**Scope of the project**

**Vision:** The website must be easily navigated, shows all teams and members, players eligibility to play(Injury,Redcard or Yellolwcard)shows fixture, match start and end time, result of the matches, table standindings and the disciplinary actions.

**Strategy:** 1. Vision & Goals  
• Promote community engagement through football.

• Provide a safe, inclusive, and competitive environment for players of all ages.

• Build long-term sustainability with sponsors, partnerships, and community support.

2. League Structure & Organization  
• Team Registration & Rules: Define age groups, team caps, registration process, and league rules.

• Match Scheduling: Create a transparent fixture list, balancing teams fairly (weekends/evenings, field availability).

• Season Format: Decide on points system, playoffs, finals, and possible community tournaments.

• Referees & Officials: Recruit and train referees, ensure fairness and consistency.

3. Operations & Logistics  
• Venues & Facilities: Secure playing fields, arrange equipment, ensure safety standards.

• Finance & Budgeting: Plan income (registration fees, sponsorships, fundraising) vs. expenses (equipment, referees, prizes).

• Volunteer Management: Recruit and train volunteers for match-day operations, coaching, and admin.

4. Player & Team Development  
• Training Programs: Partner with local coaches to provide clinics and skills development.

• Fair Play & Inclusion: Promote equal opportunities for youth, women, and underrepresented groups.

• Recognition: Offer awards (MVP, Fair Play Award, Top Scorer) to encourage participation and effort.

5. Community Engagement & Growth  
• Communication Channels: Maintain a league website, social media pages, and WhatsApp/Telegram groups for updates.

• Fan Engagement: Encourage families and local businesses to attend games; create community events around matchdays.

• Partnerships: Work with schools, local government, and businesses for sponsorship and resources.

6. Marketing & Sponsorship  
• Branding: Give the league a name, logo, and consistent look.

• Sponsorship Packages: Offer local businesses visibility (jersey logos, banners, online promotion).

• Media Coverage: Share highlights, photos, and match results online; invite local media to cover key games.

7. Safety & Compliance  
• Health & Safety: First-aid kits, trained personnel, injury protocols.

• Code of Conduct: Enforce rules for players, coaches, referees, and spectators.

• Insurance & Permits: Ensure compliance with local laws and sports regulations.

8. Continuous Improvement  
• Feedback Loop: Collect feedback from players, coaches, referees, and fans after each season.

• Review & Adjust: Improve scheduling, rules, and communication based on lessons learned.

• Long-Term Growth: Expand age categories, add more teams, or host regional tournaments.

**Roadmap**

Phase 1: Pre-Season (3–6 Months Before Kickoff)

Planning & Setup  
• Define league vision, goals, and budget.

• Secure venues, fields, and permits.

• Draft rules, eligibility requirements, and code of conduct

.  
• Recruit referees, coaches, and volunteers.

Registration & Promotion  
• Launch team/player registration (online + offline).

• Promote league via schools, community centers, social media, and local businesses.

• Secure sponsorships and partnerships.

• Finalize league branding (logo, website, fixtures template).

 Operations Ready  
• Purchase equipment (balls, cones, nets, first-aid kits).

• Create draft season schedule and fixture list.

• Hold referee/coach orientation and training.

Phase 2: Early Season (Kickoff – First 2 Weeks)  
• Host Opening Ceremony / Kickoff Event.

• Publish final fixture list and distribute to all teams.

• Begin weekly match play.

• Ensure referees, volunteers, and medical staff are in place.

• Share highlights, results, and photos on social media.

Phase 3: Mid-Season (Ongoing Weeks)  
• Run matches according to schedule.

• Monitor league standings and statistics.

• Address disputes or disciplinary issues fairly.

• Organize community engagement events (e.g., youth clinics, charity matches).

• Regular sponsor recognition (posts, banners, shoutouts).

Phase 4: End of Regular Season  
• Confirm playoff teams and schedule postseason matches.

• Plan awards and recognition ceremony.

• Gather feedback from teams, referees, and volunteers on season experience.

Phase 5: Playoffs & Finals  
• Host semifinals and finals with larger community involvement.

• Arrange trophies, medals, and special awards (MVP, Top Scorer, Fair Play).

• Capture photos and videos for promotion and future sponsorship pitches.

Phase 6: Post-Season (2–4 Weeks After Finals)

• Conduct Closing Ceremony & Awards Night.

• Publish full season results and highlights online.

• Thank sponsors, volunteers, and community supporters.

• Hold review meeting to document lessons learned.

• Start planning improvements for next season (bigger league, new age groups, more sponsors).

**User Stories**

As a League Manager  
• As a league manager, I want to create and publish the season schedule so that all teams know when and where they are playing.

• As a league manager, I want to manage team registrations so that only eligible teams can participate.

• As a league manager, I want to assign referees to matches so that games are officiated fairly.

• As a league manager, I want to update league standings automatically after each match so that players and fans see accurate rankings.

• As a league manager, I want to generate reports (attendance, results, finances) so that I can share updates with sponsors and the community.  
As a Team Coach/Manager

• As a coach, I want to register my team online so that players can participate in the league.

• As a coach, I want to see my team’s schedule so that I can prepare players for upcoming matches.

• As a coach, I want to submit player rosters before each match so that eligibility is confirmed.

• As a coach, I want to receive notifications about schedule changes so that my team is always informed.

As a Player  
• As a player, I want to register myself under a team so that I can officially participate in the league.

• As a player, I want to view league standings so that I know how my team is performing.

• As a player, I want to check match highlights and statistics so that I can track my progress.

As a Referee/Official  
• As a referee, I want to see which matches I am assigned to so that I can manage my schedule.

• As a referee, I want to submit match results and scorecards digitally so that league standings update quickly.

As a Fan/Community Member  
• As a fan, I want to view the league schedule so that I know when and where to attend matches.

• As a fan, I want to see live scores and updates so that I can follow the action even if I can’t attend.

• As a fan, I want to vote for “Fan Favorite Player” so that I feel engaged with the league.

As a Sponsor/Partner  
• As a sponsor, I want my logo displayed on league pages and match highlights so that my brand gains visibility.

• As a sponsor, I want reports on audience attendance and engagement so that I see the impact of my sponsorship. 

Demo

Login & Dashboard  
1.• The League Manager logs into the system.

• Dashboard shows quick stats:  
• 10 Teams Registered  
• 28 Matches Scheduled  
• Upcoming Match: Lions vs. Eagles – Saturday 4 PM  
• Top Scorer: Jason Brown (6 Goals)

2. Team Registration  
• Coach of the “Kingston Strikers” clicks Register Team.  
• Fills out team info: name, age group, roster of players.  
• Submits → Team is added to the League Directory.

3. Scheduling  
• The League Manager opens the Match Scheduler.  
• Selects teams → Sets date, time, venue.  
• Referees are auto-assigned based on availability.  
• Teams & referees receive instant notifications:  
• “Your next match: Kingston Strikers vs. Montego United – Sunday 5 PM, Mobay Stadium.”

4. Match Day Operations  
• Referee logs into their app view → sees assigned game.  
• After the match, referee submits results:  
• Final Score: Strikers 2 – 1 United  
• Goals: Player A (2), Player B (1)  
• League standings update automatically:  
• Strikers move to 2nd place in the table.

5. Fan Engagement  
• Fans visit the League Website / Mobile App.  
• Can view:  
• Fixtures & Results  
• Live Scores  
• Team Standings  
• Player Stats  
• Fans vote on “Player of the Week” via the app.

6. Sponsor Visibility  
• During the demo, sponsor logos appear on:  
• Website scoreboard  
• Social media match highlight posts  
• Event banners on the matchday screen

7. Season Wrap-Up  
• System generates an End-of-Season Report:  
• Attendance numbers  
• Total goals scored  
• Engagement stats (social media likes, votes)  
• Used to present to sponsors and plan next season.