MATCHLENS.

User Manual · Field Hockey

Rotation, live match and reporting

MatchLens 1.0 · November 2026

Contents

1 Getting started

2 Competition rules

3 Squad setup

4 The rotation plan and Matrix

5 Running a live match

6 Field view

7 List view

8 Manual view

9 Cards and suspensions

10 Injuries

11 Quarter breaks

12 Coach Assist

13 Video clips and exports

14 Match report

15 Reporting

16 Troubleshooting and FAQ

1 Getting started

MatchLens runs your team's rotations live from the bench, records what happened, and turns it into reports and video clips. It has two parts:

- **Rotation** — set up your squad, build a rotation plan, run the match live from the bench and tag what happens.
- **Reporting** — see who played, how long, with whom, and how the match went while they were on.

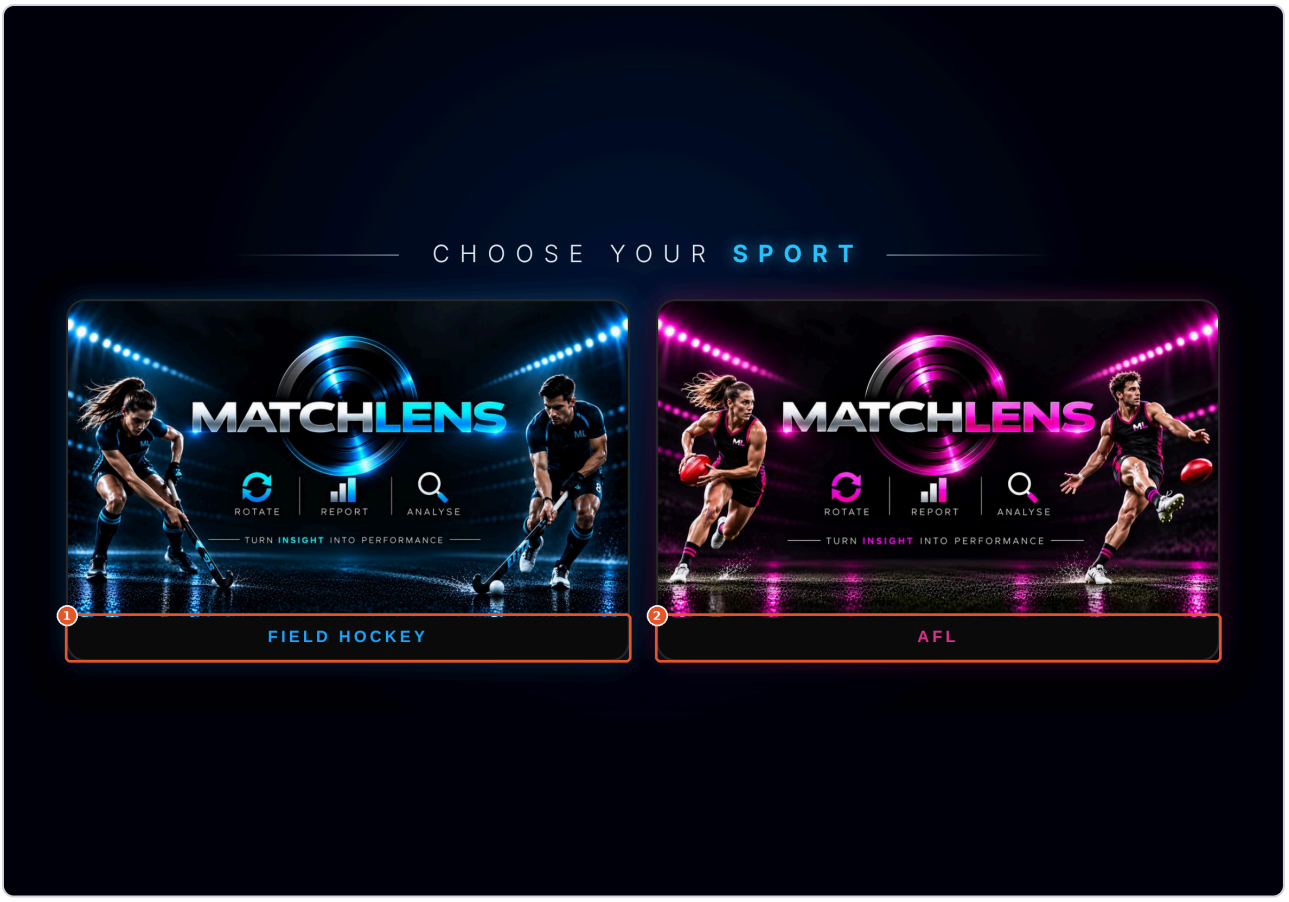
Everything is stored on the iPad itself, so it works without an internet connection at the ground.

Opening the app



The MatchLens splash screen — tap anywhere to continue.

Tap anywhere on the splash screen to continue. The first time, you choose a sport.



Choose your sport.

1. **Field Hockey** — 11 players, four quarters, cards and sin bin.
2. **AFL** — has its own manual and its own Help, shown when the app is in AFL.

Each sport keeps its own squad, so you can run a hockey and an AFL team on the same iPad. The app remembers the sport you chose and goes straight back to it next time. To switch sport, go to the home screen with the ⌂ button.



The home screen.

1. **Rotation** — squad, matrix and live match.
2. **Reporting** — analysis of completed or in-progress matches.

The top bar

Inside Rotation, the top bar is always visible:

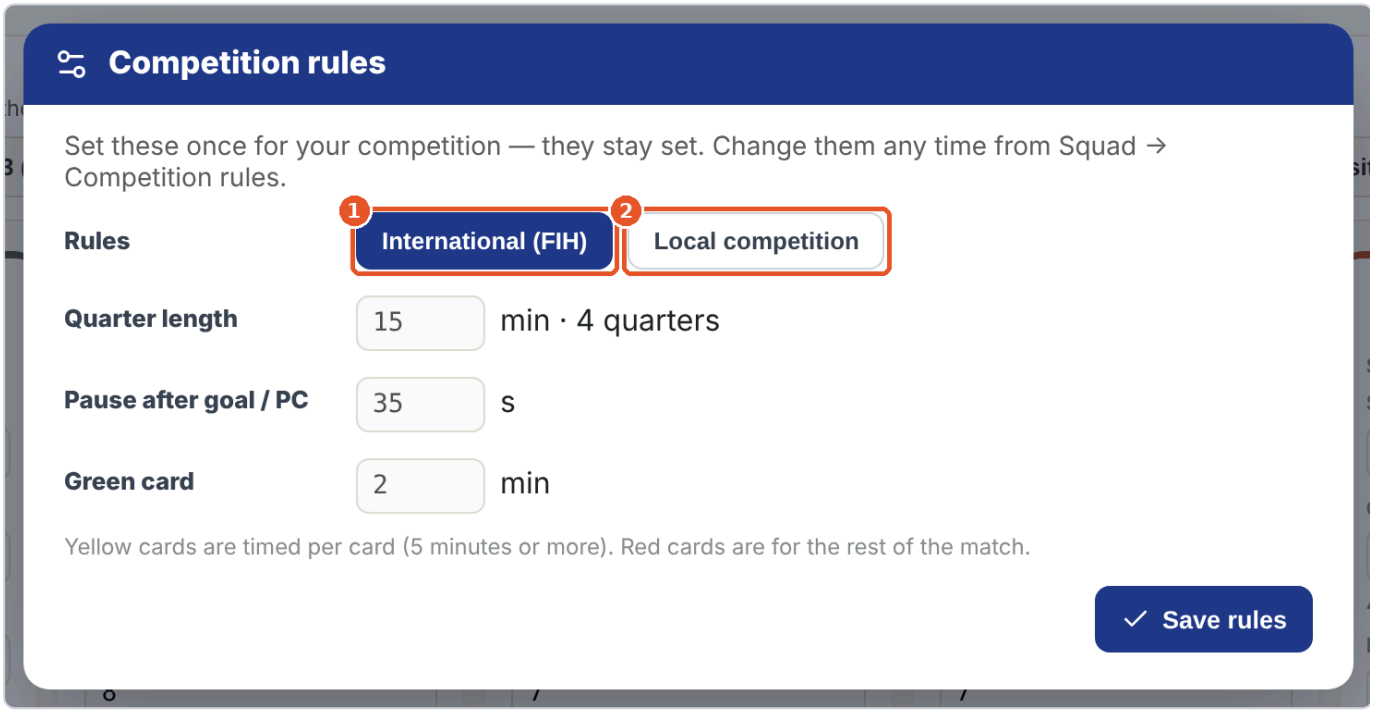
- ⌂ — back to the home screen.
- **Team logo and name** — your logo appears once uploaded on the Squad page.
- **Match clock** — total time since the first Start, shown in blue.
- **Squad · Matrix · Live** — the three pages you use for every match.
- **Language** — the app's labels in your language.
- **? (Help)** — opens this help at the page you're on. Use the search box to find any topic.

A typical match day

1. **Once:** confirm your competition rules (international or local).
2. **Before the season:** set up your lines and players on the **Squad** page.
3. **Before each match:** check availability (mark reserves, starter ticks), then look over the **Matrix** — the plan for the whole match.
4. **During the match:** run it from the **Live** page — start the clock, follow the rotation prompts, tag goals and corners.
5. **After the match:** export the video timeline for MyVA or Sportscode, and open **Reporting**.

2 Competition rules

The first time you open hockey, MatchLens asks which rules your competition plays. Your answer is kept: you won't be asked again. Change it any time from **Squad → Competition rules**, or from the rules button on the Live page before the match starts.



Competition rules.

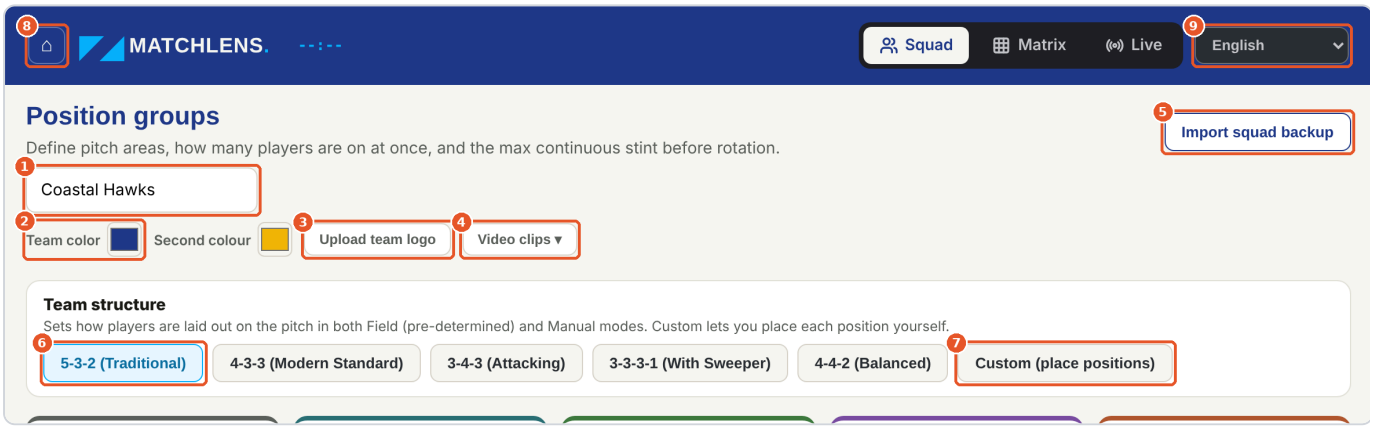
1. **International (FIH)** — four 15-minute quarters, a 35-second pause after a goal or penalty corner, and a 2-minute green card.
2. **Local competition** — set your own:

- **Quarter length** — 5 to 35 minutes. The plan and the clock use this.
- **Pause after goal / PC** — how long the clock stops after a goal or penalty corner before it restarts by itself. Set 0 if your competition doesn't stop the clock.
- **Green card** — in minutes.

Yellow cards are timed per card (5 minutes or more), and red cards are for the rest of the match, under either setting.

3 Squad setup

The Squad page holds your team details, your lines (position groups) and your players. Everything here is saved automatically.



Team details and team structure.

1. **Team name** — appears on the live screen, reports and exports.
2. **Team colour and second colour** — used for the score and highlights. Pick a second colour that contrasts with the first (useful when your first colour is white).
3. **Upload team logo** — shown in the top bar, and on player tokens without a photo.
4. **Video clips** — how each tag becomes a video clip (see Video clips and exports). Next to it, **Competition rules**.
5. **Import squad backup** — load a squad file. In the iPad app there is also **Export squad backup**, which saves everything (lines, players, skills, structure, team name, colours, logo, clip timing and competition rules) to a file you can keep or share.
6. **Team structure** — the formation used to lay out the pitch in Field and Manual views.
7. **Custom** — place each position yourself.
8. ⌂ — home.
9. **Language.**

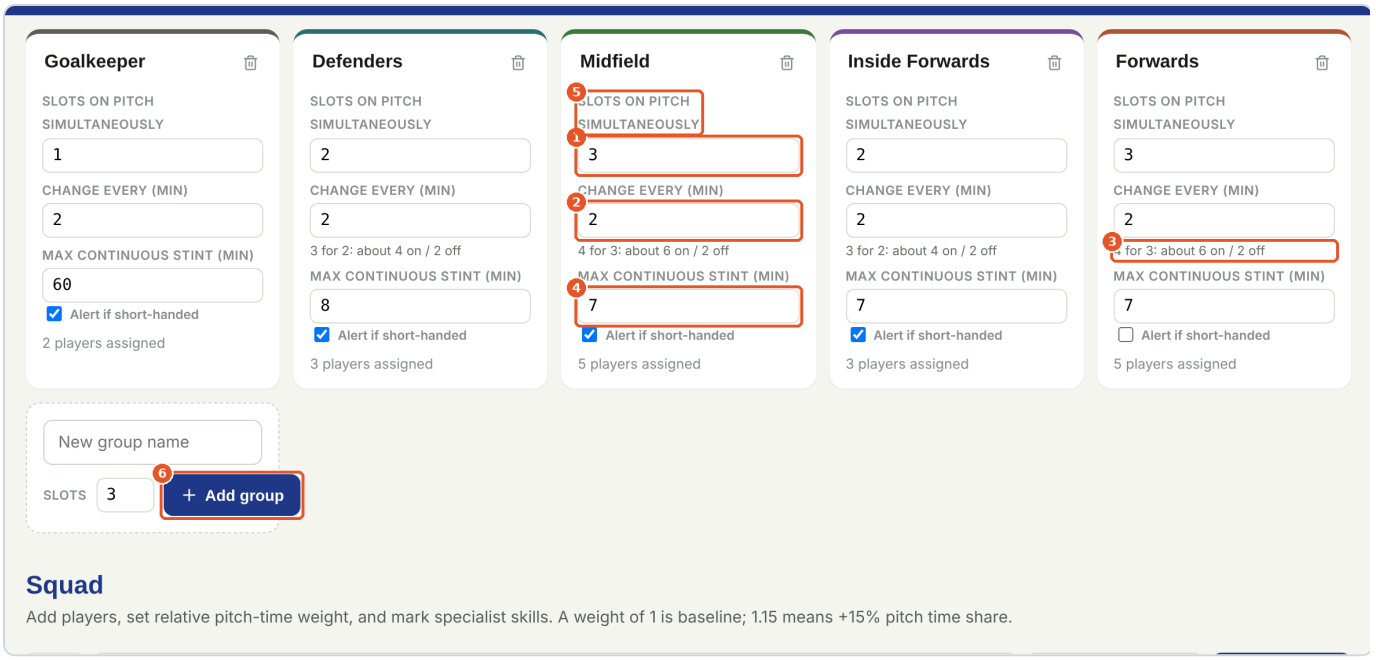
Team structure

Choose the shape that matches how you play: **5-3-2 (Traditional)**, **4-3-3 (Modern Standard)**, **3-4-3 (Attacking)**, **3-3-3-1 (With Sweeper)**, **4-4-2 (Balanced)**, or **Custom**. The structure only affects where players are drawn on the pitch; who plays and for how long comes from your lines and the Matrix.

With **Custom**, a pitch appears with one marker per slot. Drag each marker to where that position plays (your goal is on the left) and tap a marker to rename it. Custom layouts are saved with the squad and included in squad backups.

Lines (position groups)

A line is a group of players who rotate with each other — for example Defenders, Midfield, Forwards. Each line has its own settings.



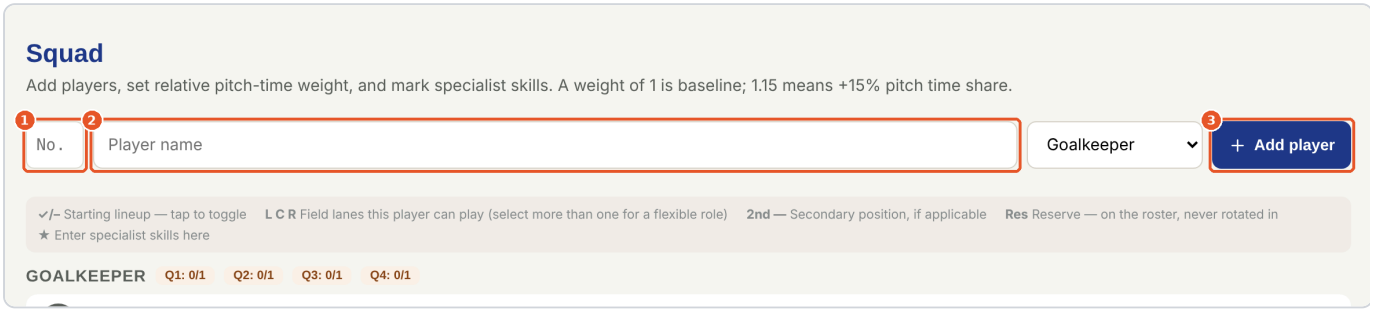
A line's settings.

1. **Slots on pitch** — how many of this line are on at once.
2. **Change every (min)** — the gap between changes. One player swaps every this many minutes.
3. **The resulting pattern** — e.g. "4 for 3: about 6 on / 2 off". This updates as you change players or settings.
4. **Max continuous stint (min)** — the longest a player should stay on in one go.
5. **Alert if short-handed** — warn when this line can't fill its slots.
6. **Add group** — create another line. Rename a line by editing its name; delete it with the bin icon.

> **Tip** In hockey, keep the backline, sweepers and midfield at full strength. If a line has to run short (for example during a card), make it the forwards.

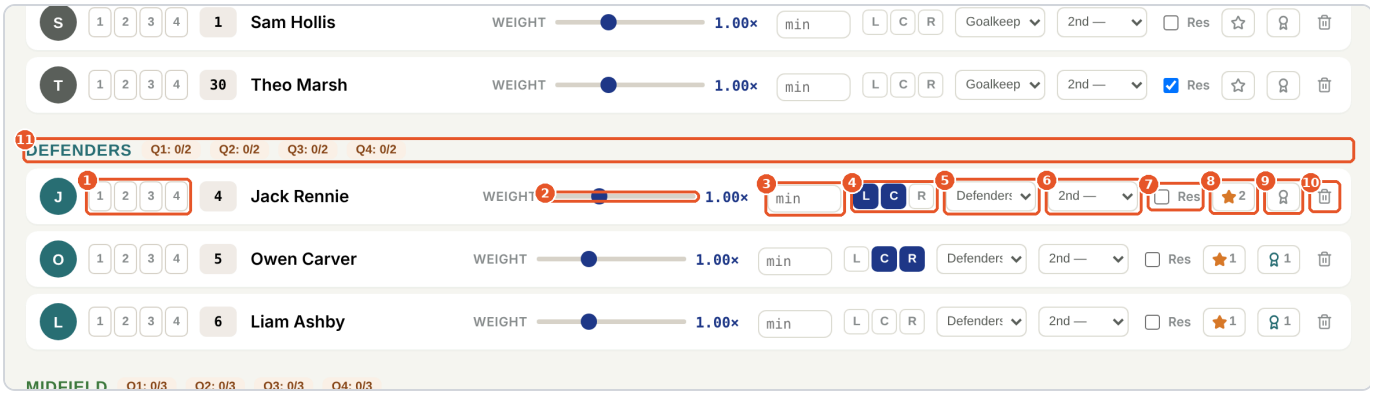
Players

Add a player with a number and name, choose their line, then tap **Add player**.



Adding a player.

Each player has a row of settings:

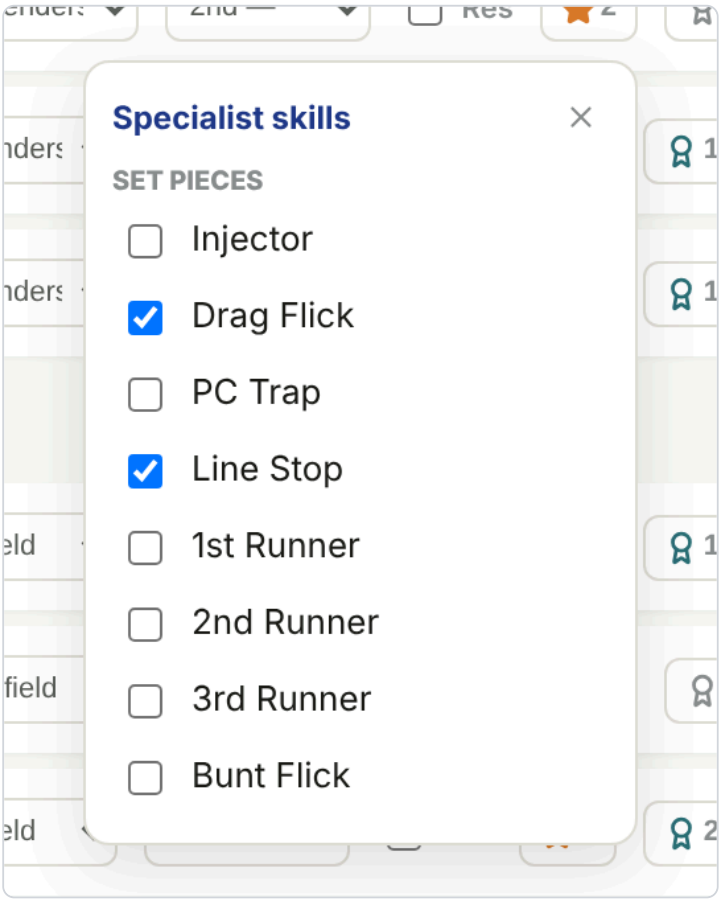


A player's row.

1. **Q1–Q4 starter ticks** — tick the quarters this player should start. Leave them all blank and the app staggers starters fairly. If the same players start every quarter, playing time will be uneven, and the Matrix will tell you by how much.
2. **Weight** — this player's share of playing time relative to others in the line. 1.00 is an even share; 1.50 is half as much again. Range 0.5–2.0.
3. **Minutes** — request exact playing time for the match (for example 52). This overrides the weight. Everyone else in the line shares what's left.
4. **L C R** — the lanes this player can play. Tap more than one for a flexible player. Field view uses these to place players left, centre or right.
5. **Line** — which line the player belongs to.
6. **2nd** — a secondary position. Used to suggest cover when a line has nobody available.
7. **Res (Reserve)** — on the roster but not rotated in. Reserves appear in the Reserve column on the Live page and can be brought on manually.
8. **Specialist skills (star)** — set-piece roles such as Injector, Drag Flick and the PC runners.
9. **Player skills (rosette)** — a coach's evaluation of what the player is good at.
10. **Delete player.**
11. **Starter count** — how many starters are ticked for each quarter in this line.

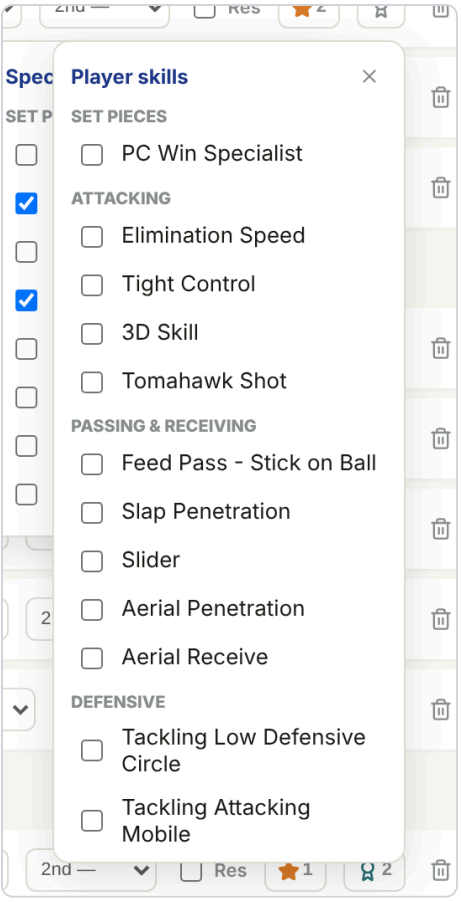
Tap the circle at the left of the row to add a player photo. Without a photo the token shows the player's initial or your team logo.

Specialist skills and player skills



Specialist skills (set pieces).

Specialist skills are your penalty-corner roles. The required roles (Injector, Drag Flick, PC Trap, Line Stop, 1st, 2nd and 3rd Runner) are checked against the plan: the Matrix shows any minute where nobody with that role is on, and the Live page warns you when a required role isn't on the pitch. Specialists also get a little extra leeway before an over-time alert.



Player skills.

Player skills are grouped as Set Pieces, Attacking, Passing & Receiving and Defensive. They don't affect the rotation or raise warnings. They are used by Coach Assist when you're looking for a player with a particular skill, and they're part of each player's profile.

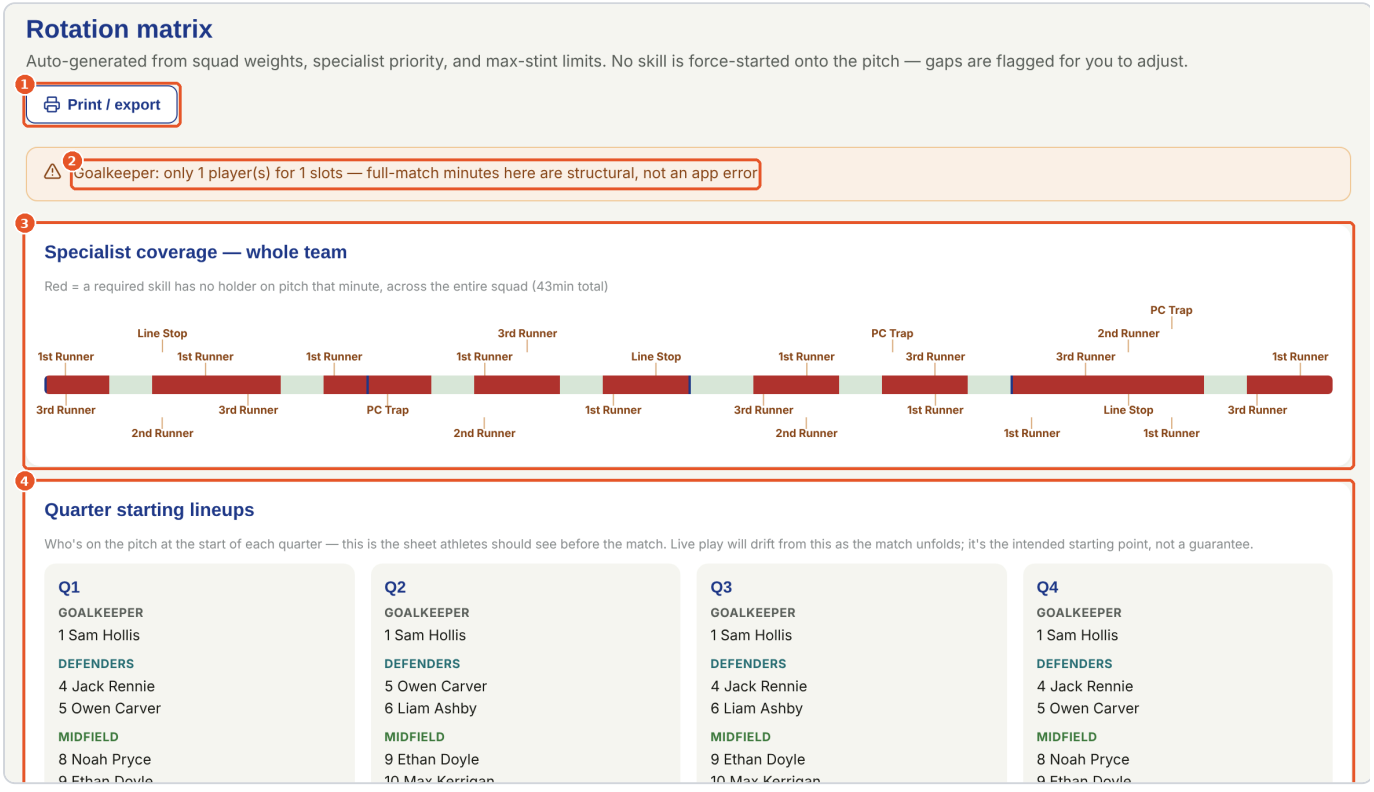
4 The rotation plan and Matrix

The Matrix page shows the plan for the whole match, line by line and minute by minute. The app builds it from your Squad settings; you decide who takes each row.

How the plan is built

For each line, the app runs a fixed cycle:

- **One change every gap.** With the default 2-minute gap, one player swaps every 2 minutes. The player who has been on longest comes off; the player who has rested longest goes on. So every rest is the same length.
- **The pattern follows from the numbers.** Time on = slots × gap; rest = bench players × gap. For example 4 for 3 is about 6 on / 2 off, and 5 for 3 is 6 on / 4 off. If that would break the line's max stint, players change in pairs.
- **Staggered starts.** Starters come off one at a time, so their first stints are staggered (for example 3, 5 and 7 minutes).
- **No late changes.** There's no change in the last gap of a quarter.
- **Each quarter is a fresh start**, but fairness is evened out across the match: whoever has played most so far starts the next quarter on the bench or comes off first.
- **Requests come first.** A player with a minutes request or a weight above 1 skips turns coming off until they are on track; their rests are still the standard length.



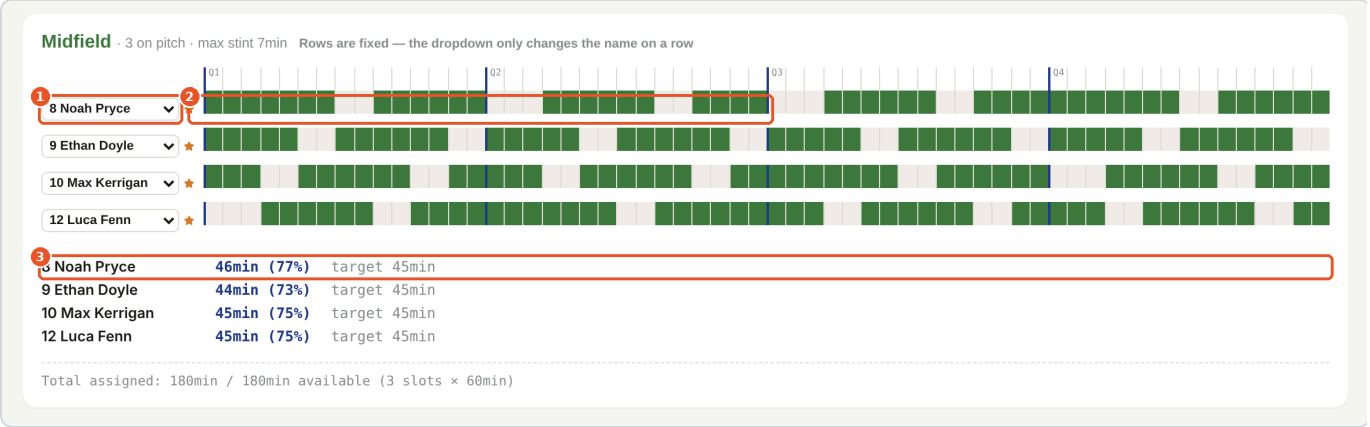
The top of the Matrix page.

1. **Print / export** — print the plan or save it as a PDF.
2. **Warnings** — anything worth knowing about the plan, for example a line with only one player for its slots, or playing time that can't be even.

3. **Specialist coverage** — for each required set-piece role, red marks the minutes when nobody with that role is planned on.
4. **Quarter starting lineups** — who starts each quarter. The live match uses these at the start of each quarter.

Rows are fixed — you choose the names

Each line shows one row per player: a fixed on/off pattern for the whole match, with the minutes it adds up to.



A line in the Matrix.

1. **Row dropdown** — choose which player takes this row. The player who was there swaps into your player's old row. The on/off pattern of the rows never moves — only the names change. So if Row 5 plays more minutes than Row 3, putting a player in Row 5 gives them those minutes.
2. **The pattern** — coloured blocks are on, grey is off. The vertical lines mark the quarters.
3. **Minutes per row** — total minutes and share of the match, against the target.

Once you've moved names, a **Names back to number order** button appears; it puts the names back in shirt-number order on the same rows.

The rows are rebuilt only when you change a squad setting that shapes them: starter ticks, weights, minutes requests, the line's slots, change gap or max stint, the number of players in the line, or an injury. When they are rebuilt, each player keeps the row they're in.

> **Tip** If the Matrix warns that a line's playing time ranges widely (for example 32–44 min) and you've ticked the same starters every quarter, stagger the starter ticks for even time — or keep them if parity isn't the priority.

5 Running a live match

The Live page is where you run the match. It has three views — **List**, **Field** and **Manual** — that share the same header.



The live header.

1. **Quarter clock** — counts down the quarter.
2. **Quarter** and match phase (PLAYING, BREAK, FULL TIME).
3. **Score** — updates as you tag goals.
4. **Opponent name.**
5. **Mode badge** — PRE-DETERMINED (the app runs the plan) or MANUAL (you place everyone).
6. **Event tags** — Goal For, Goal Against, PC Won, PC Conceded, Stroke Won, Stroke Conceded, Referral, and Test Sound.
7. **Start / Pause / Resume.**
8. **End Qtr** — end the quarter and go to the break.
9. **Match report** — the running record of the match.
10. **Export** — video timelines and match data, live or after the match.
11. **List · Field · Manual** — the three views.
12. **Reset match** — clear the match and start again (you are asked to confirm).

The ⓘ button explains the symbols used on the live screens.

Starting, pausing and quarters

1. Tap **Start**. The quarter clock starts and the first lineup (Q1 in the Matrix) goes on.
2. **Pause** stops the clock — for example for an injury.
3. At the end of the quarter tap **End Qtr**. During the break you can adjust the next quarter's lineup.
4. Tap **Start Q2** (and so on) to begin the next quarter.
5. After **End Qtr** in the fourth quarter the match is at **FULL TIME**.

Tagging events

Tap a tag the moment it happens.

- **Goal For / Goal Against** and **PC Won / PC Conceded** pause the clock for the restart (35 seconds under international rules; your own setting under local rules), then it resumes by itself.
- **Stroke Won / Stroke Conceded** pause the clock until you tap Resume, because a stroke has no fixed duration.

- **Referral** pauses the clock for a video referral; tap Resume when play restarts.
- Every tag records who was on the pitch at that moment. This feeds the match report, the video clips and Reporting.
- **Test Sound** plays the rotation alert so you can check the iPad's volume.

Rotation alerts

- An **orange dot** on a player on the pitch means the plan has them due off. An orange dot on a bench player means they are due on.
- **20 seconds before** a planned change, the iPad beeps.
- If someone stays on past their planned stint, **"Player over time — interchange required"** appears.
- Alerts pause while a card is running (see Cards and suspensions).

6 Field view

Field view shows the pitch with everyone in position. This is the view most coaches use on the bench.



Field view.

1. **Bench** — in order of who the plan brings on next, line by line.
2. **A player on the pitch** — shirt number, name, minutes into this stint, line and lane letter. An orange dot means they're due off.
3. **Sin bin** — carded players with their countdown.
4. **Messages** — warnings and notes appear beside the field, so the pitch keeps its size.
5. **Injured / Removed** and **Reserve.**
6. **Coach Assist.**

Taps

Tap	What happens
Double-tap a player on the pitch	Rotation: the plan's next bench player for that line comes on into the same spot.
Tap a player, then a teammate in the same line	They swap spots (for example left and right).
Tap a player, then a bench player	Interchange — the bench player comes on in that spot.
Tap a player, then the same player again	The player's options menu.

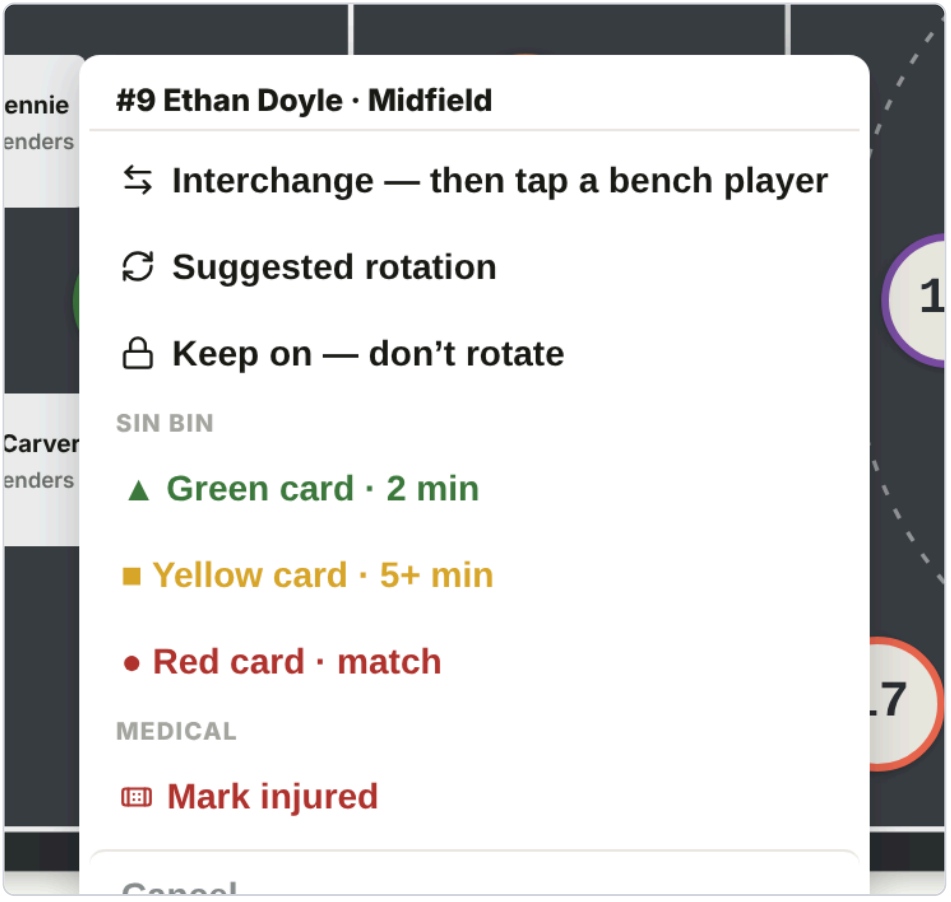
A hint above the bench always says what the next tap will do.



A player selected.

1. The selected player is highlighted.
2. The hint tells you what to tap next.

The player menu



The player menu.

- **Interchange** — then tap the bench player who comes on.
- **Suggested rotation** — bring on the plan's next player for this line.

- **Keep on — don't rotate** — lock this player on; they won't be prompted off until you unlock them.
- **Green card · 2 min**, **Yellow card · 5+ min** (you choose the length), **Red card · match.**
- **Mark injured.**

A swapped or moved spot lasts until the player comes off or the quarter ends; then the normal layout returns.

7 List view

List view shows each line as rows of tiles: **On pitch**, **Bench**, **Reserve**, **Wildcard** and **Injured / Removed**, with that line's plan underneath. It's useful for seeing a whole line at a glance.

- Tap a bench tile to bring that player on; you'll be asked who they replace.
- **Wildcard (+)** — add a player who wasn't in the pre-match squad, either replacing someone or without replacing anyone.
- Under each line, the **rotation strip** shows planned time (pale), actual time (solid) and now (red line).
- If you bring on a player who has had less than the minimum rest, you're asked to confirm.
- If a line has nobody available, the app offers cover from other lines — players with that line as their secondary position first.

8 Manual view

Manual view is for coaches who want to place every player themselves, with no plan.



Manual view.

- **The first time** you open Manual in a match, everyone is moved to the bench so you can place your own lineup.
- Tap a position on the pitch, then the player for it. Tap two players on the pitch to swap them.
- There are no rotation prompts; the app still records everyone's time.
- Cards, injuries, sin bin and Coach Assist work as in Field view.

> **Tip** Decide on Manual before the match starts. If you switch to Manual and then back to Field, the pitch stays empty until you put players on.

9 Cards and suspensions

Hockey cards: **Green** (2 minutes), **Yellow** (5 minutes or more — you set the length) and **Red** (the rest of the match). Give a card from the player menu.

While a card is running

For green and yellow cards the app goes **semi-manual**:

- No rotation prompts, beeps, orange dots or stint warnings — make any changes you need.
- A player you bring into another line's spot **covers** it. They stay in their own line on paper and nothing is re-planned.

To cover: tap a player (on the bench or on the pitch), then tap the carded player's empty spot.



Covering a suspension.

1. **COVER** — the player covering, and the line they've come from.
2. **The card** — player, card and time left.
3. **Returns to: Field / Bench** — where the carded player goes when the card ends. Field is the default; you can change it at any time.
4. **Semi-manual note** — rotation prompts are paused.
5. **Sin bin timer.**

The card also tells you who is covering and which line is playing one short, for example "11 Harry Locke covering Defenders — Forwards one short". **20 seconds before** the player is due back, the iPad double-beeps and the card turns red.

When the card ends

- The carded player goes **straight on**, or to the **bench** if you chose Bench (the line's longest-rested bench player then comes on).

- The cover player **goes back to their own line** — onto the pitch if that line is short, otherwise to the bench.
- Stints reset, and only the lines involved get a fresh plan from that moment. Every other line carries on unchanged.



After the card has finished.

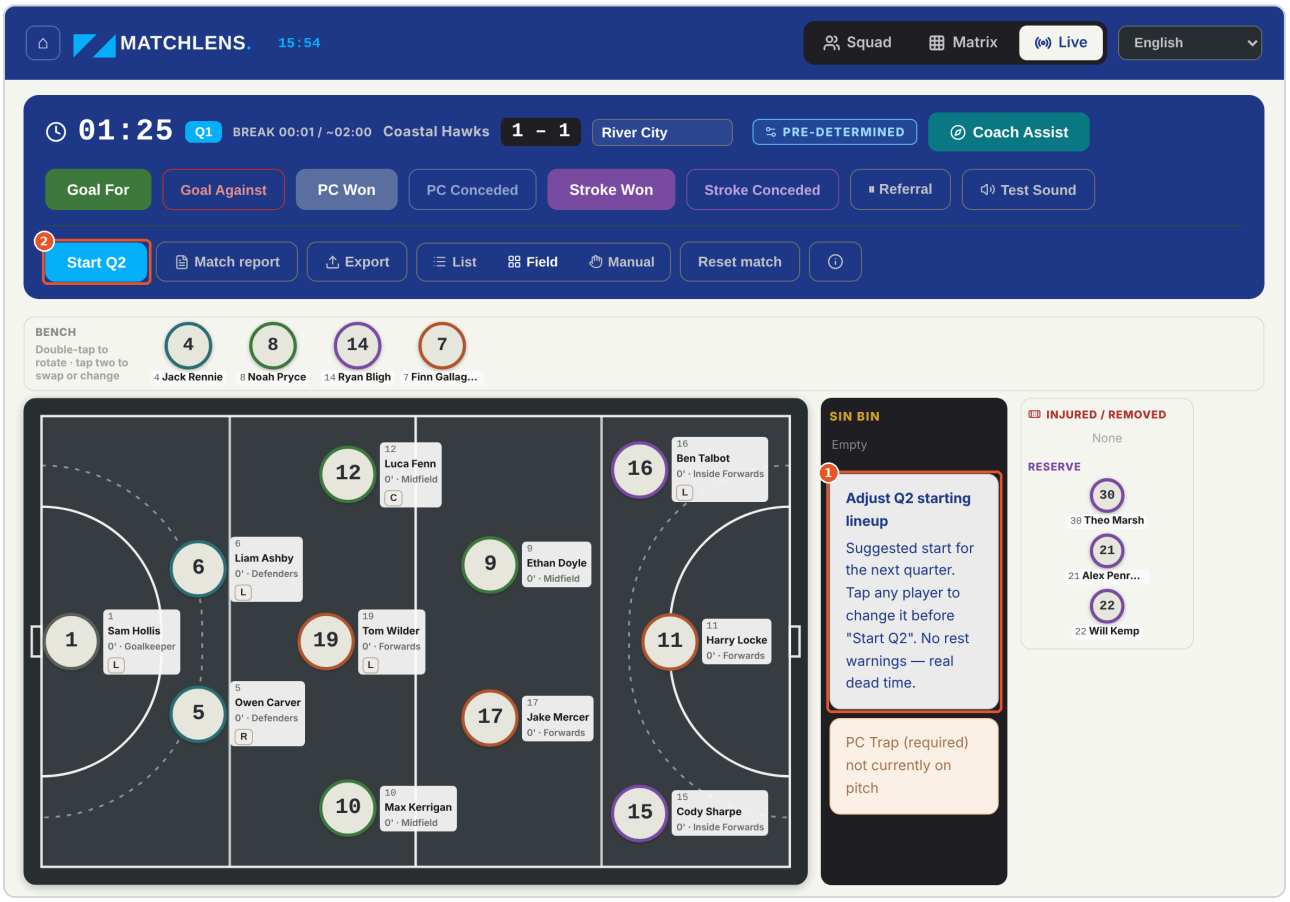
Red cards don't start semi-manual mode. The team plays short for the rest of the match, and the app plans around it.

10 Injuries

Mark a player injured from the player menu. They move to **Injured / Removed**, and the plan works around them. If they recover, use **Return from injury** to make them available again.

11 Quarter breaks

At **End Qtr** the next quarter's starting lineup goes on the pitch, exactly as in that quarter's column of the Matrix.

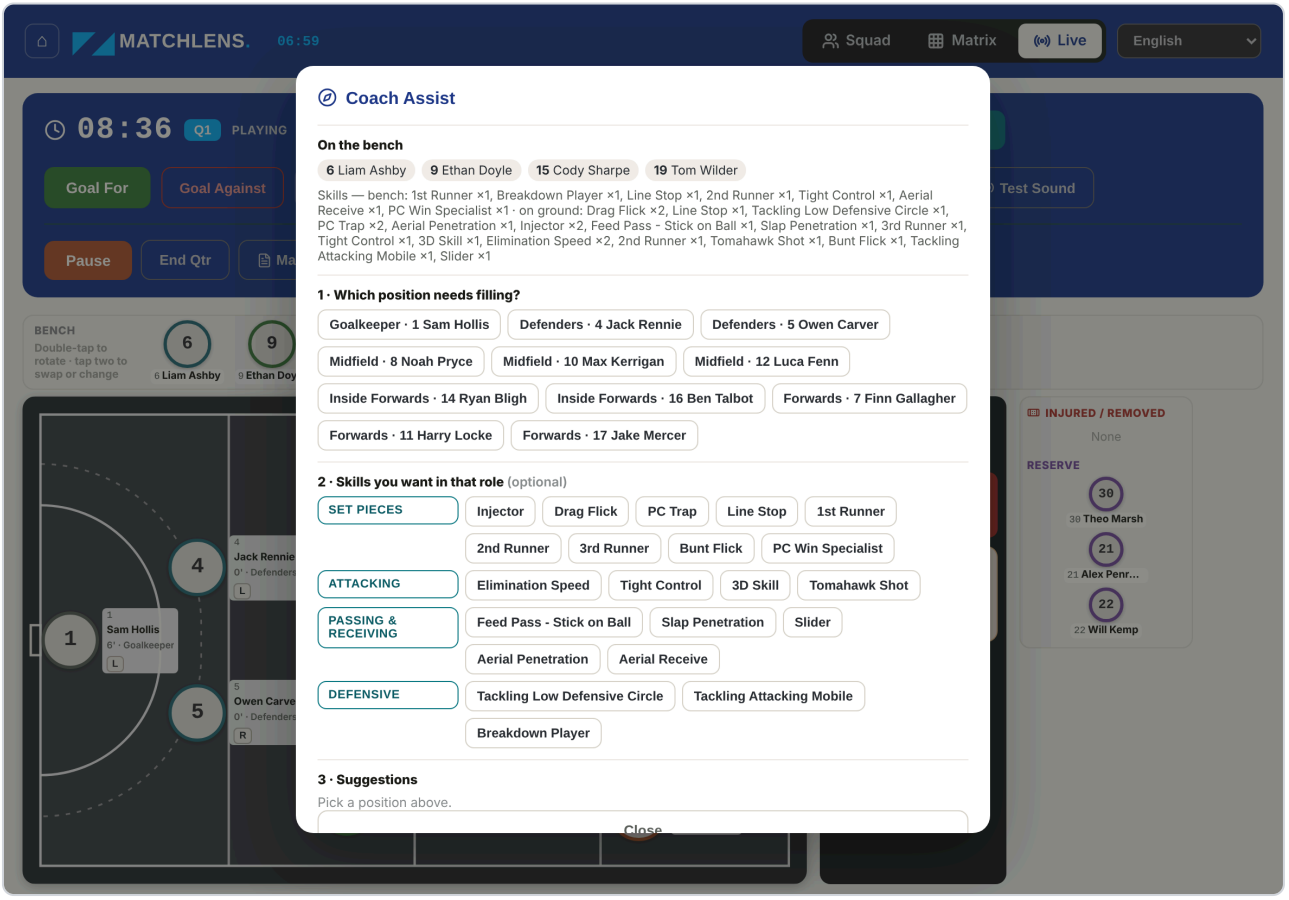


The break.

1. **Adjust the lineup** — tap any player to change it before the next quarter. There are no rest warnings during the break.
2. **Start Q2** — begin the next quarter.

12 Coach Assist

Coach Assist helps you find the right player for a role, in Field and Manual views.



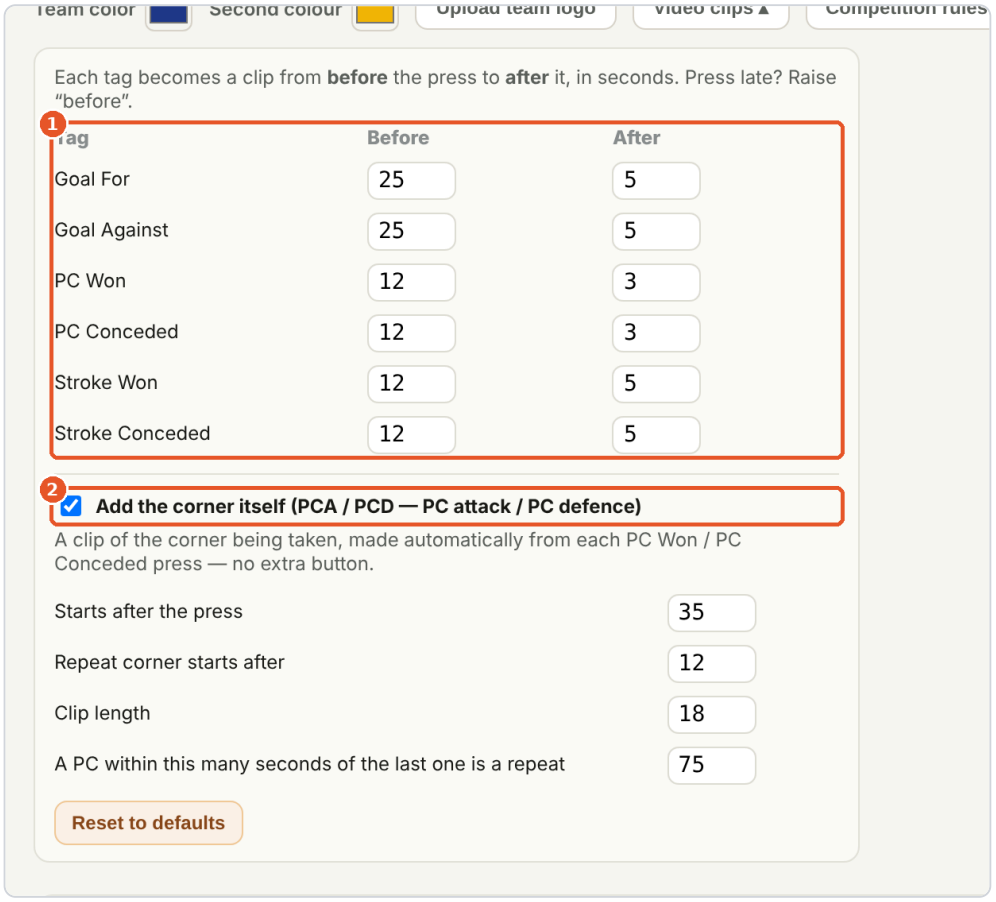
Coach Assist.

1. **On the bench** — who's available, with their positions and skills.
2. **Which position needs filling?** — pick the position or open spot.
3. **Skills you want in that role** (optional) — pick from specialist and player skills.
4. **Suggestions** — the best fits, including shuffles: move an on-pitch player into the role and bring a bench player into theirs. Tap a suggestion to make the change.

13 Video clips and exports

Clip timing

Set on the Squad page under **Video clips**.

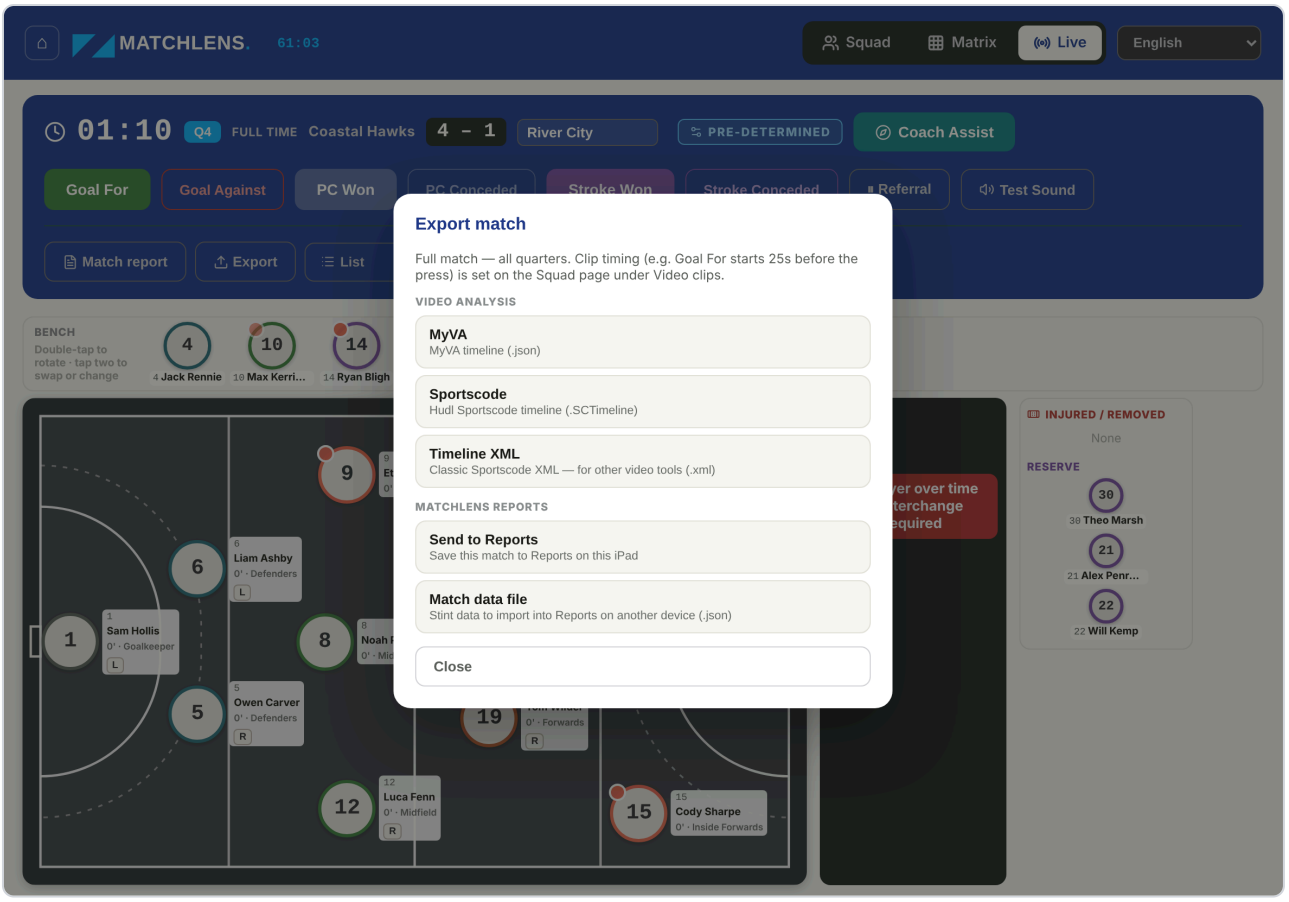


Video clip timing.

1. **Before / After** — each tag becomes a clip from this many seconds before the press to this many after. If you tend to press late, raise "Before".
2. **PCA / PCD (PC attack / PC defence)** — the corner itself, generated automatically from each PC press with no extra button. It appears in the export as **PCA - [your team]** for a PC won and **PCD - [your team]** for a PC conceded, for example PCA - Coastal Hawks. It starts a set time after the press (35 s by default, when the restart pause ends) and runs for 18 s. A PC pressed within 75 s of the last one is a repeat corner, taken quickly, so its clip starts 12 s after the press. All four numbers can be changed.

Exporting

Tap **Export** on the Live page — during the match for a live snapshot, or after the final whistle for the whole match.



Export.

- **MyVA** — a MyVA timeline (.json).
- **Sportscode** — a Hudl Sportscode timeline (.SCTimeline).
- **Timeline XML** — the classic Sportscode XML, which most other video tools can import.
- **Send to Reports** — save this match to Reporting on this iPad. A live snapshot is replaced by the full match when it ends.
- **Match data file** — the match data as a file, to import into Reporting on another device.

Live snapshots are named with the quarter and time, for example `..._LIVE_Q2_1430_MyVA.json`.

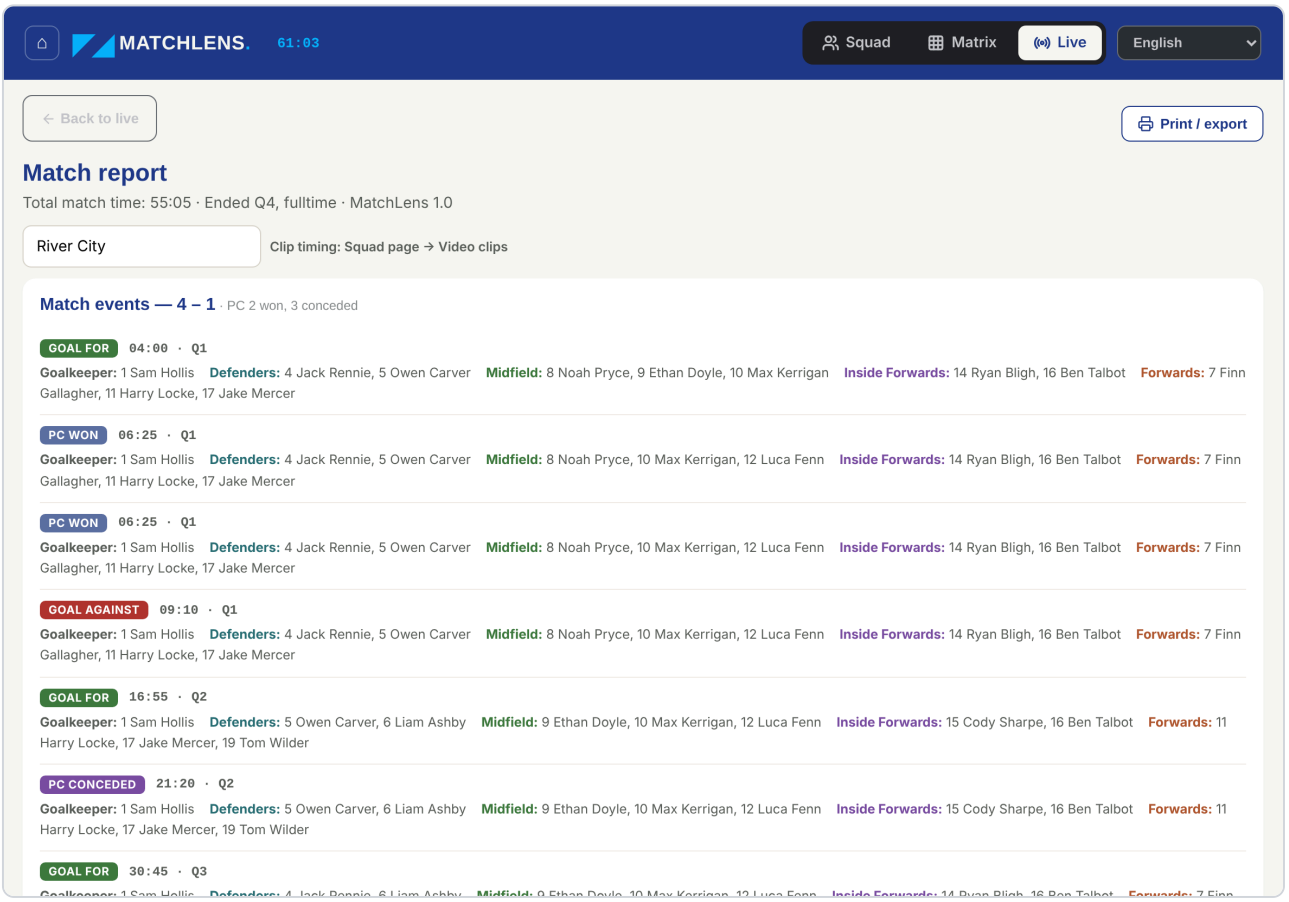
Lining up with your video

Times in the export run from the first **Start** press. In MyVA or Sportscode, line the timeline up with your video once, using the **Qtr 1 Start** row. If every clip is late by the same amount, the timeline isn't lined up; if the delay varies, raise **Before** in Video clips.

The export also includes rows for each quarter, the breaks, every pause, the whole match, and one row per player showing when they were on.

14 Match report

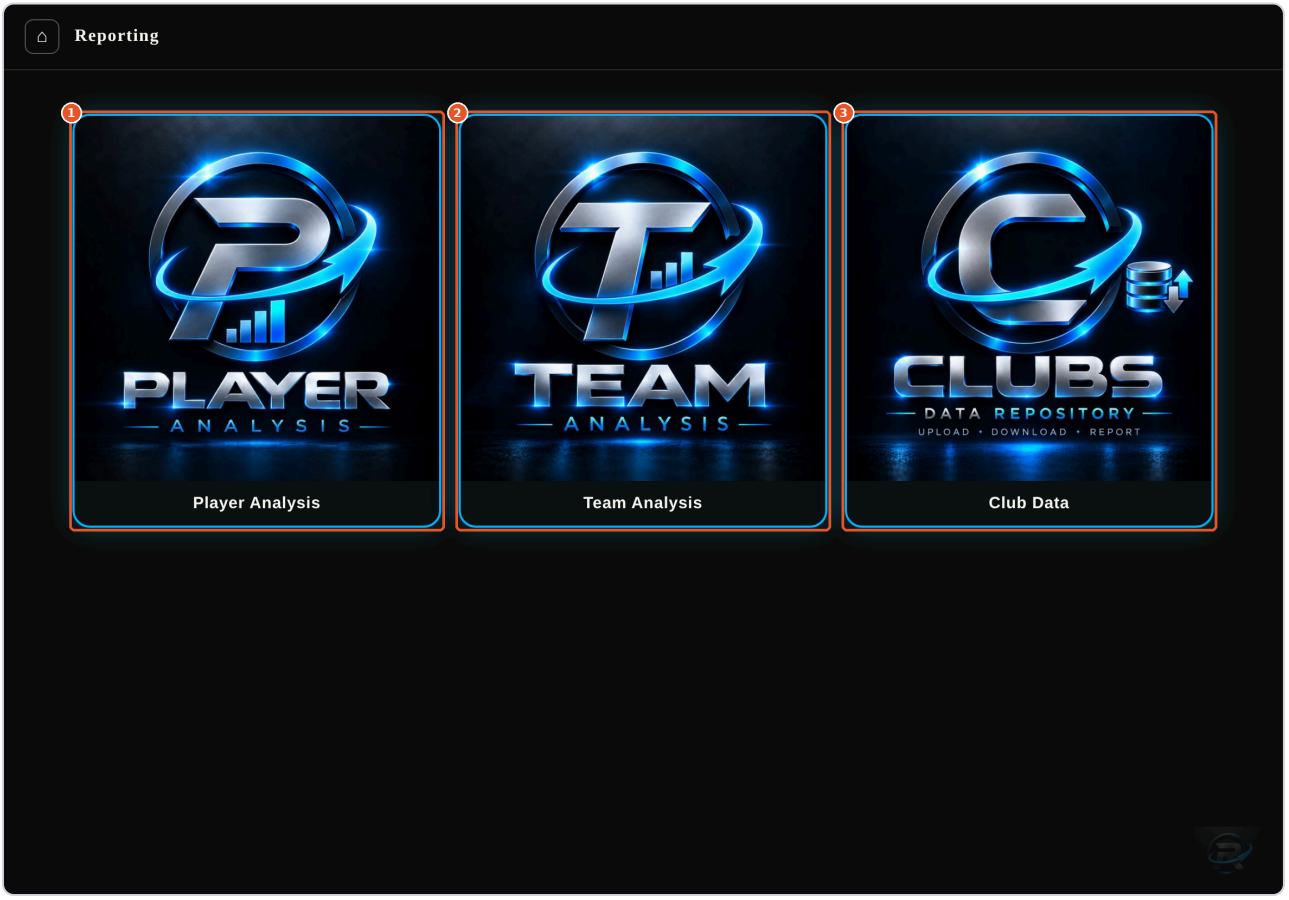
Match report shows the running record: every event with who was on the pitch, each player's minutes and stints, cards and changes. It can be printed or saved as a PDF.



The match report.

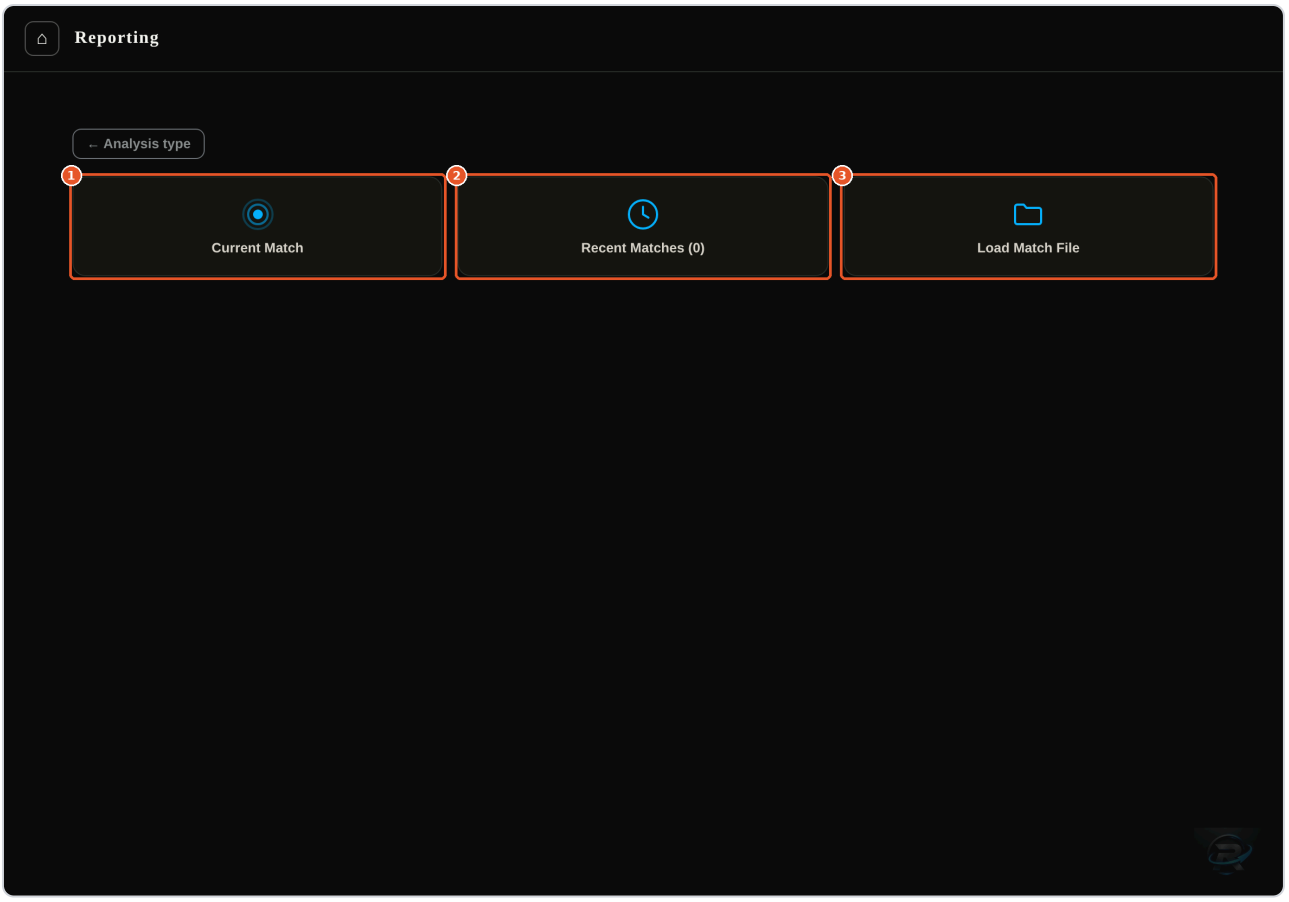
15 Reporting

Open Reporting from the home screen. Choose the kind of analysis, then the match.



Reporting.

1. **Player Analysis** — one player in depth.
2. **Team Analysis** — the whole team side by side.
3. **Club Data** — cross-match and season data (coming in a future version).



Choosing the match.

1. **Current Match** — the match in the Live page, in progress or finished.
2. **Recent Matches** — matches saved with Send to Reports (or when you reset a finished match).
3. **Load Match File** — a match data file from Export.

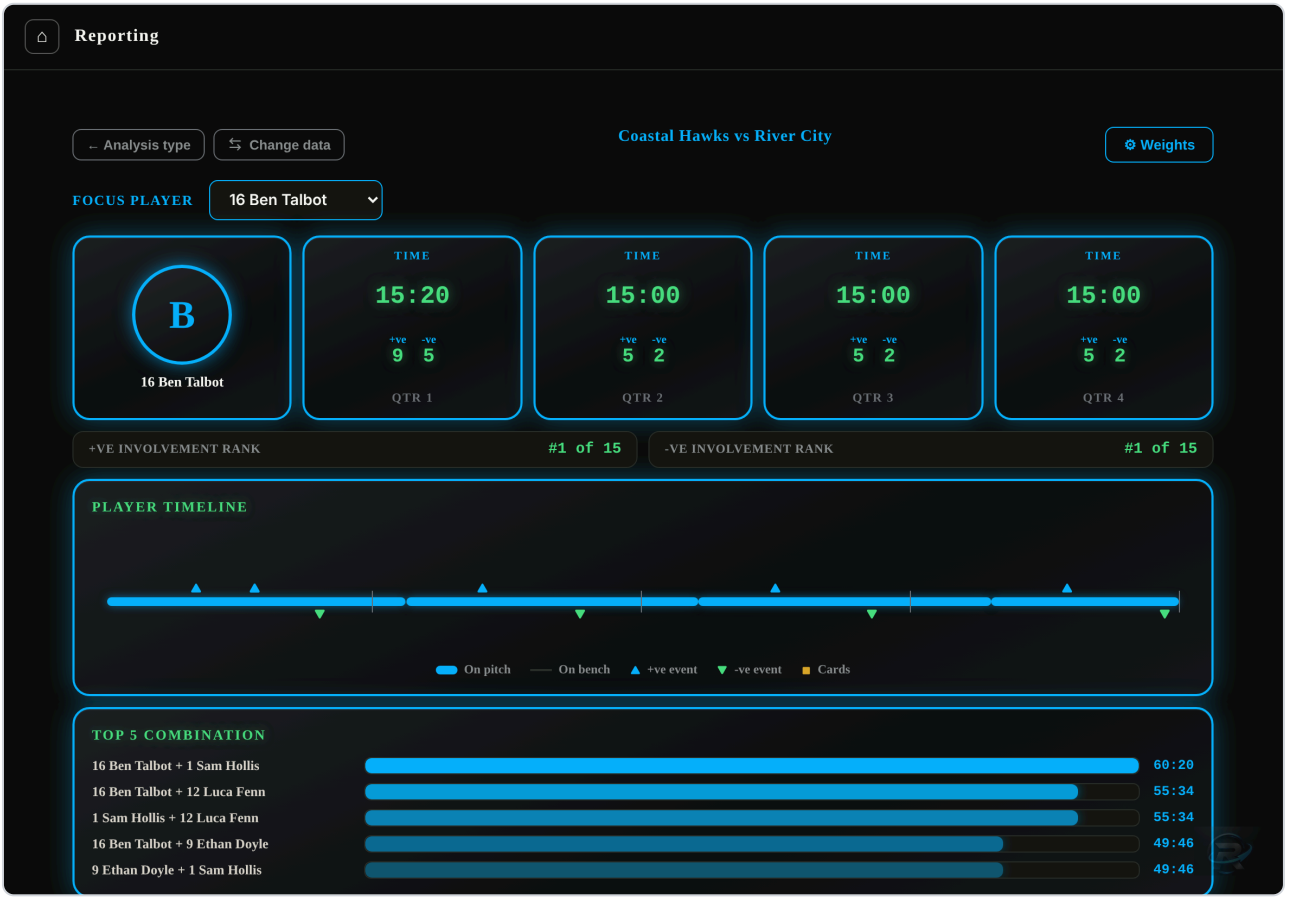
Team Analysis



Team Analysis.

- **Team differential** — goals, PCs and strokes for and against, overall and by quarter.
- **Match timeline** — every event along the match; your events above the line, the opposition's below, cards marked.
- **Player cards** — each player's time and their positive and negative involvement while on.
- **Top 5 combination** — the pairs of players who spent the most time on together.
- **Rotation distribution** — each player's minutes in their line against the fair share.
- **Weights** — how much each kind of event counts as positive or negative.

Player Analysis



Player Analysis.

Choose the **Focus player**. You'll see their time each quarter with positive and negative events, their rank for involvement, a timeline of their stints with events marked, and the players they spent most time with.

16 Troubleshooting and FAQ

A player shows "over time" straight after coming on. The plan has them due off at that minute — check the Matrix for that line. During a card, alerts are paused; they resume when the card ends.

The pitch is empty after switching views. Opening Manual the first time moves everyone to the bench. Put players on, or reset the match.

Playing time is uneven. Check the starter ticks — the same starters every quarter makes time uneven. The Matrix warning shows the range.

Clips start too late in MyVA. Line the timeline up using the Qtr 1 Start row. If it's only some clips, raise Before in Video clips.

I've lost my squad. Use Import squad backup with your latest backup file. Make a backup with Export squad backup whenever you change the squad.

Where is my data? On this iPad only. Use squad backups and match data files to move things to another device.