

Streaming a Football Game – Single Camera

Equipment checklist:

- Camera and power supply
- Tripod
- Camera RCA or composite cable
- Power strip
- Extension cord
- Ethernet cable
- Video capture device
- Laptop and power supply
- Roster

1 Pre-Production and Setup

1. Go to cms.playonsports.com (PlayOn Manager) to schedule your event
 - a. Be sure to schedule games at least **two weeks** before the event is to occur so that you can promote your broadcast to your potential viewers (i.e. school, parents, community)
 - b. Give your event a descriptive name/title. For example: “Varsity Football – Northside at Central”
2. Give yourself at least an hour to an hour and a half to set up and prepare your overlays.
3. Whenever possible, try to set up your equipment in the field’s press box.

Note: If the press box is enclosed, do not try to film through glass. The reflection could diminish the quality of your production. Open the window if you can, or if not, try to get on top of the press box for a clearer view.

4. If the press box is not an option, try to find a good position where your shot will not be blocked.



5. Make sure you have access to electricity in the press box or at the top of the bleachers.
6. Make sure you have enough room to set up your tripod. You may even have to set up your camera above or outside of the press box.
7. Set up your camera so that you are not shooting into the sun – the glare will make it very difficult to view your video.
8. Set up your equipment, and start your laptop. This includes making sure the Video Capture Device is plugged into the laptop, the RCA cable from the camera is plugged into the Video Capture Device, and the camera is powered on.
9. Test your Internet speed by going to www.speedtest.net and note your upload speed. You’ll end up choosing your streaming bitrate based on the following table:

| Internet Speed | Streaming Bitrate |
|--|-------------------|
| Upload speed > 1.5 Mbps | 640x360_846 kbps |
| Upload speed between 1.0 – 1.5 Mbps | 640x360_696 kbps |
| Upload speed between 0.7 – 1.0 Mbps | 640x360_496 kbps |
| Upload speed < 0.7 Mbps or wireless | 640x360_126 kbps |

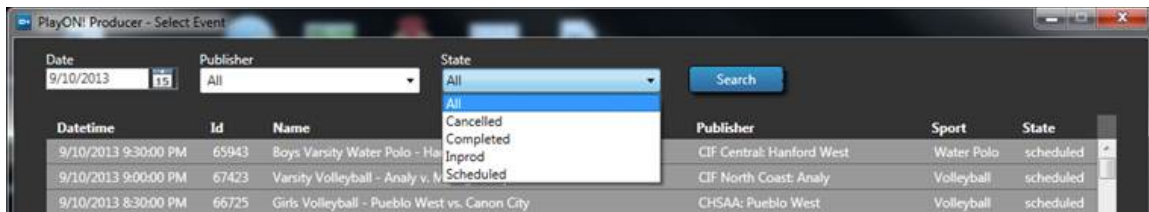
10. Start PlayOn Producer

- i. Choose Live Stream (and sign in) or
- ii. On Demand, if your Internet connection is not strong enough to handle a Live stream
- iii. In the PlayOn Producer Settings, choose the following:

| | |
|---------------------|-------------------------------------|
| Video Device | Elgato |
| Video Input | (Composite or S-Video) |
| Overlay | Football |
| Preset | Choose from the bitrate table above |

- b. Find the event you previously scheduled by date (this should be the current day), highlight the name and hit **Continue**

Note: If you ever have to restart PlayOn Producer in the middle of a game, you will need to change the **State** dropdown to **"All"** to see your event listed (see screenshot below).



- c. Enter in your team, your opponent's team information, and appropriate logos in all of the Overlays
- d. Queue up any videos/commercials you plan to play during the broadcast.

2 Starting Production

1. Make sure there are no menu settings showing up on your camera screen (this can be distracting to viewers, see example image below).



2. 10 minutes before the event starts, click **Start Stream**.
3. 2 minutes before the event starts, click **Go On Air** and **Mark In**.
4. You may want to consider using the **Starting Line Up** overlay or **Team Locator** overlay before the game begins/during the pre-game announcements

Note: Use the **Systems** tab to monitor your broadcast. Under **Current Encoding** and **Average Encoding**, make sure that the number of **Drops** is below **100**. Under **Publishing**, the **Buffer** should be **0.00** or close to 0.00, and the number of **Drops** should be below **100**.

3 Tips for the Camera Person

1. **WHITE BALANCE!** It's very important, *especially* when going from indoor to outdoor sports (or vice versa), to white balance your camera so it can adjust to the new lighting. That way, your coloration will look much more natural. Each camera's white balance functions are different, so refer to the camera's manual when adjusting it.
2. Don't frame your shot too tightly. Close up shots are not often necessary. The only time to zoom in on the players is after the play ends and are going back to huddle. Keep your shot wide while the ball is in action.
 - a. Kickoffs and Punts:
 - i. Start with a wide shot
 - ii. Do not follow the ball
 - iii. Once the ball has been kicked, focus on the return team
 - b. Normal Plays:
 - i. Start with zooming in on the Offensive team as they break the huddle and approach the ball
 - ii. At the start of the play, make sure to have all players (including the Running Backs and Safeties) in the shot.
 - iii. If they decide to **run** the ball, follow the Running Back and try to include all Blockers and Defenders in the area. Zoom in a little during the play.
 - iv. If they decide to **pass** the ball, zoom out to include all the players in the shot. Make sure to keep the Quarterback on one side of the shot and the Receivers and Defensive team on the other side.
 - v. Do not follow the ball
 - vi. At the end of the play, zoom in on the action

4 Tips for Announcers

1. You may want to consider using two announcers.
2. If you only have one announcer, make sure to catch plenty of natural sound and crowd noise (just be cautious of passionate parents that may use foul language).
3. If you have no announcers, just be sure to record plenty of natural sound and crowd noise.

5 Scoring and Overlay Timing

1. After you use the **Starting Line Up** overlay, you may want to use the **Team Locator** overlay until the game begins.
2. Use the **Score Bug – Bottom** during the game to keep track of score, down and distance, fouls, timeouts, and clock. Refer to the field's score board if you get distracted and have to reset the clock, down and distance, timeouts, or score.
3. At the end of the First Quarter:
 - a. Display the **Scoreboard/Scoreboard – Logos**
 - b. Check the **Systems** tab for any buffering or drops
 - c. Switch the **Program Output** dropdown to **Live Stream** to see how your broadcast looks to your viewers
 - d. Once you can see the stream, IMMEDIATELY switch back to **Program Output**
 - e. Hide the **Scoreboard/Scoreboard – Logos**

- f. Change the **Scorebug** Quarter from 1st to 2nd, but wait to submit the overlay until the ball has been snapped
4. Repeat these steps for all Quarters
5. For Halftime, either:
 - a. Display the **Scoreboard/Scoreboard – Logos** overlay
 - b. Display a **Lower Third** overlay if you'd like to show the marching band play
 - c. Queue up your commercials, check the **Loop** checkmark box, and hit **Play**. Be sure to stop a minute or two before the ball has been snapped in the Third Quarter
6. Write down the times and a brief description of any highlights that occur. You can cut highlights later in PlayOn Manager.

Note: When you see a highlight-worthy play, click the **Systems** tab to check the video time-stamp (this will make creating highlights in PlayOn Manager much easier later on), write down the time stamp, a snippet of what happened during the play, and the names of any players involved.

7. Consider interviewing the players/coaches after the game.
8. Click **Mark Out**
9. Click **Go Off Air**
10. Click **Stop Stream**

6 Post Production

1. If you are streaming the game Live, email support@playonsports.com with the event ID number and a message that says, "Event id# _____ is complete. Please upload."
2. If you are recording this game for On Demand viewing, upload your video file either through the PlayOn Producer Uploader or PlayOn Manager.
3. Pack up your gear and head home!
4. Later or the following day, use the **Highlight Creator** in PlayOn Manager to cut highlights from the notes you took during production.