

FOOTBALL ACADEMY MANAGEMENT

| # | Feature | Short description | Coach (CRUD) | Coach access | Player (CRUD) | Player access | Notes |
|---|---------------------------------|--|--------------|---|---------------|--|---|
| 0 | Signup & Login | Account creation, authentication, roles | - | Login | - | - | Admin handles global deletes/retention. |
| 1 | Player Management | Player profiles, enrollments, contracts, invoices & payment status | C, R, U, D | Enroll players, create/edit contracts & invoices, assign coaches, manage payments & discounts | R, U, D | View own profile, contract & invoices | Payment operations often integrate with external gateway; deletions need admin approval. |
| 2 | Coach & Staff Management | Coach/staff profiles, roles, assignments, availability | R, U | View staff directory, update assignments/availability for team staff & other coaches | R, U | View assigned coach/staff contact & availability | Creation/deletion of staff accounts typically admin-only; coaches can nominate or update assignments. |
| 3 | Squad Selection (manual / auto) | Create matchday squads manually; run auto-suggest and override | C, R, U, D | Create/edit squads, run/adjust auto-select, publish squads | R | View published squad | Auto-suggestions are system-generated; overrides are logged for audit. |
| 4 | Matches & Tournaments | Fixture scheduling, result entry, per-match stats | R, U, D | Schedule fixtures, enter/edit results & stats, cancel matches | R | View fixtures, personal match stats | Coaches usually lock results after publish. |

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| 5 | Training Sessions | Create sessions, drills | C, R, U, D | Create/edit/cancel sessions, attach drills & notes | R, U | set availability | Supports recurring sessions & templates; attendance corrections need approval. |
| 6 | Skill Assessments & Dev Plans | Tests, goals, progress tracking | C, R, U, D | Create tests/dev plans, set targets, update progress, assign objectives | R, U | View assigned plans | Visibility controlled by coach (public/private flag). |
| 7 | Medical & Injury Tracking + Predict Injury | Medical records, injury logs; system predicts risk alerts | R, U (C/U/D only if authorized /medical role) | View medical (with consent), create basic injury notes if authorized, request medical clearance | R, U | View own medical records, submit symptoms/upload docs | Predictive injury alerts are system-generated |
| 8 | Scouting / Recruitment Pipeline + Eligibility Checker | See scouted Players, see their eligibility, Call for Trial | C, R, U, D | Create/edit scouting reports, move prospects, invite to trials | R | See scouted players | Scouts + coaches manage pipeline; players/prospects see public invites. |
| 9 | Inventory & Equipment | Kits, gear assignment, issue/return | C, R, U, D | Create items, assign/issue gear, update stock, archive/remove obsolete items | R, U | View issued items, request/return equipment, acknowledge receipt | Large files (manuals/receipts) kept externally; |
| 10 | Points Table / Standings | League standings (Points, Goal Difference, Pts, position) | R, U | View full standings, team and tournament stats | R | View own team's/current position and related stats | Standings are system-generated from results |