

TouchlineIQ User Reference Guide (Football / Soccer)

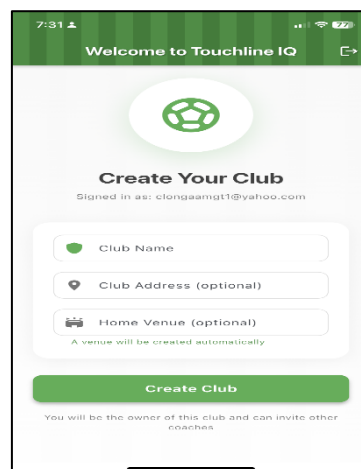
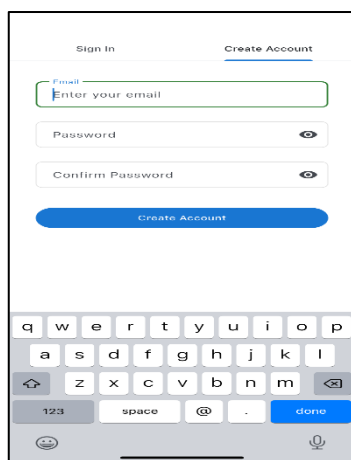


TouchlineIQ User Reference Guide

This document is a User Reference Guide which can be useful for any user of the **TouchlineIQ** application with basic information on the main features and how to use them. **TouchlineIQ** allows a management team to log every individual action by player in a game for review “live” throughout the game and this can facilitate better decision-making as regards positional switches, substitutions, formation changes etc. It can also be used post-Game for analysis as all data is stored in the cloud for later access.

1. Club Setup

When you create your new user account and are added to the system for the first time you will have the opportunity to create your club where you can insert basic details such as address, home venue etc and you can then create a club logo. For GDPR purposes we don't collect data about the individual although as a coach you can collect player email addresses and mobile numbers if you so wish



You will immediately be placed into the Home page which show the **# Teams**, **# Players**, **# Matches** which are set up in the system for the Club and a summary of the Win / Draw / Loss status. Initially these views will be zero until you set up players, teams and matches in the system.

Using the submenu activated by clicking on the three vertical “dots” on the top right you can enter Club Setting where you can set a logo for the club

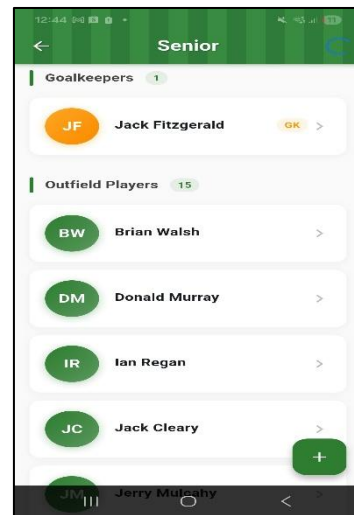
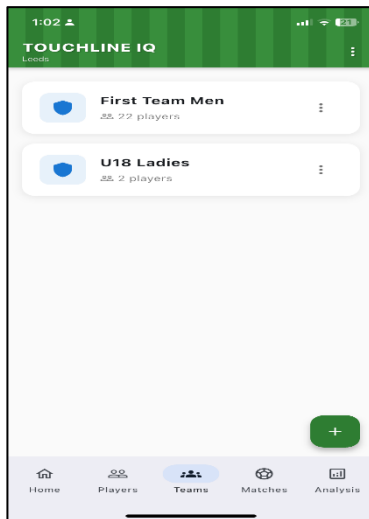


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2. Setting up your Teams and Players

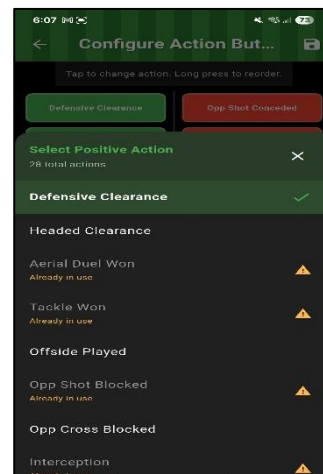
Setting up your Team or multiple Teams is very easy and you only need to select Teams or Players icon on the bottom of the any screen, click on the **+** button provide a name and select **Add**

Similarly for Players you click on the **+** button enter the players details and select **Add** taking care to indicate any goalkeepers who by selecting this option in the entry screen.



3. Configuring Game Actions or Stats

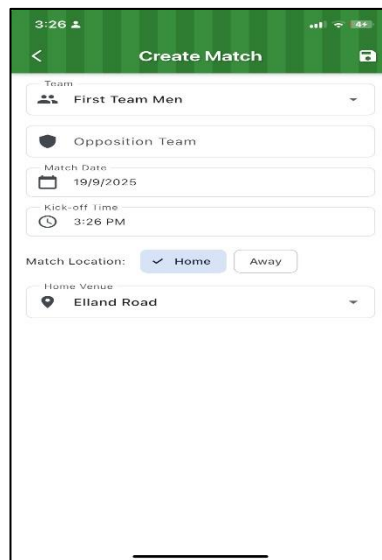
There is a palette of stats options available from which you can choose 13 Positive (Green) and 13 Negative (Red) for your Club and these will appear on the Match screen for Stats logging. To select or replace a stat in any position you simply Click on the stat (see left screen below)and then you can select from the remaining list of unallocated stats (see right screen below). To move a stat into a different position within either the Positive (Green) or the Negative (Red) columns simply Click + Hold on the stat in question and you can then move it to your desired location. It is always useful to group categories stats together so you can quickly find them on the screen during a match



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4. Setting Up Matches

To set up a match in the system you only need to select the Matches icon on the bottom of any screen, click on the **+** button and fill in the details of Opposition, Date & Time etc and then save using the Save icon at the top of the screen.



Once a Game is set up it can be accessed by clicking on Matches icon on the bottom of any screen which will display a list of all games that are in the system either “live” or Past games that have been saved. Any individual game “live” or Past can be accessed to view the detailed stats collected for that game and get a view of the overall team performance plus the individual player performance.

5. Logging Stats for a Game

In the Match screen there are three modes i.e. :-

- I. Match formation
- II. Event Logging
- III. Match Statistics

Match Formation mode is where you made all your team selections, substitutions and formation changes. For a new Game each unassigned player icon will initially have a surrounding square which indicates that you can select a Player from your squad to fill this position. You can also Click + Hold + Move on each Player to change the formation i.e. play with a 3rd midfielder, sweeper etc. You can choose any formation you require and move the players into the position. For best use you should click the Save icon after moving a specific blank position within your desired team formation or after assigning a player to the position because the system refreshes every 30 seconds and if it doesn't detect a saved change for a specific position it will revert to the default team formation.

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Once you have finalized your team selection or any changes you can enter **Event Logging** by simply clicking on the Play button ▶ on the top of the screen. **It is important that you select Start 1st Half or Start 2nd Half whichever is appropriate in order to start the app timer in sync with the actual game otherwise the timestamp on any actions logged may not be 100% accurate.** Each time you wish to log an action against a player you simply click on the Player and then choose an action from the Game Actions screen which will pop up automatically and once you have chosen a Game Action you will then be returned to the Match screen ready for the next Action to be logged. This is a simple 2-click sequence that you can continue for the rest of the game. To assign a **red/yellow** card to a player you simply Click + Hold on the player icon on the Event Logging screen and choose the card you want. These will get logged as Game Actions as would any other stat. Assigning a red card to a player won't remove the player from the screen automatically but you can do this manually at any point by Pausing the stats collection and returning to the **Match Formation** screen using the back arrow where you can click on the player in question and selecting Remove Player from the pop-up options before returning to the **Event Logging** screen to continue the stats collection.

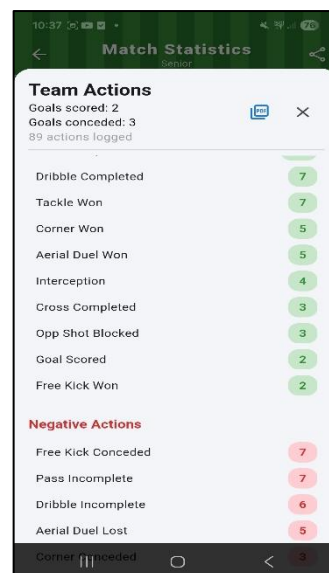


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6. Viewing Stats for a Game

To view the stats during the game at any stage you simply click on the Pause icon at the top of the screen **||** to temporarily stop the logging of stats and then select the Listings icon **☰** which will put you into the **Match Statistics** screen where you will see the Team totals at the top along with the individual Player totals of Positive and Negative Game Actions shown in red and green circles next to each player's icon on the screen.

To drill down further into this detail you can click on the **TEAM** button at the top and you can get a detailed listing of each Positive and Negative Game Action for the whole team as they happened along with the minute in the game in which it occurred so you can see a full replay of the game Action by Action in a log. This can also be shared in PDF form and shared by clicking on the PDF icon in the header of the white Team Actions screen.



You can also click on any individual Player on the match screen to get a breakdown of that specific Player's stats as collected from the game so the **Match Statistics** screen gives you a high level graphical view of how each player is performing based on the green or red circled numbers next to their player icon and you can then immediately deep dive into any individual player to get the detail for that player minute by minute by clicking on the player in question. This can then be shared privately with the player in question by clicking on the share icon **📄**

To return to the **Event Logging** screen you simply click on the back arrow and you can then continue collecting stats until you wish to pause again.

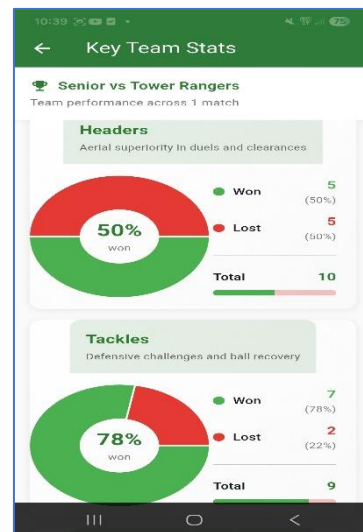
To make a substitution during a Game you click Pause, **||** then click on the back arrow to return to the **Match Formation** screen. You will always know when you are in Formation Mode when you see the rectangle surrounding each player icon. From here you can make changes to the formation and structure of the team by moving players around (taking care to select Save after each move) and

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substitute players by clicking on the player you wish to substitute, and then choosing the replacement player from the pop up list of available players on the bench.

During any Game it is very useful to be able to get a quick snapshot of how the game is going as regards the key indicators so while you can see the Player totals on the match screen and click on any player to drill down further or look at the minute by minute Action log to get a feel for the flow of the game TouchlineIQ also has some additional insights reports in the form of pie charts or bar charts which it automatically generates live throughout the game so that at half time or at any point during the game the coach can visually see at a glance how the team is performing. To access the **Analysis Reports** you click on the Analysis icon at the bottom of any screen from where you can choose a single game or groups of games and these Analysis reports include :-

- Own Puckout Won/Lost
- Opposition Puckout Won/Lost
- Breaking Ball Won/Lost %
- Turnovers Won/Lost
- Free Kicks Won/Conceded
- Shots On Target/Off Target



In addition it is possible to assess the Players in terms of their overall contribution with other Analysis charts including :-

- Overall Game Involvement
- Attacking Impact
- Defensive Impact

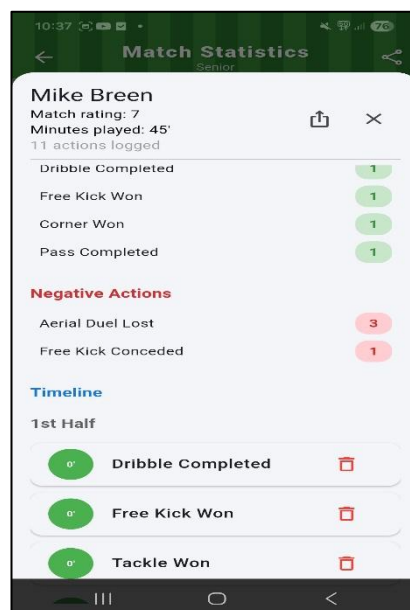


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7. Closing off the Game

At the end of the Game when you have completed your Game Action collection you click on the **End Game** button. You have the option of assigning a Game Rating 1-10 to each player at the end of the game so this can be done using the sliders that pop up automatically once the Game ends. You simply move the slider to the rating you require for each player including any substitutes and save. If you choose to not rate the players immediately after the game you can still do it later by going to the **Match Formation Screen** and selecting Click + Hold on any player icon which will bring up the rating screen for the entire team. Once you have selected and saved the Game ratings these are displayed above each player on the **Match Formation Screen**.

Once you have ended the Game you can no longer collect any further Game Actions but if you have logged any Actions in Error you can still delete them by selecting the Listings icon, selecting either the team totals by clicking on the **TEAM** button or else selecting an individual player and then clicking on the red waste bin icon next to the Game Action you wish to remove. 🗑️



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8. Assigning Player Skills Ratings

To help with the development of every player in your squad or panel there is also a Skills rating feature which allows the manager/coach to rate every player from 1-10 across a wide range of skills based on observing games and training. A simple high level rating assignment for each individual Skill could be based on :-

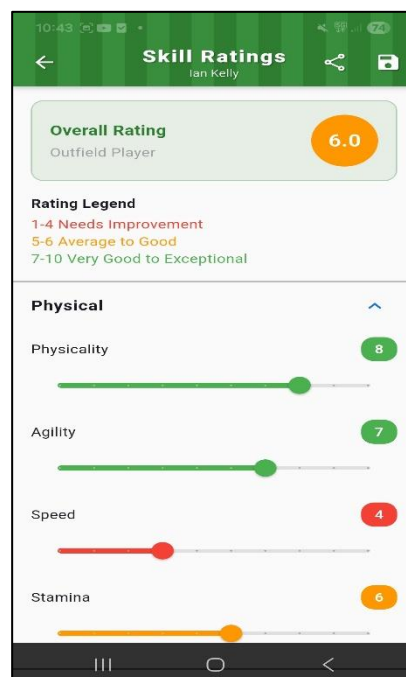
1-4 Needs Improvement

5-6 Average to Good

7-8 Very Good

9+ Exceptional

To change the rating for any player you simply select **Manage Skills Ratings** in the player's record and you can then use the sliders for each skill to assign what in your opinion is a fair assessment rating for that each skill. As the slider moves from left to right you will also see the colour coding change from **Red** for any rating of 4 or less, **Amber** for a rating of 5 of 6 and **Green** for a rating of 7 and above. As the year progresses you can use the ratings to identify if a player needs some specific 1:1 coaching input or alternatively if there appears to be come common skill weaknesses across the entire panel or squad it could lead to holding some specific coaching drills to address the collective weakness. The ratings for each player can then be updated at any point to reflect progress and regularly shared with the players for encouragement and focus.



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9. Some Tips for Best Usage

TouchlineIQ can be of benefit to a Football Coach or Manager at any level in capturing player and game stats and storing in the cloud to facilitate “live” in-game analysis and deeper post-game deeper analysis but below are some advisory tips to take into consideration when using the application such that the User can get the best out of it :-

1. **Every Stat is logged against an Individual Player** – TouchlineIQ is based on the premise that every single Game Action (whether positive or negative) is logged against an individual player.
2. **Multi-User Mode** - TouchlineIQ allows multiple members of the management or stats team (no limit) to access the application simultaneously during a game.
3. **Online or Offline** - TouchlineIQ can work offline for a single user if the game is in an area of very poor cellular coverage and any data collected is stored locally on the phone but if multiple users are accessing a game simultaneously it is important that they are all online as any data logged is saved to the cloud and an offline user’s data would only be stored in the cloud when they come back online.
4. **Club Owner and Admin** - the “Owner” user is the one who first sets up the Club itself in the application and can then create other users. These additional users can also be given Admin privileges by selecting Admin Access and they can then in turn add other coaches if needed.
5. **One Lead User for a Game** - If multiple users are logging stats for a Game there should always be one user who takes the lead and controls things such as **Start Game** or **End Game** so that multiple users are not trying to do thi.
6. **Divide Responsibilities** - if multiple users are logging stats for a Game, care needs to be taken to assign different responsibilities to each user to avoid duplication or double counting i.e. Positive vs Negative stats, Attacking vs Defensive stats etc - you don’t want two users logging the same stats for the same player at the same time !
7. **One Lead User for Logging Scores** - If multiple users are logging stats for a Game, care needs to be taken to assign single ownership for the Score logging to avoid duplication and double counting !
8. **Multiple User Synchronisation** - synchronisation occurs automatically between each device running the application and the cloud so each device will always have the same view of the data allowing for a little delay during synchronisation so don’t worry if a score doesn’t update immediately, it might take 10+ seconds to propagate to all user screens
9. **Updating the default Club Settings** - The default club settings including logo can be changed by any user with Admin permissions

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10. **Match Venues** - venues for Games can be set up and then selected when setting up Games but the default venue will always be the home ground which can be entered in Club Settings
11. **Sharing Screens** - some screens (i.e. Match Formation, Game Stats Team Totals, Game Stats Individual Player, Player Skills) have the option for the user to share the contents via other platforms such as email, social media etc. To do this just click on the share icon at the top of the screen and share the contents as you wish. We have followed the standard Application standard symbols so depending on whether you are in a main screen or a pop-up screen the share icon might be different i.e.



12. **Undo** - there is currently no Undo option when capturing Game Actions but if you make an error by selecting the wrong player to log a stat and find yourself in the stats selection window you can go back by simply clicking on the **Cancel** button at the top of the screen and re-starting by selecting the correct player. Equally if you select the correct player but then select the wrong stat button you can just immediately repeat the action and continue as normal but then in the break you can simply remove the Game Action logged in error against that player as described in Section 7 above.
13. **Making judgement calls on negative Game Actions** – On the odd occasion a judgement might need to be made when deciding which player is culpable for a negative Game Action i.e. if the opposition score is it an outfield player that is responsible or is it just easier to log this Game Action against the goalkeeper. The manager / coach can make these judgements where required while being fair in assigning responsibility.
14. **Stats Label Selection** - It is important to think about the type of stats you are looking to capture for your team. There is a default list which will be automatically set up for each user and this is based on consultation with multiple coaches and managers at all levels and the type of information they would like to see captured. However if you wish to change the default there are some additional options available that you can swap in instead of the default selections.

The manager / coach can choose different options and combinations depending on the specific need. There are multiple approaches that can be taken for stats such as scoring or pass completion so depending on the level of granularity that the manager / coach requires a generic catch-all stat label can be used or else a number of specific labels if the preference is to have the stats broken out.

The difficulty of course is the limit to the number of labels that can fit on a phone screen which are legible but there is some flexibility and choice to help overcome this restriction.