PIPLOS MEDIA

US YOUTH SOCCER

US Soccer Structure

The new platform will work at all levels.
We want to make sports easy by connecting administrators, coaches, teams, and families.

Youth Player

Team

Club

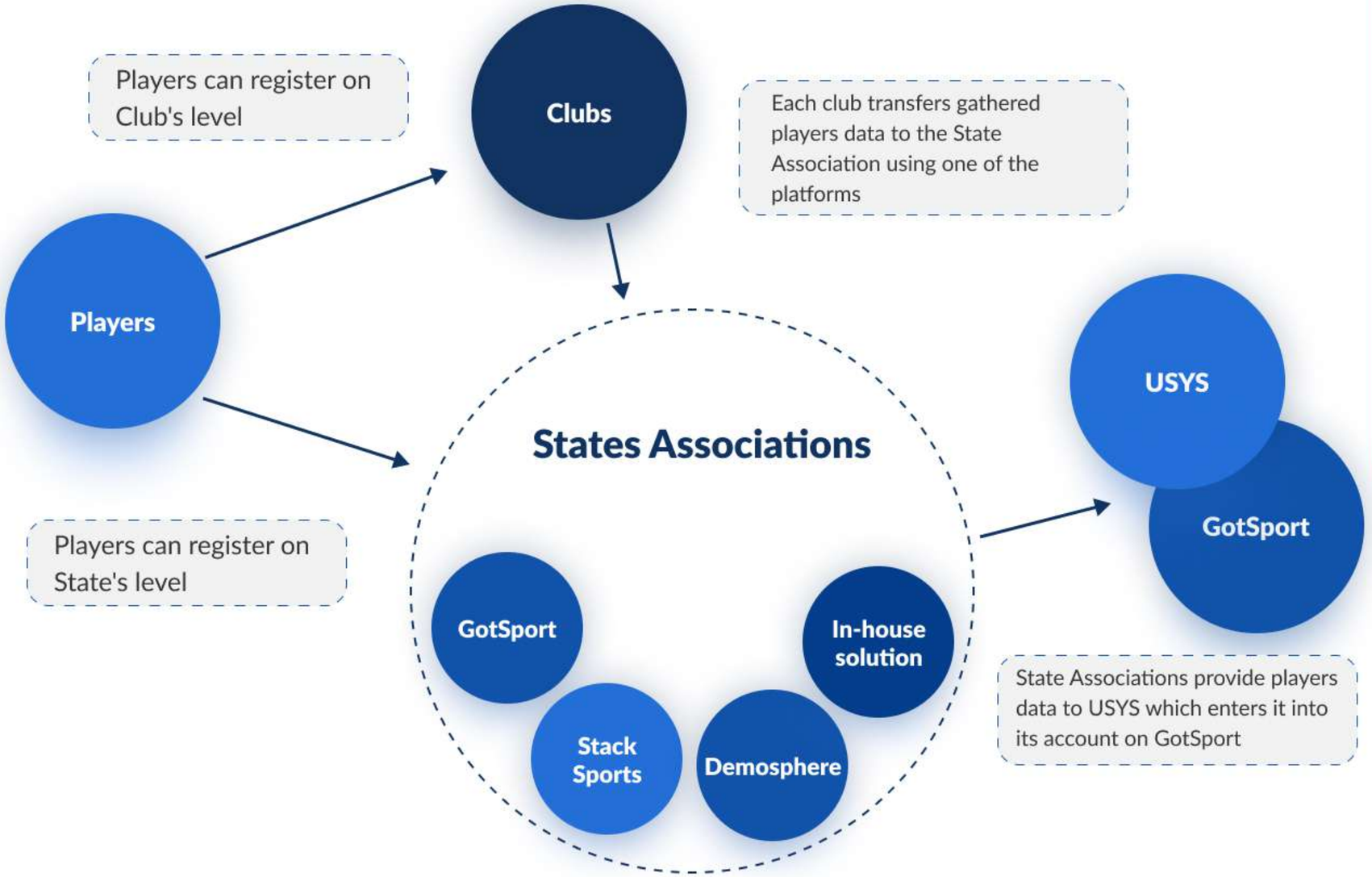
Soccer Association

US Youth Soccer Association

US Soccer Federation

FIFA

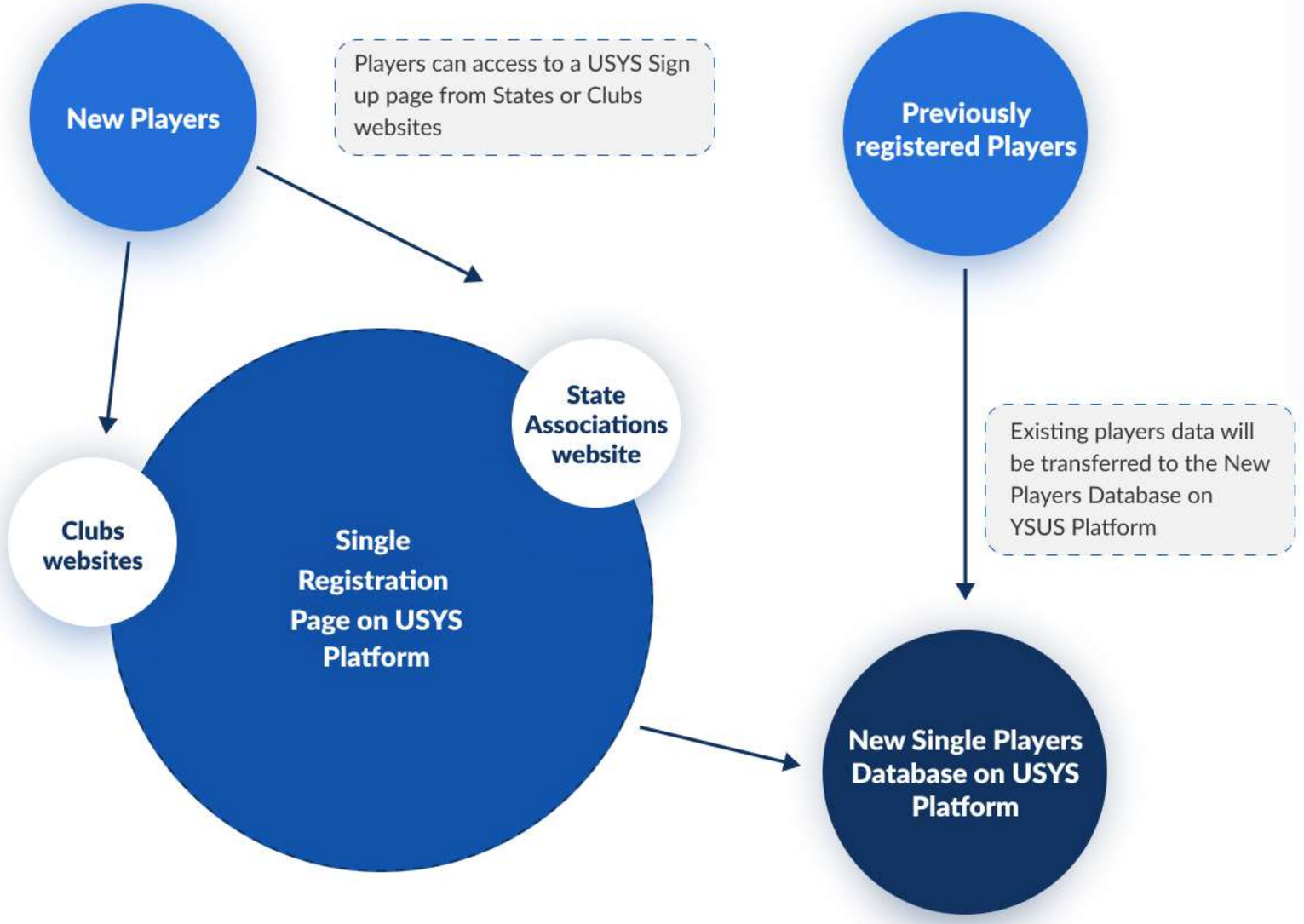
Player Enrollment Process Now



Problems

- 100+ different ways to gather registration data
- It involves a multi-step data processing procedure
- Data collection and transmission are time-consuming
- Real-time updates are not attainable
- Players often struggle with registration and club transfers
- Managing the data is challenging

New Player Enrollment Process

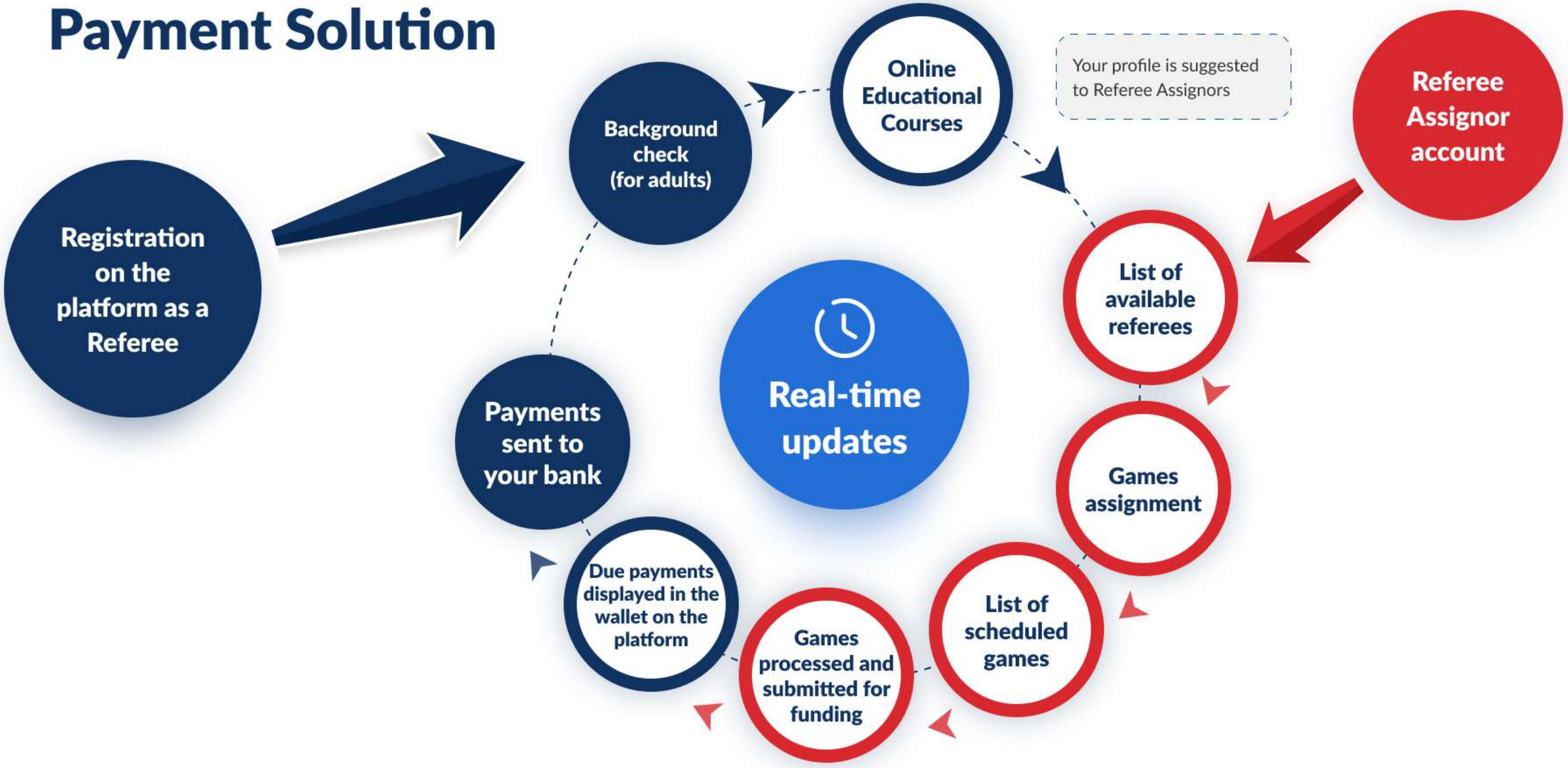


Benefits

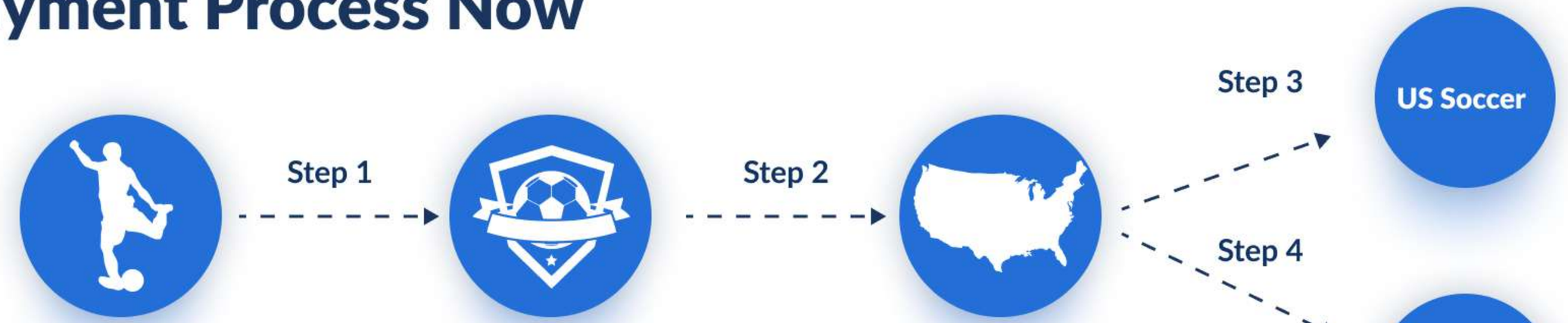
- Real-time data collection
- Fast data processing
- Data unification
- Simplicity for players
- Easier transition between teams / clubs
- Centralized Data Management

Account Types and Roles

Referees: Assignment and Payment Solution



Payment Process Now



Player

Players pay a club fee, which covers US Soccer, USYS, and State fees. Payment can be made through various methods.

Club

The Club collects fees, and a portion of these fees is transferred to the State. This payment also encompasses US Soccer and USYS fees. However, most payments from the Club to the State are not automated.

State Association

When the State receives payment, they subsequently distribute the US Soccer and USYS portions. While some states use wire transfers, the majority send checks.

Improvements to make

- Implement a better process for collecting / timing
- Automate payments to Clubs, State Associations, US Youth Soccer, US Soccer
- Implement a better process for collecting / timing

New Payment Process

Player

The player uses a new payment page on the platform to pay the club fee.
The amount of the fee depends on the club to which the player belongs.
Player can pay by card, transfer or check.

Step 1

Payment page on the platform

State Association account accumulating payments (one account per State)

Step 2

- The fee paid by the player includes pre-determined commissions to the Club, State, USYS and US Soccer.
- The payment system automatically splits the payment into parts and transfers the fee to the Club, USYS and US Soccer to their sub-accounts.
- The State fee remains on the State accounts.

Clubs accumulating sub-accounts

USYS accumulating sub-account

US Soccer accumulating sub-account

Payment Tracking

Player account

- Players can view their payment history in their platform accounts
- Players receive notifications about upcoming payment due dates

Club account

- Clubs establish player rates according to predefined rules
- Clubs have access to a list of players who have made payments and the total amounts collected
- When needed, funds from the sub-account can be transferred to the club's preferred bank account

State account

- Each State Association has visibility into the list of players who have made payments, categorized by club, along with the accumulated amounts

Global payment tracking

- Transparent payment reporting
- Debt monitoring
- Accumulated amount tracking

Tournaments and Data Management

Tournament Types

- Championship
- Cup
- Super Cup

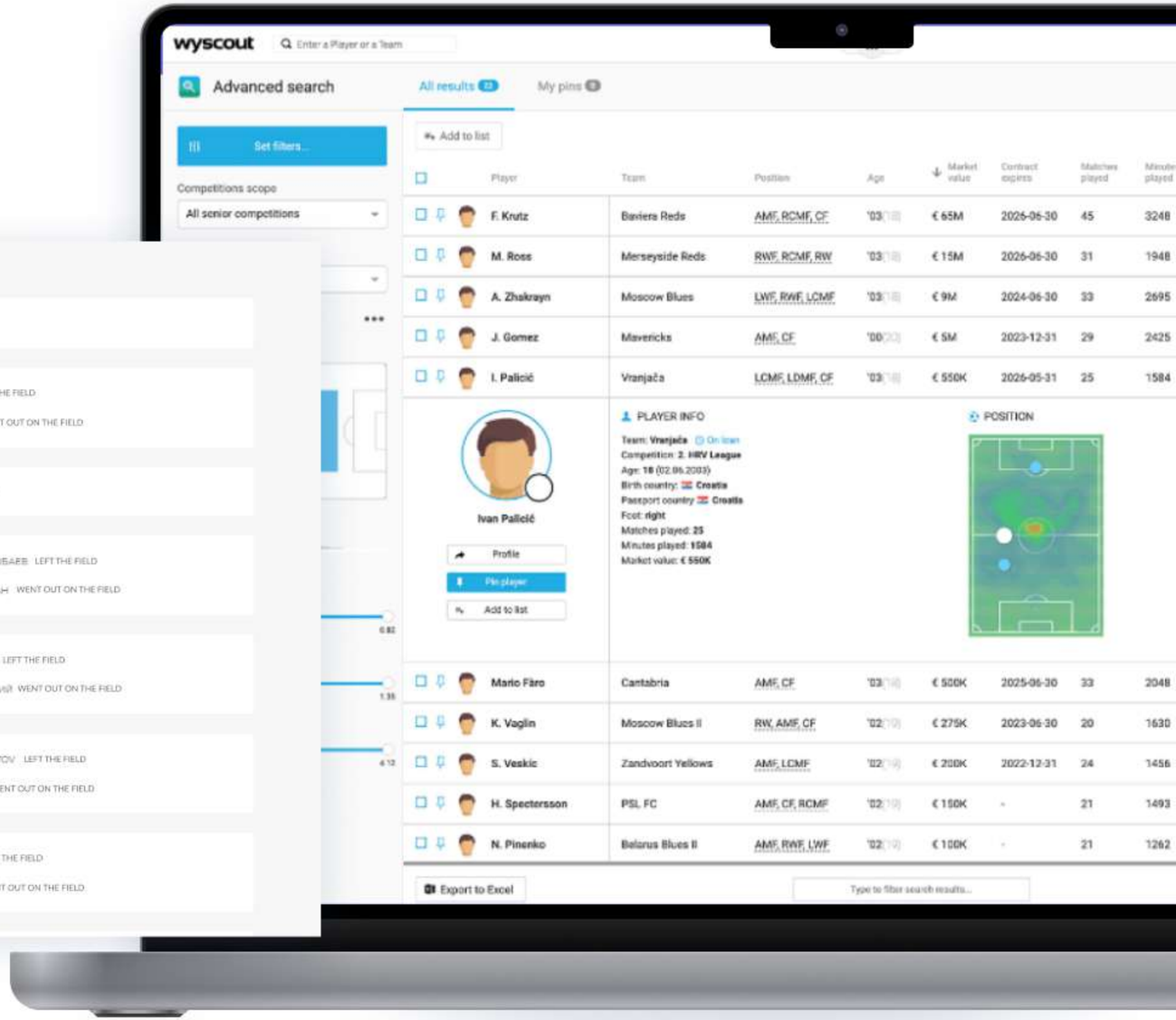
Benefits

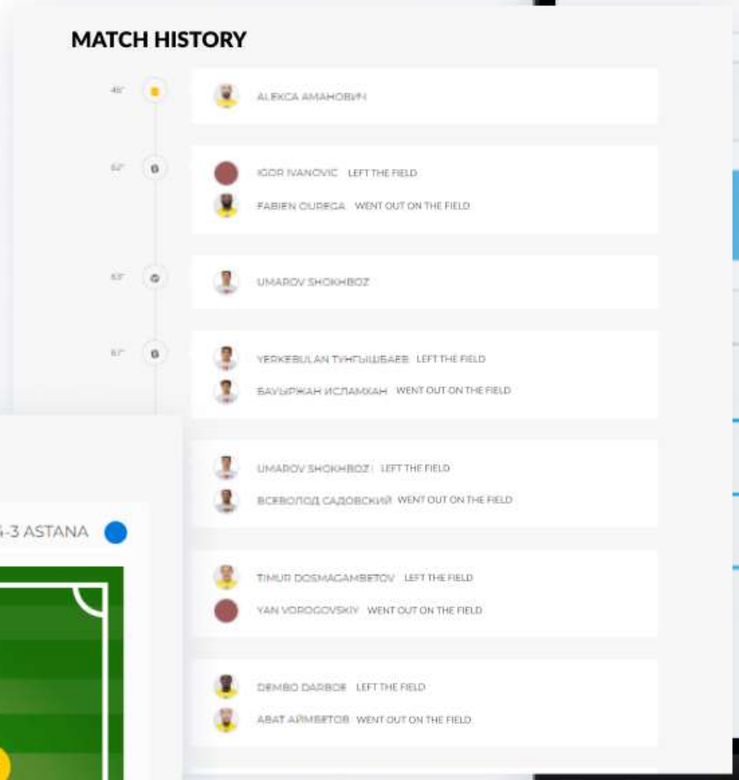
- Single Season Management
- Live Table Mode
- GotSport or other platform Integrations for Payers / Clubs Statistics

Possible Integration with Wyscout

Don’t miss the next breakthrough star

Analysis on competitions, matches, teams and players, with highly-detailed stats and metrics.





Risk Management

Background check made on the platform

Open and transparent communication with minor athletes

U.S. CENTER FOR SAFESPORT™

SafeSport Integration

Incident reporting within the platform

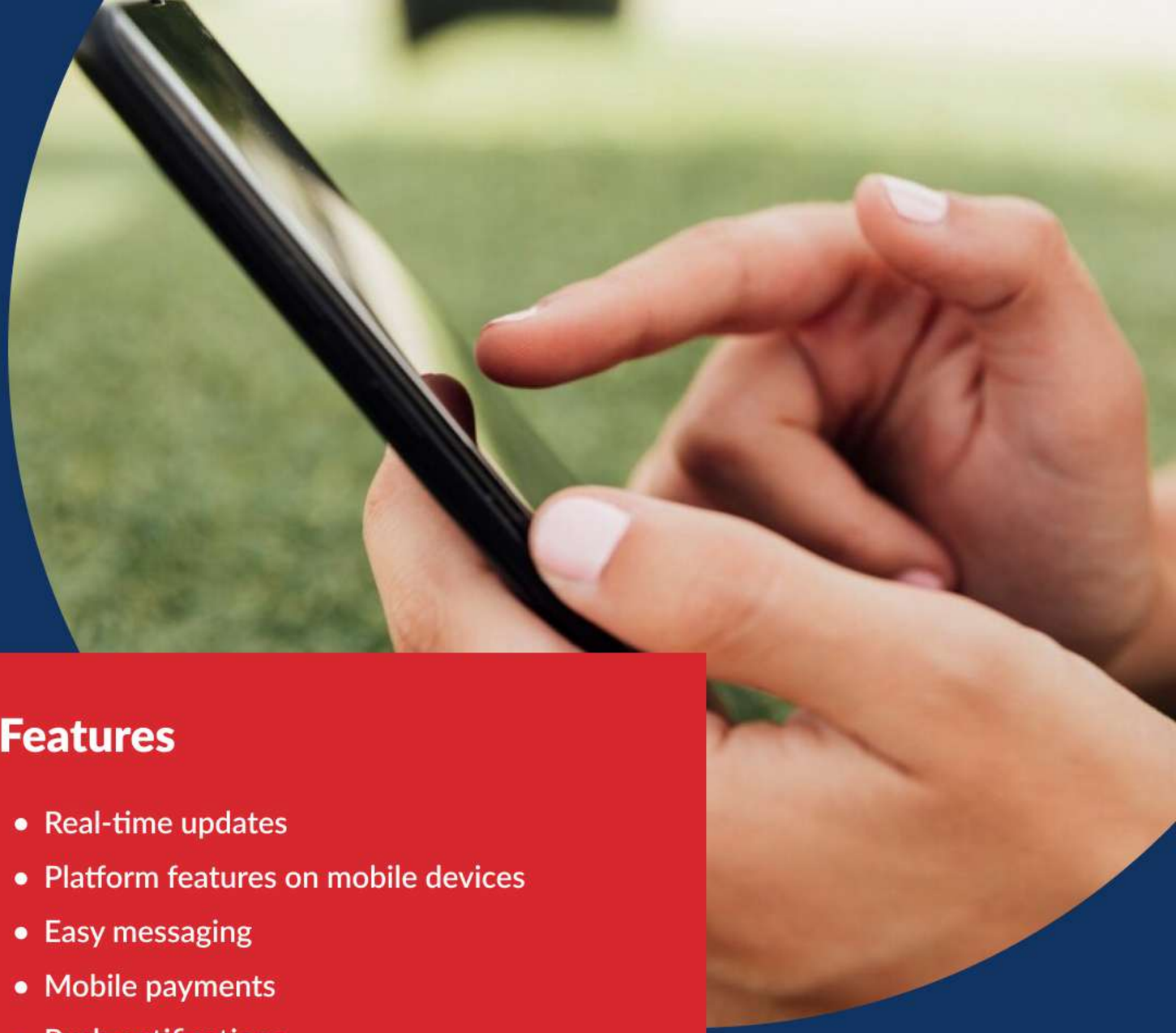
Sponsorship opportunities

Management and allocation of potential sponsorship agreements	Notifying States of potential sponsorship. Request and receive data on the number of clubs in need of sponsorship.
Sponsors logos and banners	Effective sharing of sponsor's marketing materials with States and Clubs within the platform.
Marketing newsletters featuring sponsors	Synchronization of contact lists and newsletter management enabled also for States and Clubs.
Donations	Donations Management System will include Donation Collection Module, donors profiles and segmentation, as well as collected data on average donations, types of donation, donor retention, ROI, donor lifetime value, etc.

Mobile App

Mobile App Content

- Tournament Information
- Match Schedules and Results
- Standings
- Player and Club Statistics
- News Section
- User Profile
- Ticket and Merchandise Purchases



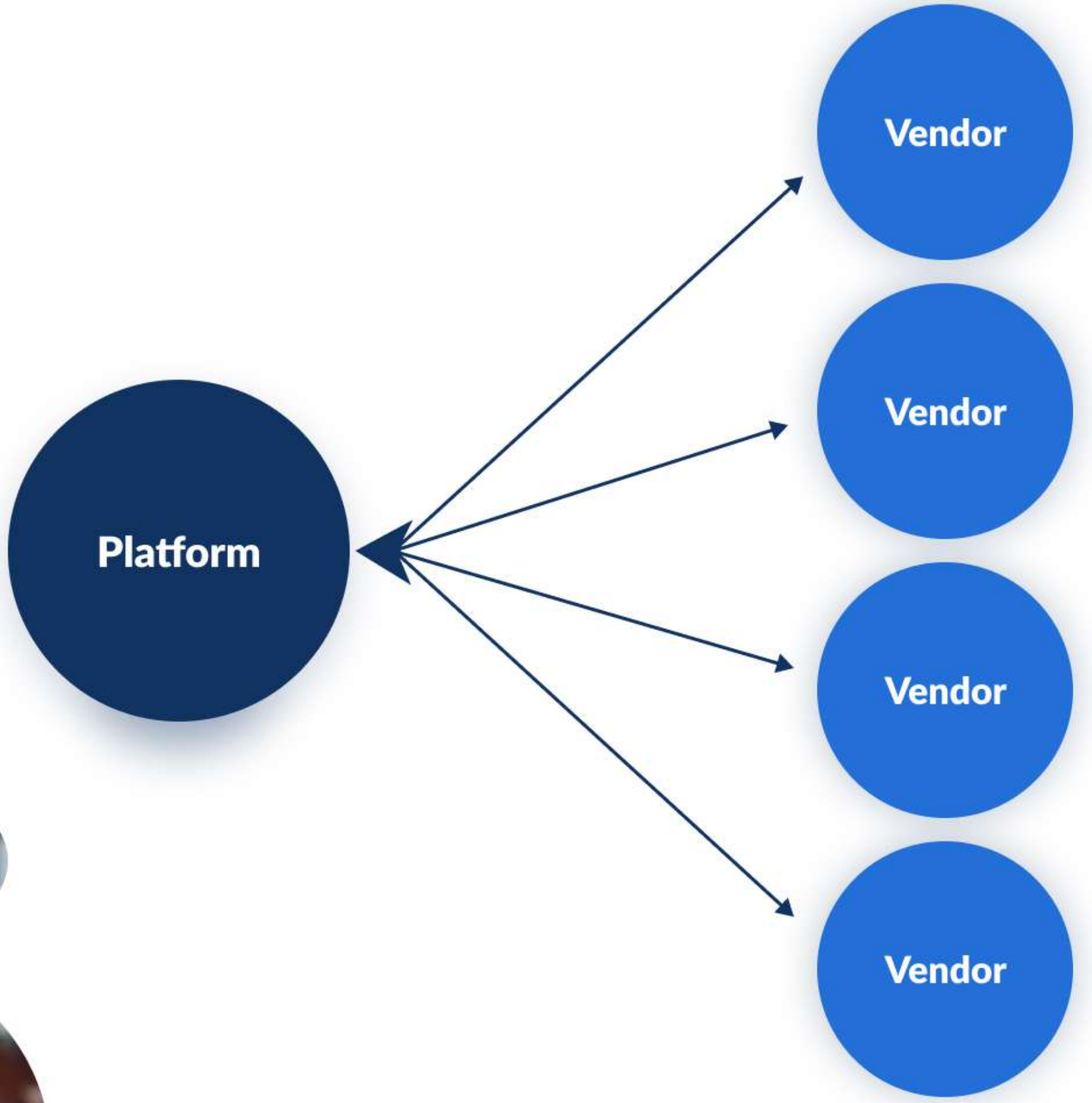
Features

- Real-time updates
- Platform features on mobile devices
- Easy messaging
- Mobile payments
- Push notifications

API Integrations

Expand the platform capabilities with API integrations

Detailed API documentation will be developed for data exchange with various vendors in the field of sports, healthcare, education and others.



Timeline

PLAYER		START OF WORK	DELIVERY
Detailed Terms of Reference	Q1 2024	Feb 2024	Mar 2024
Administration System	Q2 2024	Apr 2024	May 2024
Real-Time Data Collection	Q3 2024	Jun 2024	Sep 2024
Tournaments And Data Management	Q3 2024	Jun 2024	Sep 2024
Automated Payments Process	Q4 2024	Oct 2024	Nov 2024
Reporting And Analytics	Q3 2025	Dec 2024	Aug 2025
Api For State Vendors Integration	Q4 2025	Aug 2025	Oct 2025
Risk Management	Q4 2025	Oct 2025	Nov 2025
Sponsorship Opportunities	Q1 2026	Dec 2025	Feb 2026
Mobile Application Development	Q1 2026 *last release	Aug 2024	Mar 2026

Our Team

Managing Team

Tim

Project Manager

Inna

Project Manager

Dmitry

Technical Supervisor

Development Team

- Business Analyst
- Team Lead
- Back-end Developers
- Front-end Developers
- App Developer
- QA Testing
- UX/UI Designer

Technology stack

- Software Engineering Manager
- Go / Rust developers
- Vue3 / React developers
- JavaScript, Selenium WebDriver, Cypress
- Figma, Sketch, PhotoShop

Team experience

Challenges we can address

- Software Development
- Management and Governance Systems
- Web and Mobile Applications
- Data Analytics and Insights
- Fans Engagement Platforms Creation
- Event Management Solutions
- Cybersecurity and Data Protection
- Integration of Services

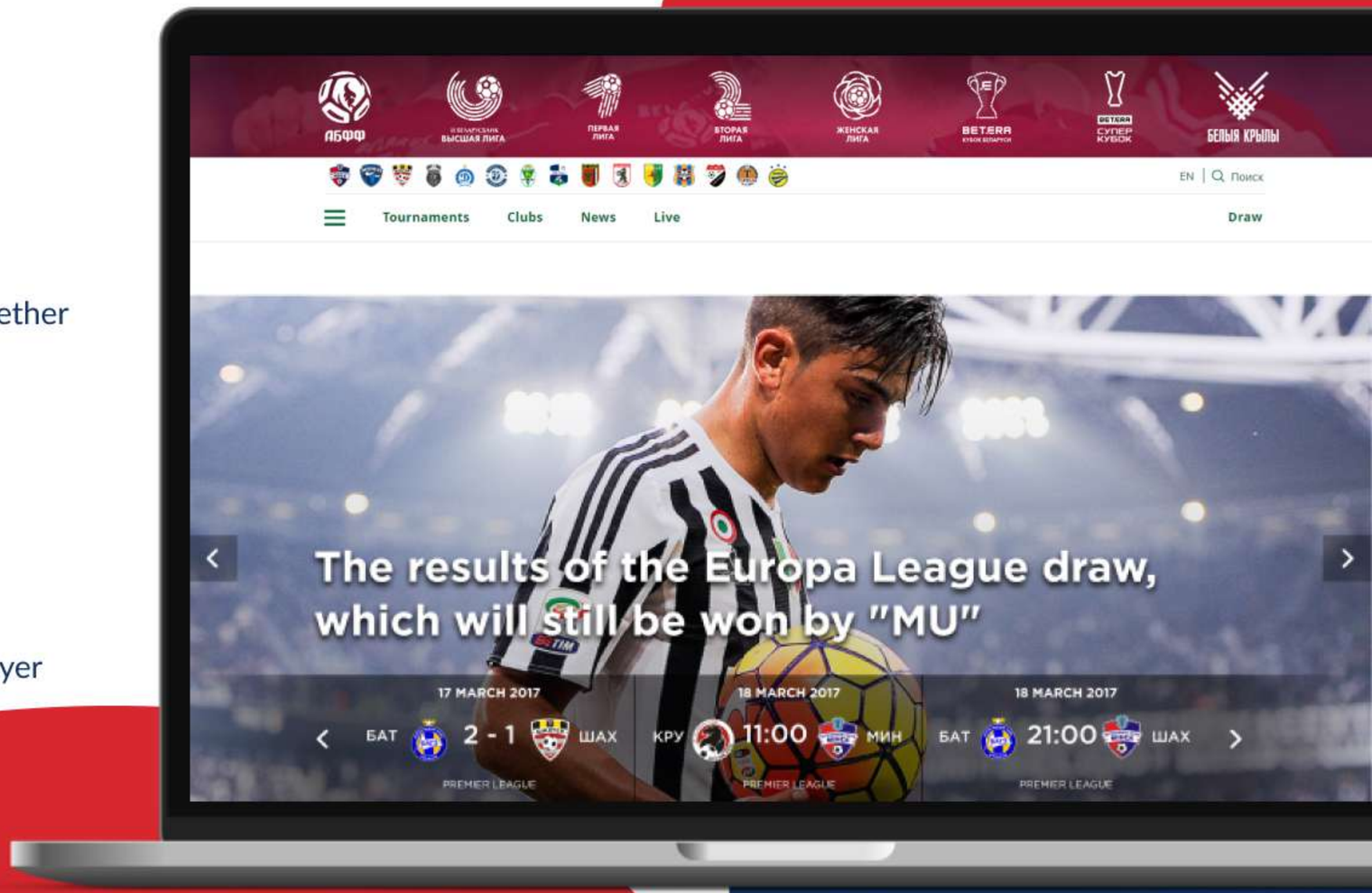
- 11 years in the market
- Successful projects executed for a wide range of sports organizations, ranging from football clubs and associations to tennis federations

Portfolio

Football Federation

Development of a Tournament Management system together with ERP system

- Comprehensive management system encompassing Tournaments, Clubs, Players, and match protocols
- Statistical administration system in place
- Online Broadcasting System available
- Integration with the COMET & Instat systems for player statistics and match protocols



Portfolio

Football Association

Development of Kazakhstan's national football championship website

- System for automated site management
- Seamless integration with Genius Sports Tournament data
- Integration with Wyscout for importing match statistics and player data
- Capability for manual management of Tournaments, Clubs, and Players
- Implementation of a feature to control league table team sorting rules

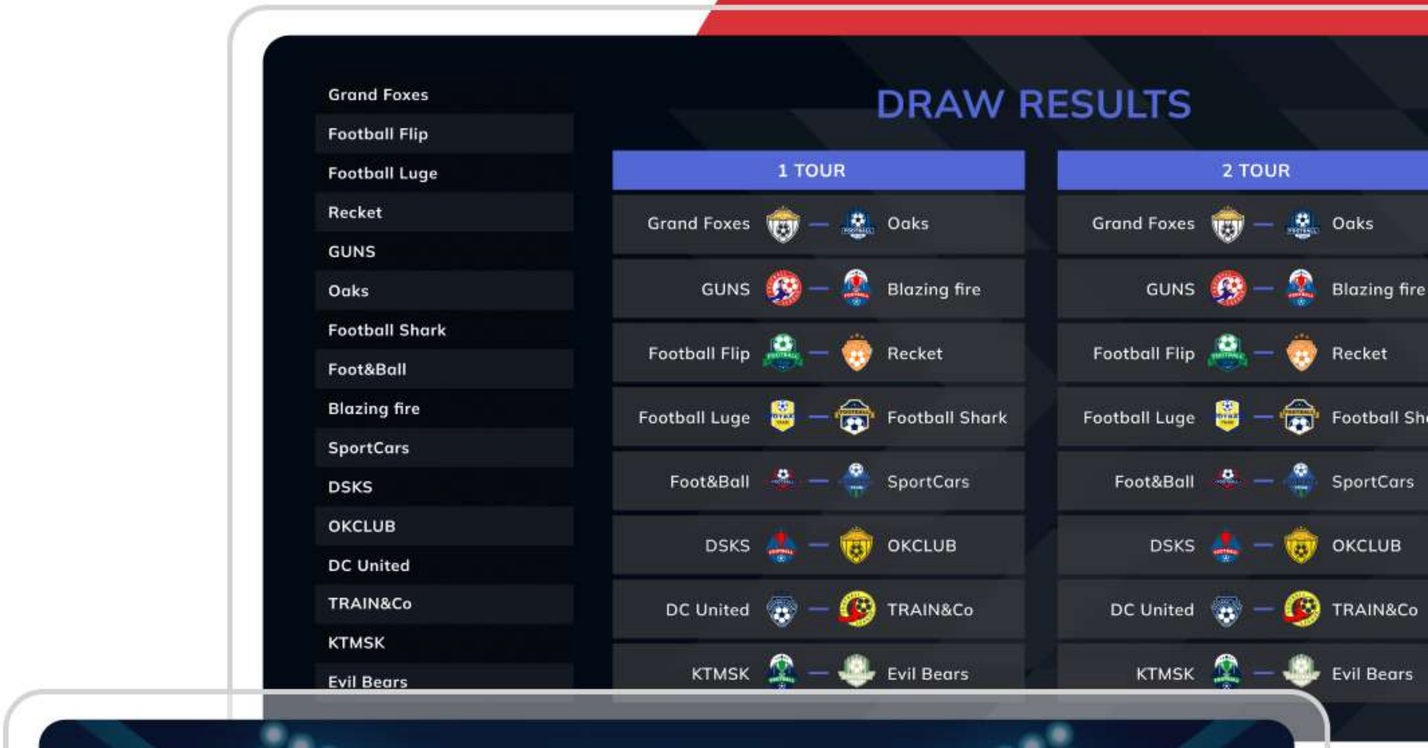
Portfolio

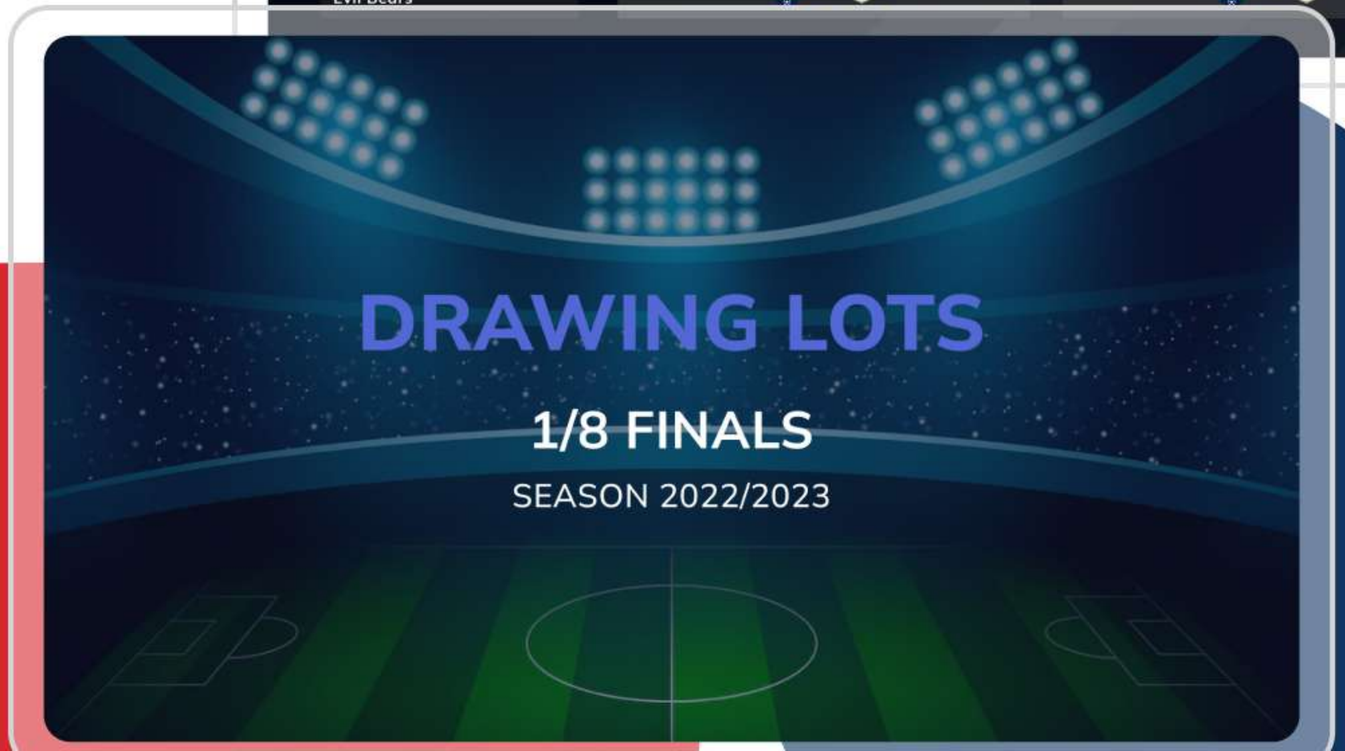
DrawEvent

Our in-house solution for automating Sports Tournament Draws

The system seamlessly integrates with popular Tournament Entry Systems like COMET and Genius Sports, eliminating the need for manual creation of tournaments and teams. It consists of two displays: an admin control screen and a presentation screen.

Users have the flexibility to style each draw as desired through the management system.

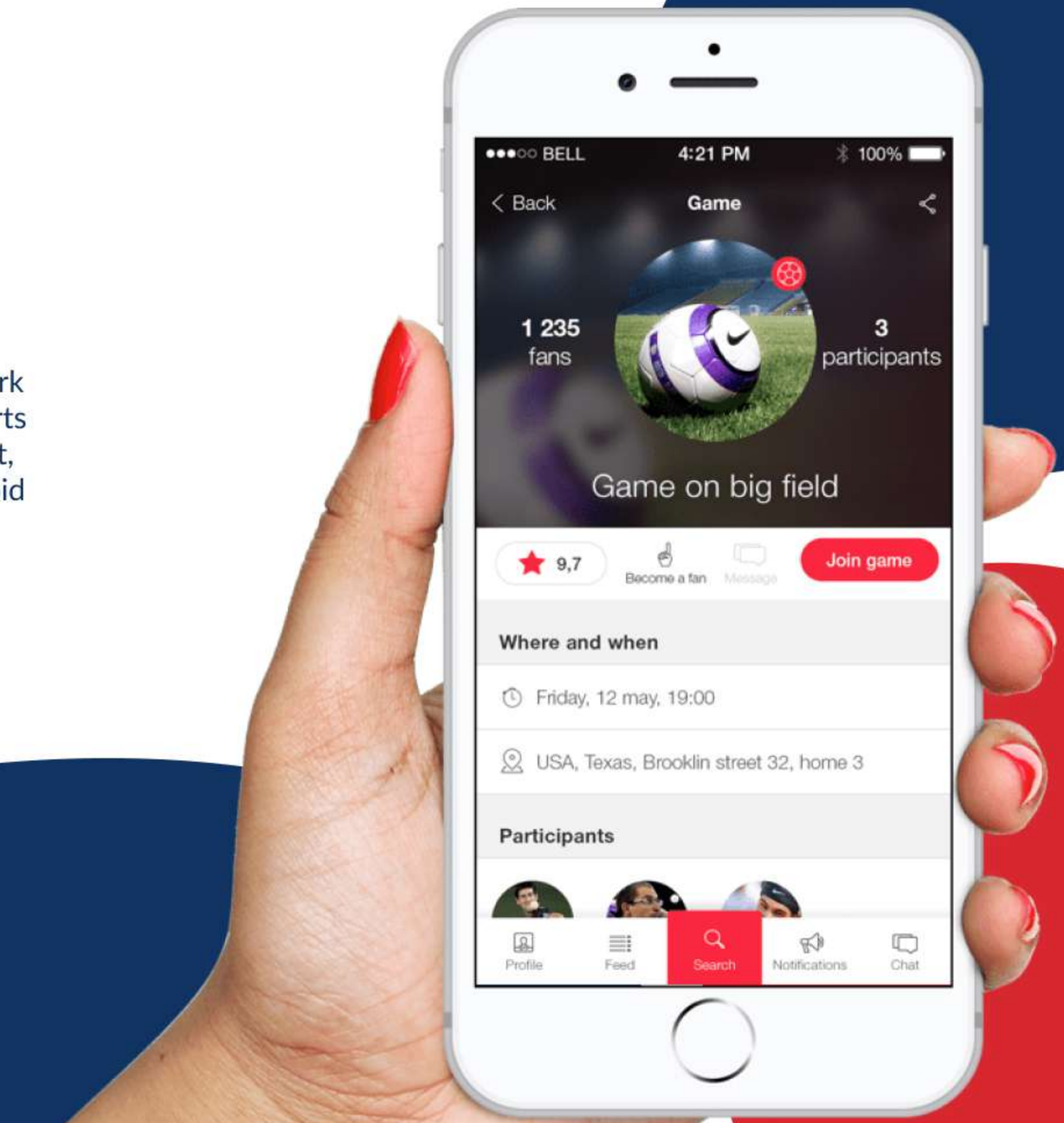




Portfolio

Sport Social Network

We've built VERSUSPORTS, a full-featured social network within the app for users to discover and join nearby sports games and tournaments. It includes project management, website, and mobile app management on iOS and Android platforms, along with features for organizing games and teams.



Thank you!