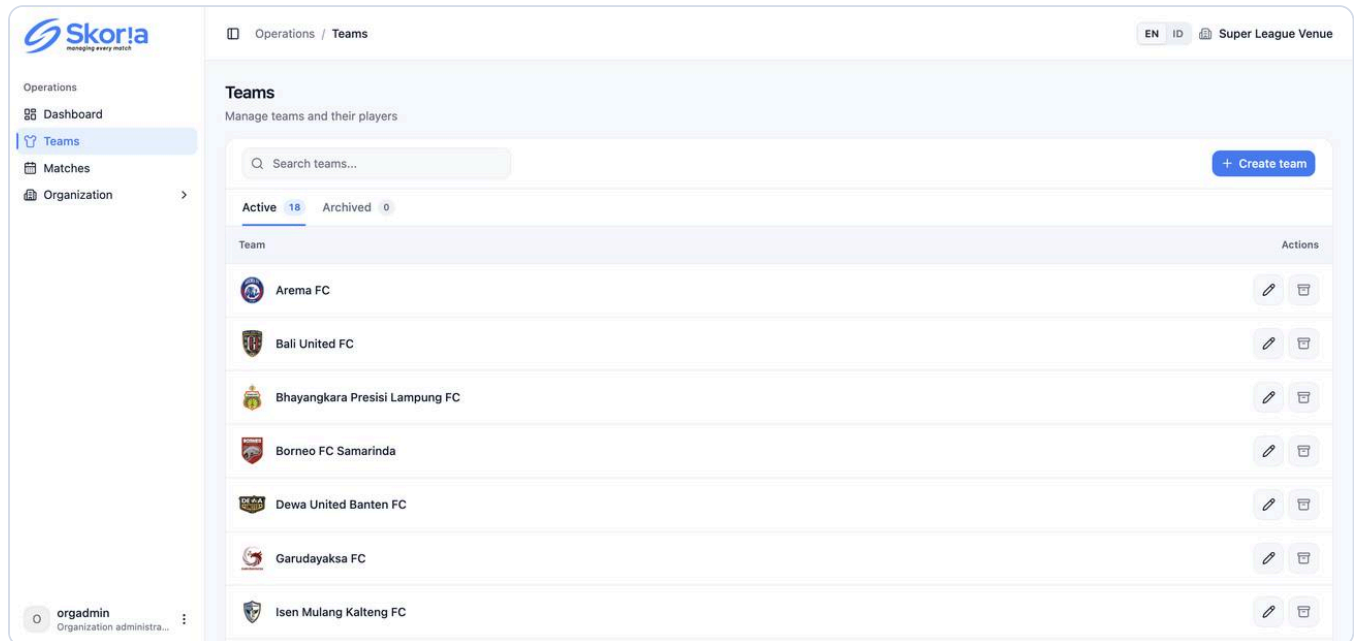
The Members page with the Add member form and the account list.

- 1 In the sidebar, open **Organization** , then select **Members** .
- 2 In **Add member** , enter a **Username** , a **Password** with at least 12 characters, and a **Role** . Choose **Operator** for match-day console work. Choose **Organization administrator** to manage Members, Audit Logs, and presentation settings.
- 3 Select **Add member** , then give the new user their username and password. You cannot reset the password from this page later.
- 4 The Members table lists every account. Change the **Role** from its dropdown. Use the row action to **Disable** or **Enable** an account. A disabled account cannot sign in.

STEP 3

Teams & players

Register your teams before creating a fixture. Once they are set up, you will usually only need to update them when something changes.



The searchable Teams list with Active and Archived tabs.

- 1 Open **Teams** from the sidebar. Use **Search teams...** to find a club, or select **Create team** to add one.
- 2 When you create or edit a team, you can upload a **Logo (optional)** in JPEG, PNG, or WebP format. When editing, leave this field empty to keep the current crest. The logo appears in the team list, lineup, and Audience Screen.
- 3 Select the pencil icon to edit a team's details. Select the archive icon to remove the team from active use without deleting its history. Archived teams move to the **Archived** tab and no longer appear when you create a fixture.
- 4 Select a team's name to open its player roster.

The screenshot shows the Skoria interface for managing teams. On the left is a sidebar with navigation links: Operations, Dashboard, Teams (selected), Matches, and Organization. The main header shows 'Operations / Teams' and a user profile 'EN ID Super League Venue'. Below the header, the team 'Arema FC' is displayed with an 'Edit team' button. The 'Players' section indicates '29 players on this team' and includes a search bar and a '+ Create player' button. A table lists the first five players with their positions and actions.

Player	Position	Actions
AM Achmad Maulana #19	Centre-back (CB)	[Edit] [Archive]
AS Adi Satryo #30	Goalkeeper (GK)	[Edit] [Archive]
AD Alfeandra Dewangga #85	Centre-back (CB)	[Edit] [Archive]
AF Arkhan Fikri #8	Central Midfielder (CM)	[Edit] [Archive]
BS Bayu Setiawan #27	Centre-back (CB)	[Edit] [Archive]

The players in a team, with their positions and row actions.

On a team's page, search for players, add new players, or edit and archive existing ones. Each player has a shirt number, a **Position** such as Goalkeeper, Centre-back, or Central Midfielder, and an optional photo. Skoria uses this roster for the starting XI, so check every number and position before you set the lineup.

BEFORE KICKOFF

Screen & branding

Configure Display Control for the venue before match day. Each named Audience Screen has its own public URL, and its style and size apply to every match shown there until you change them. One Multiview URL can combine up to four screens.

Operations

Dashboard

Teams

Matches

Display Control

Organization

Members

Audit Logs

orgadmin

Organization administra...

Operations / Display Control

User guide

EN

ID

Super League Venue

Display Control

Open and verify the venue's public screens.

Main Display

Audience Screen

Main Display

Public URL

https://skoria.ccreator.id/scoreboards/super-league/main

Presentation style

White

Display size

Large

Open screen

Copy URL

Test screen

Multiview

Show 2 to 4 Audience Screens in one public URL. Leave empty for organization Standby.

Public URL

https://skoria.ccreator.id/scoreboards/super-league/multiview

Open Multiview

Copy URL

Screen 1

Main Display

Remove

Screen 2

Audience Screen 3

Remove

Add screen

Save Multiview

Presentation

Organization logo, Audience Screen style, and optional background.

Organization logo

Replace logo

Remove logo

Presentation style

Blue

Current stadium look with light type.

Black

Neutral dark background and light type.

White

Neutral light background and dark type.

Display size

Scales the score, team names, crests, and clock together.

Small

Televisions and screens watched from close by.

Medium

Default weight for most venues.

Large

Large LED walls read from across the stand.

Optional background image

Choose background

Preview scoreboard

Preview standby

Save presentation

Standby screen

Shown when no match is Live.

Message

Welcome to Super League Venue

Optional background image

PNG, JPG, or WebP.

Choose image

Preview standby screen

Save standby screen

Display Control with the Audience Screen selector, public URL, presentation style, display size, logo, Standby, and Multiview.

- 1 Open **Display Control** from the sidebar. It is a top-level item for Organization administrators and Operators, not a page under **Organization**. If the venue has more than one screen, choose an **Audience Screen** from the selector first. The top card shows the screen's public URL and the **Open screen**, **Copy URL**, and **Test screen** actions.
- 2 In the **Presentation** card, upload or replace the organization logo. Choose a **Presentation style** of **Blue**, **Black**, or **White**. You can also upload a background image to replace the preset backdrop. Select **Save presentation** to save the changes.
- 3 Set **Display size** to **Small**, **Medium**, or **Large**. This scales the score, names, crests, and clock together. Choose Large when the LED wall is viewed from across the stand.
- 4 In **Standby screen**, set the screen's welcome message and optional background. Select **Save standby screen** to save them. When you complete a match on that screen, it returns to this Standby view. Skoria will not automatically show another Live Match.

New venues start with four screens. They are **Audience Screen** (**main**), **Audience Screen 2** (**screen-2**), **Audience Screen 3** (**screen-3**), and **Audience Screen 4** (**screen-4**). Platform administrators can add, rename, or retire screens. If a retired screen was part of a Multiview mix, Skoria removes it from the mix automatically.

Backgrounds change after the new image loads. When you change the Presentation Style or upload a new background, the Audience Screen keeps showing the current image until the new one has loaded. If the custom image fails to load, the screen uses the style preset instead of keeping an old image.

Multiview, one URL for 2 to 4 screens

Use the public page at `/scoreboards/{organizationSlug}/multiview` to combine 2 to 4 existing Audience Screens. Two screens appear side by side. Three screens use two panes on top and one wide pane below. Four screens use a 2x2 grid. Each pane mirrors the content of its Audience Screen. If fewer than two valid screens are staged, the page shows the organization's Standby. Multiview is not an Audience Screen, so do not use **multiview** as a screen name.

- 1 In **Display Control**, find the **Multiview** card. It shows the public Multiview URL and the **Open Multiview** and **Copy URL** actions.
- 2 Select **Add screen** to build the mix in order. Choose one Audience Screen in each **Screen 1** through **Screen 4** row. A screen can appear only once. Select **Save Multiview** when you are done. Saving 2 to 4 different screens publishes the mix to connected Multiview viewers immediately. Saving an empty mix returns Multiview to the organization Standby.
- 3 If you stage only one screen, Skoria asks you to **Save 2 to 4 screens, or remove the last one to return to Standby**. Both Organization administrators and Operators can stage and save a mix.

Multiview

Show 2 to 4 Audience Screens in one public URL. Leave empty for organization Standby.

Public URL
<https://skoria.ckreator.id/scoreboards/super-league/multiview>

Open Multiview Copy URL

Screen 1

Main Display Remove

Screen 2

Audience Screen 3 Remove

Add screen

Save Multiview

Presentation

Organization logo, Audience Screen style, and optional background.

Organization logo



Replace logo

Remove logo

Presentation style

Blue

Current stadium look with light type.

Black

Newest dark background and light type.



FIRST HALF

45:00

PERSIJA JAKARTA

5

PERSIJA JAKARTA 1' 1' 2' 21'
MAURO ZIJLSTRA 20'(P)
RIO FAHMI 1'(Y)
STJEPAN LONČAR 1'(R)

1 1

JAVA UNITED FC

4

JAVA UNITED FC 19' 19'(P) 19'(P)
DAVID DA SILVA 19'

0 0



FIRST HALF

0:00

AREMA FC

0

GARUDAYAKSA FC

0

Two-screen Multiview. Stage Screen 1 and Screen 2, save the mix, and the public URL shows them side by side.

Multiview

Show 2 to 4 Audience Screens in one public URL. Leave empty for organization Standby.

Public URL
https://skoria.ckreator.id/scoreboards/super-league/multiwew

Screen 1

Main Display

Screen 2

Audience Screen 3

Screen 3

Audience Screen 2

Presentation

Organization logo, Audience Screen style, and optional background.

Organization logo



Presentation style

Blue

Current stadium look with light type.


PERSIJA JAKARTA

5

PERSIJA JAKARTA 1' 1' 2' 21'
MAURO ZIJLSTRA 20'(P)
RIO FAHMI 1'(Y)
STJEPAN LONČAR 1'(R)

1
 1


FIRST HALF

45:00

JAVA UNITED FC

4

JAVA UNITED FC 19' 19'(P) 19'(P)
DAVID DA SILVA 19'

0
 0


AREMA FC

0


GARUDAYAKSA FC

0



GBK FC C

2


FIRST HALF

0:06



GBK FC D

0

Three-screen Multiview with two panes on top and one wide pane below.



Four-screen Multiview in a 2x2 grid, with a different Live Match in each pane.

STEP 4

Creating a fixture

When you create a match, Skoria opens Match Review. Check the two teams, then either select Go Live or continue to the lineup.

Match Review, where you confirm the fixture before going live or setting the lineup. Match settings include clock mode, Knockout, and kickoff animation.

- 1 In **Matches**, choose the **Home team** and **Away team** from your Teams list. Skoria fills in **Match name** as **Team A vs Team B**. Edit it if you want to use a round number, cup name, or another label. The two teams are enough to create the fixture. Select **Next** to create the Draft. Configure everything else on the Match Review screen.
- 2 Open **Match settings** to set the **Scheduled time**, **Venue**, **Minutes per half** (45 by default), **Clock mode**, **Match format**, and **Kickoff animation**. New matches use **Knockout (With Penalty Shootout)** and **Stop at half** by default. In this mode, the clock stops at 45' and 90', and at the Extra Time targets, until you end the half. Choose **Allow added time** only when the clock should continue past the target until you pause or end the half. Kickoff animation is off by default. Turn it on to show the six-second **3, 2, 1, KICKOFF** countdown the first time you start from 00:00.

-
- 3 You can also add a **Match logo**, a prepared **Additional Display** image, and up to three **Sponsor slots** with an optional **Sponsor label** (shown as "Presented by"). Add or replace any of these later from the live console. An automatically generated **Home vs Away** name stays off the Scoreboard, but a custom match name appears.
 - 4 Select **Go Live** to freeze the current roster, choose a named Audience Screen, and open the console. An empty roster is valid. If you want to set a Starting XI first, select **Continue to lineup** instead. Standby is never a Go Live destination.

The advanced fields are optional. If you leave them blank, you can add the media from the console after the match goes Live.

Need a quick scoreboard? Choose two teams, confirm Match Review, and select **Go Live**. You do not need a lineup. You can record goals, yellow cards, direct red cards, penalty awards, and shoot-out kicks without naming a player. Second yellows and substitutions still require a named player. Lineup modes remain unavailable until one side has a formation or a lineup image.

STEP 5

Setting the lineup

The lineup is optional. Use it when you want to show a Starting XI on the Audience Screen. You can still select Go Live with an empty roster or no starters.

The screenshot shows the Skoria interface for setting a lineup. The top navigation bar includes 'Operations / Matches' and 'EN ID Super League Venue'. The sidebar on the left has 'Matches' selected. The main content area is titled 'Persib Bandung vs Persija Jakarta' and 'Lineup setup'. It features two tabs: 'Persib Bandung - 11 starters' and 'Persija Jakarta - 11 starters'. The 'Persib Bandung' tab is active, showing a 4-4-2 formation on a pitch. The formation is populated with players: Balša Sekulić (99) and Luka Menalo (9) in the front line; Adam Alis (18), Beckham Putra (7), Berguinho (97), and Dedi Kurnandar (11) in the second line; Danijel Lončar (22), Dion Markx (44), Gabriel Mu... (3), and Júlio César (4) in the back line; and Fitrah Mau... (81) as the goalkeeper. The squad panel on the right lists the 'Persib Bandung squad' with search and filter options. The squad list includes players with their positions and starter status, such as Adam Alis (MID, Starter), Balša Sekulić (FWD, Starter), Beckham Putra (MID, Starter), Berguinho (MID, Starter), Danijel Lončar (DEF, Starter), Dedi Kurnandar (MID, Starter), and Dion Markx (DEF, Starter). A 'Substitutes 16/27' section is also visible. At the bottom, a message states 'Ready to go live. This will replace Bali United FC vs Bhayangkara Presisi Lampung FC on the Audience Screen.' and buttons for 'Back', 'Save progress', and 'Go Live' are present.

Lineup setup for the home side, with the formation picker, pitch, and squad panel side by side.

- 1 Use the two tabs at the top to switch between **Home** and **Away**. Each tab shows a running count, such as **11 starters**.
- 2 Choose a **Formation** from the catalog. Formations are grouped by the back line, with four, three, or five defenders. Presets include **4-3-3**, **4-2-3-1**, **4-4-2**, **3-5-2**, **5-3-2**, and others. Drag players from the squad list to a position on the pitch, or select a position and then select a player. Each pitch marker shows the player's photo and shirt number, or the shirt symbol when no photo is available. Select **Auto fill** to create a starting XI that you can adjust. Slots may remain empty.
- 3 In the squad panel, use **Search players** or the **GK**, **DEF**, **MID**, and **FWD** filters to narrow the list. A selected player gets a **Starter** badge and checkmark. Expand **Substitutes** to manage the bench. Skoria also shows the selected squad count, such as **16/27**.
- 4 Switch between **Pitch view** and **Lineup image** to choose the board. On the Audience Screen, the starters appear by line, from goalkeeper through forwards, over about five seconds. The complete board then remains on screen. The console shows the completed board immediately. An uploaded lineup image uses a simple fade instead.

- 5 Tick **Save starters and substitutes for future matches** for the Home side, the Away side, or both. Then select **Save progress** or **Go Live**. Skoria will use those players as starters the next time the team plays, while the remaining players stay on the roster as substitutes. This option does not save formation positions.
- 6 Each side also has a **Coach name** field. It is filled from the team's saved coach name and appears on the lineup board under the **Coach** label.

Before you go live. **Go Live** always asks you to choose one named Audience Screen. Standby is not an option. If the screen is already showing another fixture (**On Screen**), the confirmation tells you which match will be replaced. That match stays Live, but it loses the screen and its clock pauses. A Live Match can exist without a screen. Later, use **Show on Screen** in the Matches list to move a Live match to a selected screen. Read the confirmation dialog before you continue.

Use one of the three buttons at the bottom of the screen. **Back to Match Review** returns to the review. **Save progress** keeps the draft without putting anything on air. **Go Live** freezes the snapshot and opens the console.

STEP 6

Running the live console

Once a match is Live, use this console to run it. It contains the match clock, event controls, and a feed of everything already recorded.

Operations

Dashboard

Teams

Matches

Display Control

Organization

orgadmin
Organization administra...

Operations / Matches / Arema FC vs PSM Makassar

User guide | EN | ID | Super League Venue

Arema FC vs PSM Makassar

LIVEMain Display

Currently showing:
Scoreboard

Switch display to:
Scoreboard

Show goals and cards

Switch display

Open display

Console workspace

ScoreboardMatch statisticsHome lineupAway lineupAdditional DisplayShoot-outScoreboard sponsors

Arema FC

PSM Makassar

3 - 0

15:00

EXTRA TIME 1

0:21 | 5

Paused

Resume match

-1 second+1 secondEnd Extra Time 1

Added Time 5Announce added time

Match logo

Choose File No file chosenUpload

Record match event

GoalFoulCardSubstitutionPenalty

Team

Scorer

Goal type

Record goal

Arema FC

Unattributed

Normal

Incidents summary

GOALS

FOULS

YELLOW CARDS

RED CARDS

3

0

2

0

1

0

Clock corrections

Hide settings

Starting offset (seconds)

Minutes per half (this match)

Use for venue clocks that start ahead of the console.

Sets the regulation length of each half. Default 45.

6295

45

Set offset

Set duration

Clock mode

Stop at halfAllow added time

Set clock mode

Reset clock

Live activity

105:00
Extra Time 1 timer stopped at 105:00

104:55
Added time announced: +5 minutes

90:07
Added time announced: +5 minutes

90:07
Red card - Arema FC - Joel Vinicius - Extra Time 1

90:07
Foul - Arema FC - Diego Landis - Extra Time 1

90:07
Foul - Arema FC - Extra Time 1

90:07
Goal - Arema FC - Extra Time 1

90:07
Goal - Arema FC - Extra Time 1

Complete match

The live console's Scoreboard workspace, with the clock, Added Time form, event recorder, incidents summary, and Clock corrections.

The screenshot shows the Skor!a live console for the match 'Arema FC vs PSM Makassar'. The main workspace displays the score '3 - 0' and a timer at '15:00'. A 'Lanjutkan pertandingan' button is prominent. The right sidebar shows a 'Aktivitas langsung' (Live Activity) feed with timestamps and event descriptions. The bottom section includes a 'Catat peristiwa pertandingan' (Record match event) form and a 'Ringkasan insiden' (Incident summary) table.

The live console in Bahasa Indonesia, with the Scoreboard workspace and live activity.

Scoreboard workspace

The **Scoreboard** tab is the console's default workspace. It contains the display bar, clock, **Record match event**, and **Live activity**. Changing the workspace tab changes only your console view. The Audience Screen does not change until you confirm **Switch display**.

CONTROL	DOES THIS
Currently showing	Shows the current mode on this match's assigned Audience Screen, including the screen name. If the match has no screen, it names the match currently using that screen instead. Use Show on Screen in the header to claim a screen.
Switch display to + Switch display	Choose the next Audience Screen mode, then confirm it with Switch display . A disabled mode needs a lineup, image, or shoot-out stage first.
Show goals and cards	Works only while Scoreboard is on screen. It shows or hides scorer names and yellow and red card totals on the board. It does not replay an overlay.
Dismiss presentation	Appears while a kickoff or event overlay is playing. Select it to clear the overlay from connected screens.
Open display	Opens the public Audience Screen in a new window for a projector or stream.

CONTROL	DOES THIS
Console workspace tabs	The tabs are Scoreboard , Match statistics , Home lineup , Away lineup , Additional Display , Shoot-out , and Scoreboard sponsors . Lineup and shoot-out tabs remain disabled until those modes are available.

The clock

- 1 Select **Start match** to start the first-half clock at 00:00. Kickoff animation is off by default. Enable it in Match settings to play **3, 2, 1, KICKOFF** once on the Audience Screen. Resuming, starting a later period, resetting, or reconnecting will not play it again. The clock always shows minutes and seconds, so 90 minutes appears as **90:00** , not 1:30:00.
- 2 The default clock mode is **Stop at half** . It stops at the period target, 45' or 90', and at the 15-minute Extra Time target for each period. It then shows *"This half has reached its time."* End the half when the referee is ready. Choose **Allow added time** in Match settings, or in **Clock corrections** , when the clock must continue past the target, for example to **45:01** or **48:12** . If the console is one or two seconds ahead of or behind the referee, use **-1 second** or **+1 second** to correct it.
- 3 Once the clock is running, the main button becomes **Pause match** . Use **Resume match** when play restarts after a stoppage. Select **End first half** when the referee ends the period. Later, use **End second half** and then the Extra Time controls. The display stays on the ended period until you start the next one.
- 4 The next half uses the previous regulation target. The second half starts at **45:00** . Each Extra Time period starts at zero. Extra Time 1 runs from **0:00** to **15:00** , and Extra Time 2 starts again at **0:00** . In knockout matches, **Start Extra Time** and later **Start shoot-out** appear when those stages become available.

When **Allow added time** is on, an **Added Time** form appears below the clock controls. Enter the referee's announcement in minutes, then select **Announce added time** . The Audience Screen shows a smaller Added Time counter beside the main clock. The main clock stays at the period target while the counter measures the overflow, and the announced **+minutes'** value appears beside it. The counter remains visible during half-time until the next period starts.

Below the clock, use **Match logo** to upload, replace, or remove the competition mark in the centre of the display while the match is Live.

Record match event

This panel appears only in the Scoreboard workspace. During a shoot-out, it is replaced by a note, and you record kicks in the Shoot-out workspace. When you submit an event, Skoria adds it to Live activity, updates the totals, and usually plays a ten-second overlay on the Audience Screen. Penalty awards do not play an overlay. **Dismiss presentation** appears in the display bar while an overlay is playing.

Goal

- 1 Choose **Team** , the side that scored.
- 2 Choose **Scorer** . Select a player from the scoring side, a player from the opposing side for an own goal, or **Unattributed** .

3 Set **Goal type** to **Normal** , **Penalty** , or **Own goal** . If the scorer does not match the new type, Skoria clears the scorer.

4 Select **Record goal** . The score changes immediately.

Foul

1 Choose **Team** and a player if one is available. Leave the player as **Team foul** when there is no name to record.

2 Add an optional note, then select **Record foul** . Skoria adds the foul to that team's total.

Card

1 Choose **Team** and a card type: **Yellow** , **Second yellow / red** , or **Red card** .

2 A player is optional for a yellow or direct red card. A second yellow requires a named player and the **Confirm second yellow / red** checkbox. The player is then sent off.

3 Select **Record card** .

Substitution

1 Choose **Team** , then choose the player going **Out** and the substitute coming **In** . Both names are required.

2 Substitution is unavailable when no one is on the field, when a player has been sent off, or when the same substitution has already been recorded.

3 Select **Record substitution** . The lineup graphic already shown will not update automatically. Switch to the Home or Away lineup tab to show the board again.

Penalty

1 Use this form for a penalty awarded during open play, not for a shoot-out kick. Choose **Team** , an optional **Taker** , and an **Outcome** of **Goal** or **Miss** .

2 Select **Record penalty** . If the outcome is **Goal** , Skoria also records the goal. The penalty award itself has no overlay.

Live activity

Every accepted event, along with clock and stage markers, appears in the feed on the right with a match-clock timestamp. Use the filter to show Goals, Fouls, Cards, Substitutions, Penalties, Shoot-out, or Clock and stages. Tick **Include voided** to include corrections. To void an event, open **...** , enter a reason of at least three characters, and select **Void event** . Voided rows remain in the log; Skoria does not delete them. Organization administrators can see who voided an event in **Audit Logs** as `match.event.voided` .

Match statistics

Enter comparison figures here, then switch the Audience Screen when you want to show them. Opening this tab alone does not change the public display.

- 1 In the console, select the **Match statistics** workspace tab. The Scoreboard clock and event recorder are replaced by the statistics form and a scaled 16:9 preview.
- 2 Read-only rows come from official events, including **Goals**, **Fouls**, **Yellow cards**, and **Red cards**. They show zero when there are no events. Do not edit these rows. Record those events in Scoreboard instead.
- 3 For a manual row such as **Shots**, **Shots on target**, **Possession**, or **Corners**, enter a valid number for both sides. The row appears on the Audience Screen only after both values are entered.
- 4 For possession, enter the percentage for one side from 0 to 100. Skoria fills in the other side so the total is 100. Clearing one value clears both.
- 5 Select **Update statistics**. The preview below the form shows what the Audience Screen will display. Updating the form does not put it on screen.
- 6 When the figures are ready, set **Switch display to** to **Match statistics**, then select **Switch display**. Use the same control to switch back to Scoreboard and show the score again.

At half-time, update before switching. Enter the manual figures, check the preview, and then switch the Audience Screen. If you switch without updating, the screen keeps the last saved values, including any empty manual rows.

Complete match ends the fixture. It is the only final control on this screen. Read Ending the match before selecting it.

STEP 7

Controlling the audience screen

Use the control near the top of each console tab to choose what the crowd or broadcast sees. This choice is independent of the workspace open on your console.

Stage a view, then put it live. The audience sees no change until you select **Switch display**.

Currently showing: tells you what is on the Audience Screen now. **Switch display to:** selects the next view. The current view stays on screen until you confirm. Use **Open display** to open the public output in a separate window. Use **Dismiss presentation** to clear a playing overlay. Use **Show goals and cards** to show or hide scorer names and card totals on the Scoreboard without replaying overlays. In the Matches list and console header, **On Screen** identifies the match using a screen, and **Show on Screen** moves a Live match to a screen.

The audience screen has six views in the same dropdown. Each Live Match uses its assigned screen, so two screens can show two different matches at once. Multiview is not a seventh view in this dropdown. Configure it once in Display Control, where it combines the content already shown on the selected screens.

SCOREBOARD



Scoreboard

This is the standard view during play. It shows the score, competition badge, period, clock, and each team's scorers grouped by player. Penalties and own goals are marked at the relevant minute. Up to three sponsor images appear in a strip along the bottom. When Added Time is announced, a smaller counter beside the clock shows the extra minutes. Automatically generated **Home vs Away** names do not appear on this board. The main clock shows elapsed time without an added-time suffix.

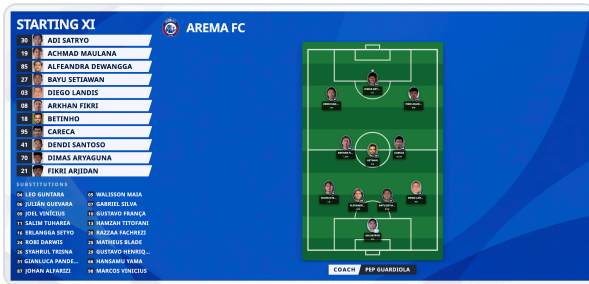
MATCH STATISTICS

AREMA FC	3-0	PSM MAKASSAR
3	GOALS	0
9	SHOTS	6
5	SHOTS ON TARGET	3
67%	POSSESSION	33%
3	FOULS	0
2	YELLOW CARDS	0
1	RED CARDS	0
10	CORNERS	6

Match statistics

This view compares shots, shots on target, possession, fouls, cards, and corners side by side. Enter manual values in the Match Statistics workspace. That tab also provides the only Audience Screen preview in the console. Use it during a stoppage or at half-time.

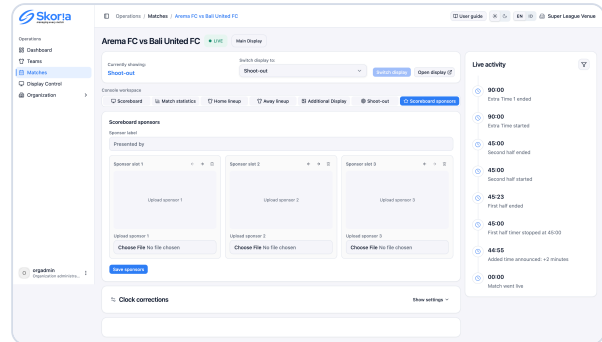
HOME / AWAY LINEUP



Home & away lineup

This view lays out the Starting XI on the pitch and lists substitutes below. Starters appear line by line, then the complete board remains on screen. The view is unavailable until the side has a formation or lineup image. It is normally shown before kickoff.

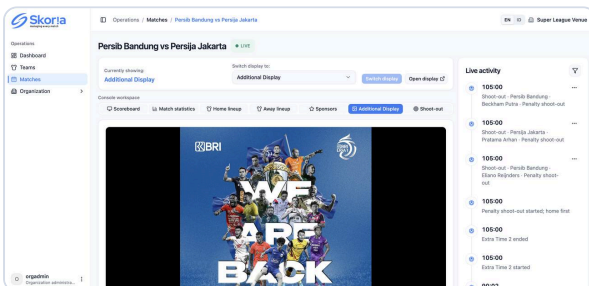
SCOREBOARD SPONSORS



Scoreboard sponsors

Up to three sponsor images can appear in a compact strip along the bottom of the Scoreboard, in slot order, with the optional "Presented by" label. Empty slots are left out. There is no separate Sponsors view and no rotation. Replace the images from the [Scoreboard sponsors](#) console tab, even during a match. The strip is hidden while [Show goals and cards](#) displays the scorers panel.

ADDITIONAL DISPLAY



Additional display

Use this slot for a league promotion, hype graphic, half-time message, or other prepared content. Upload the image when you create the match, or replace it here.

EVENT PRESENTATIONS



Event presentations

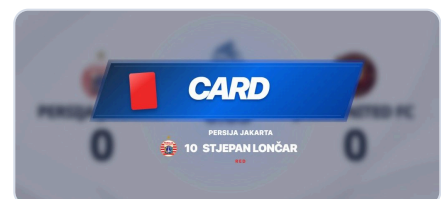
You do not select this view yourself. A goal, foul, card, or substitution interrupts the base view for ten seconds. The first kickoff overlay lasts six seconds. The base view then returns. Penalty awards have no overlay. Dismiss an overlay from the console. Reconnecting does not re-play it.



Foul overlay showing the team name and logo.



Substitution overlay showing the player coming on and the player going off.



Red card overlay showing the player number, name, and team logo.

STEP 8

Penalty shoot-outs

If the fixture goes to a penalty shoot-out, Skoria replaces the normal scoreboard with a dedicated shoot-out board.



The shoot-out display with each team's kick track, score, and taker-by-taker record below.

- 1 After regulation and Extra Time are complete, the **Shoot-out** tab appears in the console workspace beside Scoreboard and the other tabs.
- 2 Record each kick by choosing the team, outcome, and an optional taker. An unattributed kick shows **Goal** or **Miss** without a name. Each kick appears immediately in **Live activity**, along with system markers such as *"Penalty shoot-out started; home first."*
- 3 Switch the audience display to **Shoot-out** to show the dedicated board instead of the ordinary scoreboard. It shows each team's crest and name, a row of kick slots, and the score between them. Once kicks are recorded, the **TAKERS** table lists each recorded round by player. A scored kick turns its slot green with a check. A miss turns it red with a cross. The single gold-ringed empty slot marks the next kicker, and a **FINAL SCORE** pill appears when the shoot-out is decided. Long team names use a fitted size and may wrap to two lines. As sudden-death rounds accumulate, the taker table shrinks to keep the names visible.

STEP 9

Fixing the clock

The **Clock corrections** card is in the left column of the Scoreboard workspace, below **Record match event** and the incident summary. Use the Show/Hide toggle to collapse it. Use this card when the stadium and console clocks are out of sync, or when a half needs a different duration.

FIELD	WHAT IT'S FOR
Starting offset (seconds) + Set offset	Adjusts the console clock to match a venue clock that started ahead of it. Enter the difference in seconds.
Minutes per half (this match) + Set duration	Sets the regulation target for each half of this fixture only, with a default of 45 minutes. With Stop at half , the clock stops at that target. With Allow added time , it continues past the target until you pause or end the half.
Clock mode + Set clock mode	Stop at half stops the clock at 45' / 90' and at the Extra Time targets. Allow added time lets it continue past the target until you pause or end the half. If you switch back to Stop at half after passing the target, the clock stops immediately.
Reset clock	Removes any offset or override and restores the match's original clock settings.

The **Clock mode** controls how the clock handles stoppages. The default, **Stop at half**, stops the clock at the period target. **Allow added time** lets it run past that target. In either mode, use Pause, Resume, and the end-of-half controls to follow the referee.

Record match event

Goal

Foul

Card

Substitution

Penalty

Team

Scorer

Goal type

Arema FC

Unattributed

Normal

Record goal

Clock corrections

Complete match

Starting offset (seconds)

Use for venue clocks that start ahead of the console.

0

Set offset

Minutes per half (this match)

Sets the regulation length of each half. Default 45.

45

Set duration

Clock mode

Stop at half pauses at 45' / 90'. Allow added time lets the clock run past the target until you pause or end the half.

Stop at half

Allow added time

Set clock mode

Reset clock

The Clock corrections card, where you can change the live clock mode.

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STEP 10

Ending the match

This final step is short, but do not use its console control until the match is finished.

The red **Complete match** button at the bottom of the Scoreboard tab closes the fixture permanently. Treat it as final. Before selecting it, check that the score, cards, and, if needed, shoot-out are recorded correctly. This is when the match stops being "live." Organization administrators can later see who completed it in **Audit Logs** as `match.completed` and who first put it on air as `match.activated`.

Order of operations. Record every event, check the scoreboard on the audience display, and select **Complete match** only after everything is correct.

STEP 11

Reviewing history

Completed and Correction matches keep their final score, rosters, and timeline in Matches history. Download a copy for the archive or match commissioner.

- 1 In **Matches**, open the history for a completed match. The top card shows the final result and status badge, both team crests, and the saved **Starters** and **Substitutes** lists. Each line uses the format `Name | #number`.
- 2 The timeline lists every event, with the newest event last. Each row shows the clock time, event type, players, and team. Voided rows remain visible with a strikethrough and the reason for voiding.
- 3 Select **Download PDF** to create a PDF containing the title, status, score, venue and schedule, both rosters, and the full timeline. The filename uses the match title in the form `{title}-history.pdf`.

[illegible]

KEEP HANDY

Quick reference

Use this table as a quick reminder of the controls you will use most during a Live Match.

CONTROL	DOES THIS
Start match / Pause match / Resume match / End first half	Start, pause, resume, or end the clock for the current period. By default, it stops at 45:00. Allow added time lets it continue past the target.
-1 second / +1 second	Move the clock back or forward to match the referee or stadium time.
Clock mode / Set clock mode	Stop at half stops at the period target. Allow added time runs past it. Set the mode in Match Review or live in Clock corrections.
Start Extra Time / Start shoot-out	Move a tied knockout match into Extra Time, then into a penalty shoot-out if it is still tied. Each Extra Time period starts at 0:00.
Goal / Foul / Card / Substitution / Penalty	Record an event, update the scoreboard, and add it to Live activity. Goals, fouls, cards, and substitutions also play a ten-second presentation.
Switch display to: + Switch display	Choose the next Audience Screen view. The current view stays on screen until you confirm the change.
Dismiss presentation	Clear an active kickoff or event overlay from connected Audience Screens.
Open display	Open the public audience output in a separate window for projecting or streaming.
Show goals and cards	Show or hide scorer names and card totals on the Scoreboard. This does not replay overlays.
Added Time + Announce added time	Enter the referee's added-time announcement in minutes. The Audience Screen then shows the Added Time counter beside the main clock.
Scoreboard sponsors tab	Upload up to three sponsor images and an optional "Presented by" label. They appear in a strip at the bottom of the Scoreboard view.
Go Live vs. Continue to lineup	Go Live, from Match Review or the lineup screen, freezes the snapshot, requires one named Audience Screen, and opens the console. Continue to lineup is optional. Save progress keeps a draft.
Update statistics	Save the manual statistics in the Match statistics workspace. Use Switch display separately to show that board.
Complete match	Permanently close the fixture. Use this control last. The action appears in Audit Logs as match.completed.
Display Control / Audience Screen	Use this top-level sidebar item to choose a named screen, open its URL, copy it, or test it. Each screen has its own Standby. New venues start with four screens.
Multiview / Save Multiview	Build one public view from 2 to 4 screens. Two appear side by side, three use two panes on top and one below, and four use a 2x2 grid. An empty mix shows the organization Standby.
Download PDF	In match history, create a PDF containing the score, rosters, and timeline. See Reviewing history.

CONTROL	DOES THIS
Members / Add member	Organization administrators create Operator or Organization administrator accounts. Passwords must contain at least 12 characters. Disable an account to prevent sign-in.
Audit Logs	See who activated (<code>match.activated</code>), voided (<code>match.event.voided</code>), or completed (<code>match.completed</code>) a match. Organization administrators only. Action names remain in English.

Skoria Match Day Guide, based on a walkthrough of the Operations console in the Super League Venue workspace using the English interface. Screens and available tabs may vary by role and league configuration.