

# OPERATION GUIDE:

## Broadcasting FAQs

This guide will assist you with answers to some of the most frequently asked questions about broadcasting on BSUK-TV. If you have a question that this document can't answer, please get in touch [here](#).

**Q: What equipment do I need?**

Use what you already have - Nothing more than a smartphone or mobile device is needed, though you can get more advanced if you want. If you'd like to use more advanced equipment, get in touch with Chris [here](#) for options.

**Q: How many viewers or listeners can access my live streams?**

Unlimited! An unlimited number of people can access your live streams, and there are no limits on the number who can connect at any given time (concurrent audience).

**Q: What speed or type of internet connection do I need?**

Stable broadband is best, but a strong mobile connection will work well. Use speedtest.net to test your connection speed.

After you determine your available bandwidth speed, compare with your broadcasting needs. Meridix recommends using a broadcast bitrate of no more than half of your available speed. If you are trying to broadcast a 2 Mbps (2000 Kbps) video stream, you'll need at least a consistent 4 Mbps (4000 Kbps) or greater upload speed. If you find you don't have enough bandwidth, lower your broadcasting bitrate.

**Q: How do viewers and listeners access my broadcasts?**

Anywhere on the web, no app needed! Your audience can watch or listen via a direct link. If you'd like to embed your game on your website, get in touch with Chris for the code.

**Q: Can I use mobile broadband, such as a wireless hotspot?**

Yes! In most cases, these have proven to be valuable tools allowing broadcasters to produce events quickly and easily by taking an internet connection with them, often to areas with no other internet available.

**Q: How do I change my game start time?**

When you request a game on the BSUK-TV system, you will be assigned a time slot of between 2-4 hours for your game. Each time slot will be assigned with a buffer time between broadcasts.

When you know your exact start time, contact Chris immediately to have the scheduled adjusted. You are responsible for your time slot, and if you don't notify BSUK of the start time, you may have your game cut off, or may not be able stream as scheduled.

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**Q: I don't know the home and away team – how can I have them added to the game?**

For scheduled games, most of the home and away teams have already been decided, and can be used when you register for a game.

For tournaments where the teams are unknown, or matchups where home and away are not determined in advance, you as the broadcaster must inform BSUK as soon as possible once home and away are decided. Chris will add it to the broadcast.

**Q: I need to cancel my scheduled game – how do I do that?**

If your game is scheduled more than 48 hours away: Please contact Chris as soon as possible so the game slot can be reallocated. Failure to do so may impact your club's ability to use BSUK-TV for the rest of the season.

If you have to cancel on the day due to weather or a technical glitch, please let Chris know as soon as possible. There is no penalty for a weather cancellation, and you will be offered either an alternative game slot, or a broadcast for the rescheduled game, depending on availability.

Please note: Failure to test equipment or bring the correct kit **does not** count as a glitch!

Cancellations within 24 hours of the game for reasons other than weather will impact your club's ability to broadcast on the network for the remainder of the year. If this happens, please schedule a time to speak with Chris.

**Q: Who do I contact regarding system error messages or bugs?**

Meridix, also known as Stack Sports, is here to help with any system issues.

If you suspect a tool or feature isn't working quite right, contact Chris at [chris.knoblock@bsuk.com](mailto:chris.knoblock@bsuk.com), who will escalate the issue.