



# COACH STATS

GAA Football Match Statistics Tracker

Complete User Guide — Version 9.0 — 2026

*From first login to live match analysis*

<https://coachstats.netlify.app>

*Open in Safari on iPhone / iPad to install*

# 1. Getting Started

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Coach Stats is a free Progressive Web App — it runs in your browser and installs to your home screen like a native app. No App Store needed.

## Installing on iPhone / iPad

⚠️ You must use Safari. Chrome and Firefox do not support Add to Home Screen on iPhone or iPad.

When you open the app in Safari for the first time, a green install prompt appears at the top of the login screen:

**Install Prompt (Login Screen)**

➦ INSTALL COACH STATS⌵

For the best pitchside experience

install to your home screen:

1 Tap the Share button at the bottom of Safari

2 Tap Add to Home Screen

3 Tap Add — works offline after

[ Sign In ] [ Register ]


Tap **X** to dismiss. Prompt only shows in Safari browser, not when already installed.

1. Tap the Share button at the bottom of Safari (the box with arrow pointing up)
2. Scroll down in the share sheet and tap Add to Home Screen
3. Edit the name if you like (default is Coach Stats) and tap Add
4. Coach Stats now appears on your home screen — tap it to open
5. The prompt will not appear again once you have installed

The app works fully offline once installed. You only need internet for the first load, login and syncing match history.

## Installing on Android

6. Open Chrome and go to <https://coachstats.netlify.app>
7. Chrome shows an Install prompt at the bottom — tap Install
8. Or tap the menu (☰ top right) → Add to Home Screen

 On Android the install prompt appears automatically in Chrome. You do not need to find it in a share sheet.

## Creating Your Account

9. Open the app — the login screen appears
10. Tap the Register tab at the top
11. Enter your name, email address and a password (at least 6 characters)
12. Tap Create Account
13. Tap the Sign In tab, enter your email and password, tap Sign In

**Login Screen**


[Sign In] [Register] ← tap Register first time

| Email: yourname@email.com |

| Password: •••••• |

[ Sign In ]

Forgot password?

 *First time? Tap Register, not Sign In*

You get a 30-day free trial with full access. After that, subscribe to keep your data.


## Subscription Plans


Plan	Monthly	Annual	Best for
Individual	£5 / month	£50 / year	Single coach
Club	£10 / month	£90 / year	Multiple coaches

## 2. App Layout — What You See

The app has three permanent areas: the top bar, the main content area, and the bottom navigation.





### The Top Bar



Top Bar
1-08   00:00   0-09
Home   READY   Away
Kilcoo v Burren
Left = Home score   Centre = Clock   Right = Away score
 <i>Team names appear once you set them in the Match tab</i>

Element	What it shows
Home Score	Left side — goals-points format (e.g. 1-08)
Clock	Centre — match time. Pulses green when running. Shows  Paused when stopped.
Away Score	Right side — goals-points format
Team Label	Small text below clock showing team names once set (e.g. Kilcoo v Burren)





### The Bottom Navigation

Six tabs at the bottom. Tap any tab to switch screens.

Icon	Tab Name	What it is for
	<b>Match</b>	Set up the match — enter team names, competition, venue and control the clock
	<b>Record</b>	Record every event during the game — shots, possession, cards
	<b>Trends</b>	See live charts — possession balance, score trend, match momentum
	<b>Squad</b>	Manage your players — training, trials, team sheet

	<b>Stats</b>	View full statistics table and save the match
	<b>History</b>	Browse all previously saved matches

## Top-Right Buttons


Button	What it does
	Club — create or join a club, manage squads and coaches
	Help — quick reference guide (this sheet in pocket form)
	Event Settings — customise recording events and performance scores
	Sign Out — logs you out of your account

### 3. The Match Tab — Setting Up a Game

Before you start recording, set up the match details here. You do not need to fill everything in — team names and competition are the most useful.


#### Step 1 — Enter Team Names

14. Tap the Home button (shows "Home" until you tap it)
15. A search panel slides up showing all GAA clubs
16. Type a county name (e.g. "Down") to see all clubs in that county
17. Or type any part of a club name (e.g. "kilco") to find it
18. Tap the club name to select it
19. Repeat for the Away button

Team Picker	
Search: down	← type county or club name
<hr/>	
Ardglass GAC	← tap to select
Ballykinlar GAC	
Burren GAC	← tap to select
Castlewellan GAC	
Clonduff GAC	
Kilcoo GAC	
 <i>Can't find your club? Tap + Add New to add it</i>	

#### Step 2 — Select Competition

20. Tap the competition button (shows "Select Competition")
21. Your 3 most recently used competitions appear at the top
22. Type to search — e.g. type "senior" to find all senior competitions
23. Tap a competition to select it

Competition Picker	
Search: senior	← type to filter
<hr/>	
 Recent	

Down SFC	← used recently
Ulster SFC	
<hr/>	
Senior Football	
All-Ireland SFC	
Ulster SFC	
Down SFC	
💡 Recent picks appear at the top to save time	

### Step 3 — Start the Game

Once teams are set up, tap Start Game in the Game Control section.



Button	When to tap it
Start Game	Tap at kick-off — starts the clock
Half Time	Tap when the referee blows for half time — pauses clock
Start 2nd Half	Tap when second half begins — restarts clock from 30:00
End Game	Tap at full time



Once you tap Start Game, the Match Info section collapses automatically to give you more screen space for recording.

### The Scoreboard

The scoreboard shows the live score and lets you undo mistakes.

Scoreboard	
<hr/>	<hr/>
Kilcoo	Burren
1 - 08	0 - 09
Undo	Undo
<hr/>	<hr/>

  Undo removes the last score — tap carefully

|  The  Undo buttons (shown in red) only undo scores. They do not undo possession or discipline events.

## 4. The Record Tab — Recording Events

This is the most important screen during a match. Every event you record here appears in your stats. The screen is split into two columns — Home team on the left (green) and Away team on the right (white/silver).

### The Home / Away Layout

Record Tab — Top	
KILCOO   BURREN	
SHOTS	
Shot from Play   Shot from Play	
HOME	AWAY
3	2
Shot from Free   Shot from Free	
HOME	AWAY
1	0

Green border = Home team. Silver border = Away team

The number at the bottom of each button is the running tally for that event. It flashes briefly when you tap to confirm the record.

### How to Record a Shot

24. Tap the correct team's Shot from Play button (green column for Home, silver for Away)
25. An outcome panel slides up — tap the result of the shot
26. A zone grid appears — tap where the shot came from on the pitch, or tap Skip Zone
27. The tally number on the button increases by 1

### Shot Outcome Panel

Shot from Play — KILCOO

[ POINT ] [ GOAL ]

[ 2 POINT ] [ WIDE ]

[ SHORT ] [ SAVED ]

[ BLOCKED ]

Tap a player name to tag them first ↓

[Conor Murphy] [Sean Og] [Cian Murtagh]

💡 Tap a player name **BEFORE** selecting the outcome to tag it

## Shot Outcomes — What They Mean

Outcome	What it means
Point	Ball goes over the bar and between the posts — adds 1 point to the score
Goal	Ball goes into the net — adds 1 goal (3 points) to the score
2 Pointer ★	Successful attempt from outside the 45m arc — worth 2 points
Wide	Ball misses to the left or right of the posts
Short	Ball falls short and does not reach the posts
Saved	Goalkeeper stops the shot
Blocked	Shot blocked by an outfield defender before reaching goal





## The Shot Zone Grid

After selecting a shot outcome, a grid appears showing the scoring area split into 9 zones. Tap the zone closest to where the player took the shot from. Tap Skip Zone if you do not want to record it.

### Shot Zone Grid

Where was the shot taken from?



Left   Centre   Right

← middle distance
Left   Centre   Right

← close to goal
Left   Centre   Right

[ Skip Zone ]
 Shot already recorded — zone is optional extra detail



## Recording Possession Events

The Possession section records how your team wins and loses the ball.

Button	Outcomes	When to use it
 <b>Ball Won</b>	In Contact Tackle Interception	Your team gains possession from the opposition
 <b>Ball Lost</b>	Hand Pass Kick Pass In Contact Handling Over Carrying	Your team gives away possession
 <b>Kickout</b>	Won Clean Break Won Loss Clean Break Loss Short Won Short Loss	Result of a goalkeeper kickout
 <b>45m Free</b>	Scored Wide Short Pass Ball Lost	A 45m free kick
 <b>Turnover</b>	In Attack Midfield In Defence	Your team forces the opposition to give up the ball
 <b>Mark</b>	Won Lost	A clean catch from a kick

## Recording Discipline Events

The Discipline section is collapsed by default to save space. Tap the Discipline heading to expand it.


Button	Outcomes	When to use it
 <b>Foul Given</b>	Shooting Cynical Dangerous Dissent	A foul awarded against your team
 <b>Card</b>	Yellow Black Red	A card shown to a player

|  Always tag cards to a player. A card record without a player name is far less useful for analysis.

## Tagging Events to Players

Almost any event can be tagged to a specific player. This feeds into the Player Performance Score and match reports.

28. When you tap an event button, the outcome panel slides up
29. You will see a row of player names at the bottom of the panel
30. Tap a player name FIRST — it highlights in green
31. Then tap the outcome (e.g. Point, Tackle, Yellow Card)
32. The event is now linked to that player


|  Tag as many events as possible to players. The more you tag, the richer your Player Stats and performance scores will be.

## 5. The Trends Tab — Live Analysis

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The Trends tab updates automatically as you record events. It shows four charts that give you a tactical picture of how the match is going.

Chart	What it shows
<b>Possession %</b>	Rolling balance of ball possession — calculated from Ball Won and Ball Lost events. Green = Home, Silver = Away.
<b>Score Trend</b>	A line showing how the score gap changed over time. Above zero = Home leading, below zero = Away leading.
<b>Match Momentum</b>	Scoring runs — shows when either team is on a run of scores.
<b>Possession Breakdown</b>	Bar chart showing how possession was gained and lost (tackles, turnovers, handling errors etc.)

 Trends are most useful at half time — switch to this tab during the break to see the patterns and inform your team talk.

## 6. The Squad Tab — Managing Your Players

The Squad tab has six sub-tabs across the top: Squad, Stats, Training, Trial, Timeline and Sheet. Tap any sub-tab to switch.

### My Squad — Adding Players

33. Tap the Squad sub-tab (active by default)
34. You see a 34-slot grid — each slot represents a squad number
35. Tap any empty slot — an edit panel slides up
36. Type the player's name in the Name field
37. Tap Save Player — the button is directly below the name field
38. Optionally tap a position button (GK, CB, MF etc.)

### Squad Grid

1	2	3	4
GK	CB	CB	LHB
Murphy	O'Neill	Fox	Quinn
5	6	7	8
RHB	MF	MF	LHF
Burns	Kelly	Lynch	+ Add

Tap any slot — filled or empty — to edit. Attendance badge shown top-right of each slot.


### Player Stats Sub-tab

Shows all events tagged to each player during the current match (or last loaded match). Each player card shows:

- Player name and position
- A breakdown of every event type tagged to them
- Performance Score — a number calculated from their tagged events (e.g. +14)


### Player Stats Card

9 · Conor Murphy · FF	+14	← Performance Score
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_____
Shot from Play: Point ×2, Wide ×1
Ball Won: Tackle ×1
Turnover Forced: In Attack ×1
_____
 +14 = positive contribution. Negative scores shown in red.

## Team Sheet Sub-tab

Shows your squad in a standard GAA 15-player formation. Useful for printing before a match.

39. Tap the Sheet sub-tab
40. Your squad appears in formation — goalkeeper at bottom, forwards at top
41. Tap  Print / Save PDF
42. On iPad tap Share → Save to Files or Print

## 7. Training Tab — Tracking Sessions & Wellness

Access via Squad tab → tap Training. Keep a full record of every training session, track who attends, rate player skills and monitor readiness.

### Recording a Training Session


43. Tap the Training sub-tab in the Squad section
44. Make sure you are in Sessions view (toggle at top right)
45. Tap + New Training Session
46. Set the date and an optional label (e.g. Tuesday Session)
47. For each player, tap one of the 5 attendance buttons:

Button	Meaning
	Present — player attended training
	Absent — player did not attend with no reason given
	Injured — player is injured and could not train
	Sick — player is unwell
	County/College — player was on county or college duty

48. Add an optional note for any player (e.g. "Tight hamstring — monitored")
49. Tap Save Session

### Attendance Flags on the Squad Grid

Once you have recorded sessions, attendance badges appear on the squad grid:

Badge	Meaning
 Green	85% or above — excellent attendance this season
 Yellow	70–84% — attendance below ideal, worth monitoring
 Red	Below 70% — flagged for attention

### Viewing a Player's Training Profile



50. Switch to Players view using the toggle at the top
51. Tap any player row to open their full training profile






The profile shows four sections:


Section	What it contains
<b>Attendance</b>	Attendance % for the season, total sessions attended, current consecutive session streak, and the last 10 sessions shown as colour-coded dots
<b>Availability</b>	Is the player available for the next match? Tap Available / Maybe / Unavailable and add an optional reason note
<b>Skill Ratings</b>	Rate each of 8 skills from 1–10 by tapping the numbered dots. Tap Save Ratings to store. Skills: Kicking, Handpass, Catching, Decision Making, Fitness, Work Rate, Tackling, Positioning
<b>Notes</b>	Type a note and tap Add — notes are stored with a date and shown newest first

## Readiness Dashboard & Player Wellness Link

Before training, find out how players are feeling. The wellness system lets each player rate themselves on 5 metrics from their own phone.

52. Tap  View Readiness Dashboard at the top of the Sessions view
53. Tap  Copy beside the link — this saves the squad to the server and copies the URL
54. Paste the link into your squad WhatsApp group
55. Players tap the link on their own phone — no login needed
56. Players select their name, rate 5 metrics 1–5 and submit
57. Return to your Readiness Dashboard to see all submissions

Metric	Scale	Low score means...
 <b>Sleep</b>	1 = Very poor, 5 = Excellent	Player slept badly — may affect performance
 <b>Energy</b>	1 = Very low, 5 = Excellent	Player is fatigued
 <b>Soreness</b>	1 = Very sore, 5 = No soreness	Player has muscle soreness from previous session
 <b>Stress</b>	1 = Very high, 5 = Very low	Player is under high mental stress
 <b>Mood</b>	1 = Very poor, 5 = Excellent	Player is in low spirits

 Overall score 4+ = green (ready to train). Score 3 = amber (monitor). Below 3 = red (speak to the player before the session).



## 8. Trial Tab — Player Trials

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Manage a structured multi-week player evaluation. Add trialists, grade them after each session, and make promotion decisions — with support for multiple coaches grading simultaneously via a shareable link.

### Setting Up a Trial

58. Tap the Trial sub-tab in the Squad section
59. Tap + New Trial
60. Enter a name (e.g. Senior Trial 2026), start date and season
61. Tap Create Trial — the trial opens automatically

### Adding Trialists

62. Tap the Trialists tab at the top of the trial
63. Tap + Add Trialist
64. Enter the player's name, position and age group
65. Tap Add Trialist — repeat for each player

### Recording a Trial Session

66. Tap the Sessions tab
67. Tap + New Session
68. Set the date and label (e.g. Week 1)
69. For each trialist, mark Present or Absent
70. Tap a grade 1–10 — the dots are colour coded:

Score	Colour	Interpretation
1 – 3	Red	Poor session — significant issues observed
4 – 6	Amber	Average — some good moments, areas to improve
7 – 8	Green	Good session — performing well
9 – 10	Teal	Excellent — stood out

71. Set Invite Back / Maybe / Not Invited
72. Add optional notes per player
73. Tap Save Session

### Sharing the Grading Link (Multi-Coach)

Every session has a  share button. This lets other coaches grade from their own phone without logging in.

74. Tap 📄 on any session card — the grading link is copied
75. Share the link with co-coaches via WhatsApp
76. Co-coach opens the link, enters their name, grades each trialist and submits
77. Head coach taps ↻ Sync Co-Coach Grades to pull in all submissions
78. Average grades in the Rankings tab now include all coaches' scores

## Making Final Decisions

79. Tap the Rankings tab — trialists are ranked by average grade, 🏆🥈🥉 for top 3
80. Tap any trialist to open their profile
81. Tap the Final Decision — Promote, Hold Over, or Release
82. If Promote — select which squad slot to assign the player to
83. Or use 🏆 Build Squad from Trial to add multiple promoted players at once

Promoted trialists carry their trial grade average into their Player Stats record.

## Generating a Trial PDF Report

84. Tap the Rankings tab
85. Tap 📄 PDF Report
86. Report opens in a new window — tap Print / Save PDF

Report includes: ranked table with grades and decisions, session-by-session grade grid for all coaches, all coach notes grouped by player.

## 9. Stats Tab — Viewing & Saving Match Stats

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After recording events the Stats tab shows the full comparison table between both teams.

What you see	Explanation
Heading	Shows "Live Match" during a game, or the match name if a saved match was reloaded
Stats table	Every category you recorded, comparing Home vs Away totals
Save Match button	Stores this match in History. Banner turns green to confirm save.

 Save the match as soon as possible after the final whistle — before you close the app.

## 10. History Tab — Past Matches







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Every saved match appears here. Use the search bar to find any match quickly.



### Searching Your History

87. Tap inside the search bar at the top
88. Type any part of a team name, competition or venue
89. Results filter in real time as you type



### Match Card Buttons

Button	What it does
 <b>Full Stats</b>	Opens the full statistics table for that match
 <b>Report</b>	Generates a full PDF match report — open in a new window and tap Print
 <b>Video</b>	Opens Video Analysis for this match
 <b>Scout</b>	Opens the Scout Report for the opposing team
 <b>Reload</b>	Loads this match back into the live tracker — useful to add missed events
 <b>Delete</b>	<b>Permanently removes the match — cannot be undone</b>

## Season Summary

90. Tap  Season Summary at the top of the History tab
91. Select the season from the dropdown
92. Optionally filter by team name
93. Preview shows W/D/L record, KPI tiles, results table and top performers
94. Tap  Generate PDF Report for a printable summary

## Scout Reports



95. Tap  Scout on any match card
96. Fill in the sections: Key Players, Attacking Play, Defensive Shape, Kickouts, Strengths, Weaknesses, Notes
97. Tap Save Report
98. A  badge appears on the match card to show a report exists

# 11. Video Analysis — Tagging Match Video


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Load any YouTube video or MP4 and tag events with timestamps. Your tags sync to the match record and appear in PDF reports.

## Opening Video Analysis

- From History — tap  Video on any match card
- New session — tap  New Video Analysis at the top of History, enter team names and a video URL



## Loading a Video

99. Paste a YouTube link (including unlisted videos) or a direct MP4 URL into the URL field
100. Tap Load Video — the video appears above the controls
101. Tap  Hide Video to collapse the video and give yourself more space for the event buttons


## Tagging Events

102. Select Home or Away tab above the event buttons
103. Play the video
104. Tap any event button as each event happens — the button stamps the current video timestamp
105. An outcome picker slides up — select the outcome or tap Cancel to tag without one
106. A flash confirmation appears

## Reviewing Tags

Element	How to use it
<b>Timeline</b>	A bar below the video with a coloured dot for each tag. Tap any dot to jump to that moment.
<b>Tag list</b>	All tags listed below the timeline. Tap any tag to jump to that timestamp. Tap  to delete a tag.
<b>Filters</b>	Tap Home or Away to show only that team's events
<b>Stats chips</b>	A summary row showing counts per event type at a glance
 <b>Copy Clip List</b>	Copies all tags with timestamps to clipboard — paste into WhatsApp or email


## 12. Event Settings — Customising the App

Tap the  button top right to open Event Settings. If you are in a club, changes made by the admin apply to all coaches automatically.

### Events Tab — Editing and Adding Events

Lists all events grouped by Shots, Possession, Discipline and Custom. Tap any event to edit it.

Field	What you can change
Icon	The emoji shown on the button — type any emoji
Label	The name shown on the button and in all reports
Category	Shots / Possession / Discipline / Custom — determines which section it appears in on the Record tab
Context	Live Only (appears during a match), Video Only (appears in video analysis), or Live + Video (appears in both)
Outcomes	Add, edit or remove the outcomes for this event (e.g. Point, Goal, Wide)

 Tap + Add Custom Event to create a completely new event type — e.g. "Contested Mark" or "Breaking Ball".

 Default events (Shot from Play, Ball Won etc.) can be edited but not deleted.

### Performance Tab — Setting Point Values



Each event outcome contributes to a player's Performance Score. Edit the values here.

Outcome	Default value	What it means
Goal (Shot from Play)	+8	Major positive contribution
Point (Shot from Play)	+5	Good contribution
Tackle Won	+4	Positive defensive action
Turnover Forced In Attack	+5	High-value defensive moment
Wide	-1	Minor negative
Ball Lost — Handling	-2	Unforced error
Red Card	-8	Major negative






Tap Save Performance Scores after making changes. Performance scores automatically update in Player Stats.



## 13. Troubleshooting

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Problem	Solution
<b>App looks old / missing features</b>	Delete the app from your home screen and reinstall from Safari. This forces the latest version to load.
<b>Login button does nothing</b>	Delete and reinstall. Old cached version may have a bug that was fixed.
<b>Match history has disappeared</b>	Sign back in with your account — all matches restore automatically from the server.
<b>Competition picker does not open</b>	Delete and reinstall the PWA — the old cached file had a bug that was fixed.
<b>Can't add to home screen on iPhone</b>	You must use Safari. Chrome and Firefox do not support Add to Home Screen on iPhone or iPad.
<b>Wellness link not working for players</b>	Tap  Copy again to regenerate — this refreshes the squad on the server.
<b>Co-coach grades not appearing</b>	Tap  Sync Co-Coach Grades — this pulls their submissions from the server.
<b>Video will not load</b>	Check the YouTube video has embedding enabled. Try copying the direct video URL instead.
<b>Match report does not open</b>	Allow popups in Safari settings for coachstats.netlify.app.
<b>Subscription still showing after paying</b>	Sign out and sign back in to refresh your subscription status.

## 14. Quick Reference — Common Tasks

I want to...	How to do it
<b>Set up a match</b>	Match tab → tap Home/Away buttons → tap competition button → tap  Start Game
<b>Record a point</b>	Record tab → tap Shot from Play (correct team) → tap Point → tap zone or Skip Zone
<b>Record a goal</b>	Record tab → tap Shot from Play (correct team) → tap Goal → tap zone or Skip Zone
<b>Undo a score</b>	Match tab → scoreboard → tap  Undo for the correct team
<b>Tag an event to a player</b>	Record tab → tap event button → tap player name first → then tap outcome
<b>Save a match</b>	Stats tab → tap Save Match — banner turns green to confirm
<b>Add a player to squad</b>	Squad → Squad sub-tab → tap empty slot → enter name → Save Player
<b>Record training attendance</b>	Squad → Training → Sessions → + New Training Session → mark each player
<b>See who's available for next match</b>	Squad → Training → Players view → availability icon shown beside each name
<b>Send wellness check-in link</b>	Squad → Training →  Readiness Dashboard →  Copy → paste into WhatsApp
<b>Start a player trial</b>	Squad → Trial → + New Trial → add trialists → Sessions → + New Session
<b>Share trial grading with co-coach</b>	Trial → Sessions → tap  on session → share link
<b>See season statistics</b>	History tab →  Season Summary → select season → Generate PDF
<b>Create a scout report</b>	History tab → tap  Scout on match card → fill in sections → Save
<b>Tag a saved match video</b>	History tab → tap  Video on match card → load video → tap events
<b>Print a team sheet</b>	Squad → Sheet sub-tab →  Print / Save PDF
<b>Add a custom event</b>	 Settings → Events tab → + Add Custom Event
<b>Update performance scores</b>	 Settings → Performance tab → edit values → Save

<b>Create a club</b>	 button → Create Club → enter name and county
<b>Invite a coach to your club</b>	 → Members tab → share the 8-character invite code