



CASA Soccer Leagues
11/5/2024

Introduction

At CASA Soccer League, we're a non-profit bringing communities together through soccer. Founded in 2005, CASA has grown into the largest amateur league in Philadelphia, with over 20,000 players from 80+ countries, and a presence across the Northeast, United States. We offer leagues and tournaments with a focus on providing opportunities open to all skill levels and backgrounds, all while helping foster and build community connections both on and off the pitch. Through inclusive play, social events, and partnerships with local organizations and professional teams, CASA celebrates the unifying power of soccer.

Project Goals

CASA is working to develop a mobile application to go hand in hand with our existing web platform. Specifically focusing on the roster and team management for our users, and data collection for the league.

Dates

Initial bids - 11/08/2024 to 11/22/2024

Decision by 12/06/2024

Initial draft of app due 1/27 (admin functions not priority)

Final draft of app with all admin features due 2/19

Delivery - 03/01/2025

Requirements

The App will need to have the following minimum requirements

- Access the API of our web platform SportsEngine to pull the team's schedules & standings into the app
- Have teams organized into leagues, and the ability to group leagues into larger buckets for player duplicate checks and to have different roster rules applied to different groups of leagues

- Have users who can be made to be “Captains/Coaches” of teams. These users will have the ability to add players to their teams or invite players to complete the required information to join.
 - The required information to be collected would be: profile information (name, address, contact info, etc), sign the league waiver, and have the option for custom questions to be added by the admins.
 - The Captains/Coaches should also have the ability to move players from their roster to be “Inactive” which will take them off the roster but keep them in the system with the option to add them back to the roster at a later date.
- Have access for Admins who can:
 - Access all team and player data
 - Export that data
 - Create, edit, and delete teams, assign those teams to leagues, and set users as captains of teams
- Have roster rules for leagues that can be specific to the bucket of leagues grouped such as
 - Capping the number of players that a team can have at X (to be set by admins)
 - Locking the ability for captains to add new players unless an existing player is moved to inactive, (ideally, a toggle that admins can set as on or off and/or schedule in advance)
 - Locking the ability for captains/coaches to add any new players at all (ideally a toggle that admins can set as on or off and/or schedule in advance)
- Have game profiles for the matches on the schedule which will cleanly display each team's rosters along with the player info (Name, Headshot, number, etc.)
- Have a duplicate check feature when a new player is added comparing them to other players in the league (or group of leagues) and flagging them if they are already on a different team.
- The ability to roll over a team/league with all of its roster info to a new season

Future Goals

These are features that we would like to have eventually but are not required for the initial deliverable.

- Have a Coordinator Role which will allow someone to open the app to view game profiles and check the rosters of each team.
- Have a “Suspend” option for Admins to mark players who aren’t eligible to play.
- Ability to send push notifications to users
 - The ability to have scheduled/automated push notifications
- Have team profiles (Logos, team colors, etc.)
- Have league profiles that will display team and player stats
- Have a free agent portal linked from registration and be able to move free agents to rosters

Contact

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