

Scalable Padel League Platform – Full System Specification

1. Platform Overview

This platform is designed as a scalable multi-club padel league system. Each club operates independently within the system, with its own league table, teams, matches, and player pool.

2. Core Architecture

Entities within the system:

- - Clubs (separate containers)
- - Users (players)
- - Teams
- - Matches
- - League Tables (per club)

3. Club Structure

Each club contains:

- - Club Name
- - Location
- - Telephone Number
- - Website Link
- - League Table
- - Teams
- - Matches
- - Friendly Solo Pool

4. User Profile Fields

Required at signup:

- - Full Name
- - Email Address
- - Gender
- - Play Mixed? (Yes / No / Doesn't Matter)
- - Months Played
- - Availability (Weeknights, Weekends, etc.)
- - Mode Selection (Competitive / Friendly)

5. Competitive League Rules

- - Teams of 2 only
- - Must invite partner

- - Team name required (unique per club)
- - One captain per team
- - One match per 7-day cycle
- - Captain submits Win/Loss only
- - Opposing captain has 48 hours to confirm
- - If no confirmation after 48 hours, result stands automatically
- - League scoring: 3 points per win, 0 per loss

6. Friendly Mode Rules

- - Teams of 2 or solo entries allowed
- - Solo players paired into teams
- - Multiple matches per week allowed
- - Optional win/loss tracking

7. Match Status Flow

Match statuses:

- - Proposed
- - Accepted
- - Scheduled
- - Completed
- - Disputed

8. Match Flow (Competitive)

1. Captain clicks 'Find Next League Match'
2. System suggests eligible opponents
3. Match created
4. Teams arrange via WhatsApp
5. Court booked directly with club
6. Captain submits result
7. 48-hour confirmation rule applies
8. Team enters 7-day cooldown

9. Booking Responsibility

All court bookings and payments are handled directly with the club. The platform does not process payments.

10. Admin Controls (Required)

- - Add/Edit Clubs

- - Override Results
- - Remove Inactive Teams
- - Force Match Creation
- - View All Matches
- - Disable Teams

11. Scalability Requirements

All major entities (Teams, Matches, League Tables) must include a club_id field to allow expansion to multiple clubs in the future.