VISION ANALYSIS · FOR THE FIELD TEAM

Football Match Filming Guide

The system tracks the match from a **fixed camera** and calculates each player's pitch position, running distance and speed. For this, the camera **must not move at all** and **the entire pitch must be visible**. If the camera pans, zooms or has wire fencing in front of it, the analysis cannot be performed.

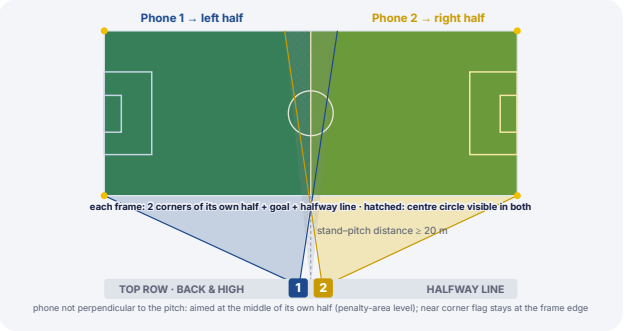
Quick summary: high vantage point + two fixed phones (left half / right half) + 4K 30 fps + focus lock + no touching + stop/start at half-time.

1 Location (the most important part)

- In line with the halfway line, from the **top rows of the stand** or the camera platform; at least **20 m back** from the pitch. Being back and high also brings the near corner flag into frame; ground level is useless.
- No **wire fencing, poles, flags or spectators** in front. Footage filmed through fencing cannot be used.
- **All four corners and every line** of the pitch must be clearly visible in the frame; if not, move further back/higher.

2 Two-phone setup

- Two phones, two tripods, side by side, in line with the halfway line.
- **Phone 1 → left half, Phone 2 → right half**; the centre circle should be visible in both.
- Not head-on: **aim each phone at the middle of its own half (penalty-area level)**. The frame must include **both corner flags** of that half (near and far), the goal and the halfway line.
- Only one phone? Fit the whole pitch in one fixed frame; two phones are always better.



3 Phone settings (before filming)

- Landscape recording. **1x lens**; do not use wide angle (0.5x) – it distorts the edges.
- Resolution **4K 30 fps** (if unavailable, 1080p 60 fps). Turn image stabilisation **off** if present.
- Once framed, long-press the screen to enable **focus/exposure lock (AE/AF lock)**; then do not touch the screen.
- Airplane mode, low brightness, long screen timeout, **power bank connected**.
- Storage: one half in 4K ≈ 15–20 GB. Keep at least **50 GB free**.

4 Filming workflow

- Start recording **5 minutes before** kick-off; from then on the tripod and frame are **not touched at all**.
- Goal, chance, scuffle – no difference: the camera is not touched, the ball is not followed, no zooming.
- Stop recording at half-time and restart for the second half (2 phones × 2 halves = **4 files**). Do not move the tripod.
- Start recording 2–3 minutes before the second half; when the match ends, stop and check the files were saved.

5 What to send us

- 4 video files, named by phone and half: **left_1sthalf.mp4, right_2ndhalf.mp4** ...
- Kit colours of both teams (incl. goalkeepers) and referee's colour.
- Starting XI, shirt numbers, formation; subs and their minutes.
- Score, goal minutes, red card minute.
- Which goal each team attacked in the 1st half (left/right from camera).
- Start time of each half (phone clock; to the minute is enough).

! Don'ts

- **Following the ball**, panning
- **Zooming**, adjusting the frame
- Holding the phone **in your hand**
- Filming from behind **wire fencing** or from **ground level**
- Using the wide-angle (0.5x) lens or image stabilisation

IF IN DOUBT, CALL BEFORE FILMING; AN INCORRECTLY FILMED MATCH CANNOT BE ANALYSED