

Football Club CLUB COMPANY

REQUEST FOR PROPOSAL (RFP)

Football Club Website and App

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1. Preface:

This RFP has been floated by the Football Club Club (Al Khobar) to a limited number of service providers (hereafter referred to as “Bidders”), to seek proposals with regards the subject project. It is required that the Bidder’s proposals address all the requirements as stated in this RFP.

2. Overview of the Football Club Club

Football Club Club is a prominent sports and leisure organization based in the Kingdom of Saudi Arabia (Al Khobar), with a rich history spanning over 57 years. Established in 1967, the company has been at the forefront of promoting sports, recreational activities, and community engagement.

In 2024, Saudi Arabian Oil Company (Aramco), the world's largest integrated energy and chemicals company, acquired a majority stake in Football Club Club Company. This strategic acquisition is expected to drive the expansion and modernization of the club's facilities, while also leveraging Aramco's resources and expertise to enhance the company's sports and wellness initiatives.

3. Scope Of Work / Deliverables and Location | Football Club Website and App

3.1 Website Scope of Work

This section defines all the website deliverables that must be completed in order to achieve a Minimum Viable Product (MVP).

Templates and Components

Each template will be created using a set of components, each of which performs a specific function, i.e. the component that allows live scores to be displayed on the site, the component that allows images to be displayed on the site, etc.

The developer will allow the club to manage their content through the CMS, with a collection of landing pages, article pages and content pages. The site will support the navigation and nesting of content to as many levels as required. The mega navigation houses the main landing pages on the site that always remain apparent on the webpage and can nest content to three levels.

The precise site structure will be agreed between both parties (acting reasonably) in an Information Architecture and whilst the developer realises that there are likely to be modifications during the development process, the following list indicates the templates the developer will use to accommodate and display all of the club's content.

Templates

- Homepage
- Match Fixtures
- Match Results
- Match Tickets
- Match Centre
- League Tables
- News Listing
- News Article (includes ability to embed a polls)
- Quizzes
- Search Return
- Content Landing
- Content
- Player Listing
- Player Profile
- Video Hub
- Video Listing
- Video Article
- Staff Listing
- Partners
- Maintenance
- Club Store
- Marketing
- HR, Hiring, Recruitment and Job Opportunities

Components

- Global Navigation and In-page Navigation
- Header
- Footer
- Search
- Fixtures and Results Teaser
- News Teaser
- Video Teaser
- Content Carousel (Article & Video)
- Form
- Shop Promotion
- Call to Action Button and Component
- Filters Dropdown
- Date Choice Navigation
- Live Match Centre Mode Hero
- Article/ Video Listing - to handle VOD as per integration with OTT provider only (i.e. not uploadable content)
- Hero Image Article Page
- Tags (article page)
- Category (article page and listing page)
- Image Gallery in Page
- Related Articles
- Social Sharing
- Accordions
- Player Carousel
- Player Profile Hero Image
- Player Profile Professional Bio
- Player Profile Gallery
- Pull Quote
- Hero Image Video
- Hero Image
- Content Block
- Image
- Social Media Link Promotion
- Ad Component
- Polls
- Predictors

Content types supported by these templates and components are limited to:

1. Written copy in the club's style and typeface (to be agreed between the parties (acting reasonably) before build)
2. Imagery (both animation and photography)
3. Tables
4. Video

Dual language functionality

The website shall be available for users in both English and Arabic, including any Amazon Alexa voice-skill functionalities (as relevant).

Navigation Header

Should this also be possible on the ticketing, shop and hotel website, there will be a shared header that will remain at the top of the page for easy navigation across the club's different sites. The feasibility of this shared navigation header will be discussed with the club.

News

News articles displayed on the website will support imagery, written content, video content, and polls. News will be filtered in 'tags' for the separate teams (First Team, Women's Team, Reserves, U18s) with these tags then filtered into categories (Club, Commercial, Community etc.)

Video services

The club's TV channel will act as a video hub allowing fans access to key curated collections of video feeds. The club doesn't have an OTT provider, and videos will be provided via the Clubs' YouTube channel, which can be accommodated via embeds on the website and in the apps. This hub will allow deeper access to video listings of these feeds to browse further archived content.

Teams Listing

These pages act as destinations to see the full squads for each team within the club structure as a listing of players. These pages are ordered by position which is the default behaviour (Goalkeeper - Forward & then by ascending numerical order within the playing position groupings) or sorted by ascending numerical order. These pages then provide deeper links to the player profiles for the respective players.

Polls and Quizzes

The developer will use a native quiz engine to provide a choice of polls and quizzes. Native polls created by admins will display as an embed in a news article allowing users to cast a vote and then see the current results of the poll. Native quizzes will be displayed within "Latest News" and within any chosen categories and will allow users to play a multiple-choice quiz.

Quiz details:

- Multiple choice quiz (unlimited amount of questions and answers).
- An image can be attached to each question.
- No functionality to upload videos to quizzes.

Poll details:

- Can be standalone, in the news listing, in the match centre, part of an article or attached to a match.
- Polls can have an unlimited number of answers.
- No functionality to upload videos to polls.

- “Player of the Match” poll - this specific poll will allow the users to vote and predict who the “Player of the Match” will be. After the game has finished the poll will be updated to reflect the actual “Player of the Match” winner and the individual scores received for each of the players included in the poll.

Fixtures

A list of upcoming or currently in play fixtures ordered oldest - newest. Fixtures will be divided by month for ease of reading the list.

Results

A list of completed matches ordered newest - oldest. The list will default to the current season, but will allow for fans to retroactively view past seasons where data allows. Fixtures will be divided by month for ease of reading the list.

Match Centre and Live Match Stats

The Match Centre will use real-time data (if available) to display up-to-date scores, goal scorers and cards issued for that match in the top hero component powered by data feeds, as well as some content areas to allow the club’s editorial team to populate timely content for fans pre, during and post match. If there is no data provider available then the club editors will be able to input match data and events manually for them to appear in the match centre on the website and apps.

This page will contain:

- Overview
- Preview - manually curated content in the CMS (text and image)
- Team Line Up - populated by data provider widget or manually
- Highlights and report - manually curated content in the CMS (text, video and image).
- Commentary
- Populated by manually in the CMS by the club’s editorial team
- Stats from the data provider, or input manually
- Populated by data provider widget (Match Stats - Graph), to show fixture scores and result, cannot be done manually

Any tab that has no content will be greyed out or not shown.

Data provider integration

The developer will integrate with the Clubs’ data provider to show fixture feeds for the First Team and to automatically make these fixtures available on the websites Fixtures and Results pages, and the Matches tab of the app.

Where there is no data provider either for the first team or for additional teams, such as U23s, U18s and Womens, fixtures will have to be manually created in the CMS.

The developer will integrate data provider data of Player feeds to automatically generate the list of players available on the First Team page. Players profiles will be able to be manually created where the data feed doesn’t have the data. Any player or team information that is pulled in from the data provider can be overridden in the CMS to allow for personalisation e.g. a player is better known by another name than what is set in the data provider’s database.

The feed data will be used to update the Live Match Stats, as detailed above.

The developer will work with the club to design a new look and feel for any widgets that might be used, in line with the brand. There may be limitations imposed by the data provider on the level of customization that can be made, and the developer will set aside a maximum of 1 day per widget for frontend customization of data provider widgets.

Feeds (TBC)

Feeds are used directly in the apps to present match, fixture, and squad data. On the website, widgets will be built by the developer, below is the full list:

- League Table
- Match Stats
- Player Match Stats
- Player Lineups
- Match Summary

Video Streaming Integration

The developer will work with the club to facilitate the following:

- YouTube highlights of First Team matches through the website and apps
- Video listing pages showing video on demand via YouTube on the website and apps
- The ability for admins to display an on-demand YouTube video on an article page on the website

Other Global Functionality and Components

Search functionality and results, including ensuring that search results are displayed with the latest results first and then in chronological order.

News articles can be pinned to the top of the news listing for a specified amount of time should you wish to ignore the chronology and keep more important pieces above the fold.

Registration, Login and Single Sign -On Services

This is not required and has therefore not been selected for this phase of the apps and the website.

CMS

The developer will provide a licence to use the CMS which will:

- Provide all the functionality required to manage the content areas listed in this Specification
- Be intuitive and simple to use for content editors
- Enable users to schedule content to be posted at a later time

Development Site

As well as a Production (Live) website, the developer will build a Development environment to be used during development for testing, QA and client demonstrations. The developer will share the log in details for these environments with the club once they are ready.

Content Migration

Based on an up-to-date copy of the club's database from the current website provider, the developer will map between the current site and the new architecture. Wherever possible, the developer will programmatically migrate the content e.g. News and Videos archives, however, where the site structure or data structure changes, this content will have to be manually entered by the club.

Marketing

The developer to add additional icons as notified by the Client in writing in respect of marketing content. HR, Hiring, Recruitment and Job Opportunities

The developer to add additional icons as notified by the Client in writing in respect of HR-related content and posts relating to hiring, recruitment and job opportunities.

iOS and Android Apps Scope of Work

This section sets out the key features provided by the developer with respect to the iOS and Android apps.

This scope defines all the deliverables to be completed by the end of the project which we consider to be essential to produce a minimum viable product.

Each of the following tabs will be populated by content that currently populates an area of the website, so for example, the content of a news article will be identical on the app and website.

The developer will ensure that the iOS and Android apps provide light and dark mode and are built to respond to these modes.

Dual language functionality

The apps shall be available for users in both English and Arabic, including any Amazon Alexa voice- skill functionalities as (relevant).

Latest Tab

This tab will provide an aggregated collection of the latest news content from the club, presented as a chronological stream of content, Facebook-feed style. The club can also post polls and quizzes here.

The developer will integrate with an Ad Server, as well as embedding ads into the content feed, with the number of adverts and their frequency defined in discussions between the two parties.

Linking from this tab, fans can access a category listing which allows them to explore the full news listing for particular categories.

News

News articles displayed on the app will support imagery, written content and video content.

The news article layout will reflect that of the website and will support the same content and styling.

References and links to related content available in the app (e.g. other news articles, players, fixtures) will be deep-linked to the corresponding areas of the app.

Polls and Quizzes

Polls and quizzes created by admins will display on the Latest tab, allowing users to cast a vote and then see the current results of the poll, or tap through to play a quiz.

Ads/Marketing

The Club will be able to serve ads or club info/marketing after an agreed number of posts (Facebook style) on this tab as detailed above.

App Ad specifications are as follows:

- Placement:
- Latest Tab: Presented every nth number of news items, after a given offset

- TV Tab: Presented every nth number of video items, after a given offset.
- Category Listing (News & Video): Presented every nth number of items, after a given offset.
- Articles: X2 - 1 Advert positioned above content below article header & second positioned below content before related content.
- Fixtures & Results: Presented every nth number of fixtures, after a given offset.
- Match Centre Overview: X1 - Positioned in the overview in a given position to be decided between club & the developer.
- Match Centre Commentary: Presented every nth number of commentary entries, after a given offset.
- Full Screen: Interstitials are presented X times a day after a set interval has passed when you return to the app or switch tabs.

Additional Notes:

- These should be optional spaces, if no ad is required in an area, the ad space is not presented. The developer advocates for the use of high quality ads, preferably in-house marketing, or select partners.
- All in app Ad placements in the app are a standard 320 px X 50 px asset or 320 px X 100px (Double Height), served via google ad manager.
- Full Screen Interstitials

The following sections are dependent on the apps receiving feeds from the CMS, which are typically powered by a data provider such as Opta, (the Club may have a different provider). If the content is not available in the CMS then it will not appear in the apps.

Matches Tab

The Fixtures tab will provide a list of all past results and upcoming fixtures for the current season. Each fixture in the list will provide high level match details including:

- Teams
- Competition
- Date and kick-off time
- Venue
- Scores

Future fixtures will also include the option of calls-to-action to buy match tickets or hospitality which link out to the club's e-ticketing partner. Streaming passes can also be incorporated within this area in the future if the league streaming rights allow.

Fixtures will be loaded from CMS aggregating friendly fixtures configured by the club with live league data if available. All fixtures and results to link through to a Match Centre for more detail. Data for the Reserve, Women or Academy teams will be included should the relevant data feeds be available or manually entered.

League Tables Full List

The League Tables section will present the current league table for the league in which the club's first team is playing.

The league table will show all teams playing in the league including:

- Position
- Team name
- Number of matches played
- Number of matches won
- Number of matches drawn
- Number of matches lost
- Goals scored for
- Goals scored against
- Goal difference
- Points

A live version of the league table will be displayed when viewed via the Match Centre whilst a game is in play. The live league table shows current league rankings based on the scores on other matches going on across the league. After results have been confirmed, the official league table is displayed.

Depending on the competitions covered by the data provider feeds available to the club, other league tables may also be visible from this section, as outlined in Matches tab information above.

Live Scores Full List

This is a list of all the live scores for the relevant match day. This can include all matches being played by other teams in the League, depending on whether this is delivered in the chosen data package.

Squad Full List (including Player Profiles)

The squads section provides a list of players that make up the squad for the club's first team.

Each tile in the list will provide high level player details including:

- Name
- Photo
- Shirt number — if known
- Typical position (i.e. goalkeeper, defender, midfielder, striker) — if known

Each player shown will link through to their Player Profile for more detail.

Player Profile

The Player Profile provides further details for each player. In addition to the details provided in the squad list, each profile will include:

- Date of birth
- Height
- Date signed for the club
- Country
- Biography

- Shirt upsell
- Sponsor - if applicable

First team players will also include more in-depth stats provided by the Clubs' data provider if available.

Match Centre

The Match Centre contains any specific match-related content including, but not limited to, Commentary and Statistics.

Match Centre Header

Timings, scores, teams, venue and sponsorship option.

Overview (Match Info)

Key stats relating to the match, e.g. goals, penalties, subs, as well as attendance, stadium etc. Links to tickets before a match, and the match report when the match is over, will be available from this segment.

Line-up

The line-up section includes the complete player line-up including substitutes for the two teams in a match. This includes player names, shirt numbers, and positions along with the match times at which any goals are scored, and if any players have been substituted.

Polls

Polls for this match will appear in the Match Info. Polls should have a title, as many options as the editorial team would like, an optional time limit and an optional link to the relevant match. This link will ensure that the polls are available in the respective match centre. The editorial team can set up as many polls as they like, but should be aware of not adding too many as this may clutter the interface.

Predictors

Predictors are another fan engagement component to be provided by the developer's CMS - the two types of predictors on offer:

- Score Predictor
- Line-up Predictor (app only)

Score Predictor - Prior to each game the fan will have a choice to predict the final score of the match and save their prediction. Each prediction will be saved in the user's account (if they have created one) so they can look back at their previous predictions.

Line-up Predictor - Prior to each game the fan will have the ability to choose the team line up that they think will start the game. This will be checked against the data provider data feed when the official team line up is announced. Each prediction will be saved in the user's account (if they have created one) so they can look back at their previous predictions. Predictors are part of the app build (iOS & Android).

Countdown

There will be a countdown cell with a time ticking down to when the next match will start – assuming that the match data has been provided.

Commentary

This is a textual version of the live audio commentary where fans can either keep up-to-date or go through the history and catch up with the latest match updates. Text commentary will be curated by the editorial team in the CMS and fed through to the app.

Stats Visualisation

The stats section provides a number of match stats that compare the performance of the two teams. Stats will be presented in different graphical styles, to be determined in design. Match stats will include but may not be limited to (please note that data provider feeds will need to be purchased for this, otherwise this section will not show):

- Possession
- Goals
- Shots
- Shots on target
- Corners
- Fouls
- Yellow Cards
- Red Cards

Club TV tab

The club's TV tab will showcase video content presented via a latest feed of all latest videos. There will also be a category listing that allows for curated feeds of videos to be explored. Video content can either be free for all users or offered as part of a subscription package, although we understand that all club videos are free to air at this point.

More tab

This tab will house quick links to Live Scores, League Tables, Fixtures, Quizzes, User Account, Squad, Tickets, Stadium Info, Supporters Guides, HR, Hiring, Recruitment and Job Opportunities and Settings and will sit on the main tab bar navigation.

Account

This tab will house information for in-app ticketing and previous predictions. Functionality to login and register for a club account will also be accessible from this. Links for users to change any basic account details from the app are also available here.

Settings

The Setting screen will collect a number of administration and configuration features including:

- App version number
- Push notifications configuration
- Club's account log in/out
- Link to App feedback and App Store/Play Store review
- Acknowledgements and Credits

- Copyright notices
- Terms of use and privacy policy
- Option to clear the app image cache

Platform Parity and Deep Linking

The developer's CMS will aim to provide feature and content parity for most content across the website and apps.

This means that much of the content that is available on the website will also be presented natively in the apps.

Deep linking will be implemented to automatically redirect mobile users who have the app installed to the relevant content in the app when they tap on a link from the website on a mobile device.

Push Notifications

The developer's CMS will allow the clubs editors to send notifications to subscribed app users for news articles, matches and any other announcements. A configuration screen will be available for users to customise which content they want to be notified about.

Additional match related notifications such as kick-off, match events and results may be fully automated by the developer's CMS. Match push notifications will include a dynamic graphic showing the match score and will open the app directly to the Match Centre. All push notifications are handled via the CMS.

iOS Widgets

For the fans' convenience, the developer will incorporate a suite of Home Screen widgets in the iOS app, allowing fans to stay on top of all things related to the club from their Home Screens. These widgets offer quick and easy access to:

- Latest News: Stay informed about the latest club news, updates, and announcements.
- Current Match: Keep track of the latest fixture including kick-off time, score, and match status.
- League Table: See where the club sits in the league rankings and compare their position to other teams.
- League Ranking: View the club's current league ranking, performance and recent form.

iOS Live Activities

To enhance the fan experience, the developer will integrate Apple's Live Activities feature in the iOS app. Live Activities are dynamic updates that appear directly on the user's Lock Screen and Dynamic Island, providing real-time information at a glance without needing to unlock the app. During live matches, the developer's Live Activity will display the current score, minute-by-minute updates, and key match events, keeping fans informed and engaged even when they're on the go.

Football Club Club

The developer recognises that the club has several other sports offered under the Football Club Club brand, although several of the listed sports aren't populated. Where there is content available the developer will work with the club to showcase these within a content landing page, which can then have child pages where fans can go for further detail about each sport.

Within these pages the standard landing and article page components will be available for the editors to populate the pages as required, i.e. with news, image galleries, and embedded media etc.

Annex A - Project processes

The project will broadly follow the process outlined below:

Kick Off Meeting

- the developer and the key stakeholders of the club will meet or arrange a call to talk through the scope and ensure all parties have everything they need to get going.

Designs

- the developer will prepare designs either for the full site or apps, part of the site or apps, or components - phases to be decided on an ad-hoc basis, based on our understanding and interpretation of the club's brand.
- the developer will present these designs to the club for sign off.
- These designs might not be indicative of final functionality, as decisions may evolve as the developer builds and gathers feedback from the club, but they should form a solid basis for the build.

Design approach

Templates which are a minor variation (one or more components) to one another may not be individually designed, but instead we may design the components individually and denote the minor addition and/or emission of components, rather than draw up a new template simply for a minor change.

The club will have the opportunity to review and feedback on the designs and two rounds of changes to the designs will be included in scope.

Build

- Once designs are signed off, the developer will begin the build and keep the club notified of progress through weekly catchup calls.
- the developer will notify the club of any significant changes to design or functionality as a result of knowledge gained during the build.
- the developer will share the build with the club at project demos (see Communication, below) and, further down the line, by sharing smaller tweaks to design or functionality on a development site or test build.

Feedback

- After the design stage and project demos, the club will have the opportunity to gather and share feedback on the work completed. This feedback should be compiled into a master feedback document (Feedback Sheet) which will provide a comprehensive list of any and all changes requested by the club, and record decisions made about changes between both parties.

- the developer will always aim to accommodate changes as best as possible and work with the club to ensure that the design and build process are as collaborative as possible.
- After changes are requested, depending on their impact on the project, it may be possible that the scope of the project is deemed to have been affected. If this is the case, the changes will be treated as scope change and managed as so (see Managing scope change, below).
- It's likely that the club may wish to send feedback to the developer outside of the project demos, which they should compile into the Feedback Sheet and share with the developer at weekly catch ups. In order to ensure that the budget is used as efficiently as possible, and that the right members of the the developer team can feed into any feedback requests, it's helpful if the club shares feedback in compiled chunks at regular agreed intervals.

Triage

- Post feedback gathering, the developer and the club will work through feedback and agree which changes will be made and which will not be made. Both parties will agree if scope has been affected and if the budget and deadline is affected. (See Managing scope change below)
- the developer will then share an updated version of the build specifications for that specific area of the website or app for the club to sign off.

Training

- Once built and nearing the launch date, the developer will work with the club to organise appropriate training for the club's staff. Number of days training to be discussed and accounted for.

Launch and Release

- the developer will let the club know once they are in the Final QA Stage, which will require testing on both sides.
- Both parties will work on a test plan for this project to be agreed mutually and performed prior to every future deployment and/or release to minimise regressions.
- At 3 days before launch and/or submission to the app stores, the developer will enter a strict code freeze for the website. At this point, only critical functional bugs agreed by both parties will be fixed. By this point several product demos will have been completed and therefore both parties will have had enough opportunity to make changes beforehand.

Pre-launch checklist

- Final content upload - there will be two content transfers. First, during the initial build and second just before the launch to ensure all the latest content has been transferred. The developer will advise the club when and if there will be a need to upload the same content to both sites (current and new) in the days/hours leading up to the launch.
- Top 100 redirects - the developer will ask the club to provide a list of the top 100 visited pages in order to create appropriate redirects to the new site.
- Final navigation & content check - to ensure that all the tabs in the navigation bar have correct URLs and have been linked to the correct pages.
- PR announcement - the developer will liaise with the club regarding communications to the public.
- The club to appoint a point(s) of contact to be available on the day of the launch.
- DNS switchover - the developer will require contact details of the person from the club's IT provider managing it on the day.
- Both iOS and Android apps will be launched approximately a month after the website launch.

As the apps are powered by the website CMS, the developer advises a week for the website to "settle". This ensures that should any issues arise, they can be resolved prior to submitting the apps for approval and therefore increasing the chances of a smooth app launch and quick response from the Apple/Google Play store.

Timings

The exact go-live date for the apps will need to be agreed closer to the time as the nature of launching new apps is that they are released after the website (not simultaneously) to allow the app stores to see that there is an associated website to refer to.

Communication

Open and regular communication will be vital for the success of the project and something both parties need to be committed to.

Regular communication will include:

Project updates

- the developer will update the club on the status and progress of the project in every weekly catch up meeting and regularly throughout the week should the club ask for an update.

Project demos

- the developer will regularly update the club with the work that's in progress and will share any builds on a development version of the site or test app. It's likely that these demos will be structured around the components and/or templates for the site, and components or tabs for the apps. This will give the club and the development team a chance to see the progress of the project and feedback on the current builds.

Managing scope change

- Once the scope is agreed, any additions or amendments to the scope will be treated as scope change. This is defined by any change that diverges away from designs or functionality previously agreed. Scope change is also any change to assumed design and functionality that was not clearly defined in the initial scope.
- Reasonable time will be allocated to accommodate minor changes where it is not possible to define the scope in advance.

Assumptions and exclusions

- a. the developer assumes a general turnaround time of 3 working days for gathering and sharing of feedback from the club after each project demo or sharing of work on the development site.
- b. All content creation will be handled by the club - copywriting is outside the scope of this Statement of Work, but the developer would consider providing this paid-for service if required.
- c. All additional design work, other than designs to support the build as outlined in the Web and App Scope of Work sections detailed above, including development of images and other materials, is not included.
- d. No other integrations will be carried out as part of this Statement of Work, only the aforementioned iOS and Android applications. Any services accessing existing feeds or content from the current website will cease to function, unless the developer are informed of them by the club.
- e. This project does not include Android and iOS apps specifically designed and built for tablets on either operating system.
- f. The developer's CMS will feed the same content to both the website and the app
- g. All video content available in the app and website is dependent on available functionality from YouTube in this case.
- h. Support for issues with on-demand videos, or with the player itself will be provided by Google/YouTube, although the developer will be available to assist wherever required
- i. External links that appear on the current site will stay as external links on the new website
- j. Website usage will be captured by Google Analytics.
- k. Apps usage will be captured by Firebase Analytics.
- l. A Data Dashboard will be available within the CMS platform for the club to analyse relevant data points such as traffic over a certain time period, top inbound and outbound URLs and more. The developer can provide an initial tutorial session to demo the feature.
- m. Alternatively, the developer can provide data insights and recommendations as an additional paid-for service that can be purchased, and these insights will be provided at an agreed time interval.

□ Timeline and Submission

Proposals should be submitted by to the following E-mail address procurement@alqadsiah.com
The club will review the proposals and conduct follow-up discussions with selected vendors. The anticipated timeline for the project is two months.

Contact Information:

For any questions or clarifications, please contact:

Contact Name: Saud Alamri

Contact Title: Director of Operations

Contact Email : saud.alamri@alqadsiah.com

Contact Phone : +966580633399

6. Milestone

It is expected that the services delivery within two months from receiving Football Club Approval and after signing the contract, bidders to provide their engineering services milestone mentioned hereafter:

Milestone	Deadline
Publication of RFP	4 Mar 2025
Notification of Intent to Participate (via email)	5 Mar 2025
Submission of Bidder queries (via email)	8 Dec 2025
RFP Response Deadline (via email)	12 Mar 2025
Anticipated Award Date	16 Mar 2025

7. Clarification Questions

After receipt of the RFP Response Proposal, Football Club may, at its sole discretion, submit clarification questions to Bidders.

Any response or communication received from Bidders will be treated in confidence. However, where Football Club considers any question or request for clarification to be of material significance, it may, notwithstanding any other provision in this RFP and at its sole discretion, communicate both the query and the response in a suitably anonymous form to all Bidders who have submitted a Notification of Intention to Participate. If a Bidder does not wish a query or response in such form to be disclosed to other Bidders, it must communicate this to The Club Management with the query. The Management will consider the request and may choose to discuss with the Bidder whether it is appropriate to disclose the query and/or the response to other Bidders.

8. Response Format and Delivery Details

Bidders must respond to this RFP by submitting a proposal to the Procurement Department no later than the RFP Response Deadline through the specified email address, ensuring the Rates Schedule in Appendix B is completed in its entirety and without modification. Other formats will not be accepted. All electronic copies must be compatible with the software used by Football Club: Microsoft Office 2016, Microsoft Project Version 2016, and Adobe Acrobat Professional version 9 or 10.

If a proposal is submitted by two or more entities as members of a joint venture or consortium, a duly authorized person, or persons of each such joint venture or consortium member are required to sign the proposal.

9. Bid Evaluation

The Procurement Department will evaluate all proposals submitted by the RFP Response Deadline. Late submissions will not be considered. Following receipt of all RFP Response Proposals, Football Club Club

will determine whether to hold follow-up meetings with one or more of the Bidders concerned or as it may deem necessary.

Bidders will be evaluated according to Price, qualifications, assumptions, and degree of compliance with the provisions in the Contractual Terms and Conditions (amongst other matters) will be taken into account in determining value for money. The Procurement Department may also review and check any references provided by the Bidder(s) as part of the evaluation process.

Football Club Club is seeking an internationally reputable firm with prior experience in conducting similar projects. The invited bidders will be evaluated based on their technical proposal and commercial proposal. The technical evaluation will be primarily based on the following three key criteria:

- A. Company Experience: Experience of the bidder and proposed partners in conducting projects linked to infrastructure and asset assessment and review.
- B. Project Approach: The quality of the proposed project methodology to achieve the targeted objectives and to deliver the project on time.
- C. Team Qualification: The qualification and experience of the proposed project team.
- D. Services delivery timeline.

Notwithstanding the foregoing, Football Club Club reserves the right, at its sole discretion, at any time to: (a) accept or reject any and all RFP Response Proposals without explanation and whether or not such proposal(s) contains the most favorable fee or fully satisfies the express requirements; and (b) terminate the proposed project or the Bidder selection process without notice and/or explanation, without in either case incurring any liability whatsoever to the Bidders or any other third parties.

10. Eligible Bidders/Consortia

Proposals may be submitted by Saudi and/or foreign Bidders from any country eligible for public tenders under the laws of the Kingdom of Saudi Arabia. Each Bidder will be responsible for applying for and obtaining all permits and licenses necessary to perform the services under the Contractual Terms and Conditions and must satisfy itself according to the procedures and timeframes required for such consents and licenses.

Each Bidder must describe any debarments, potential or actual conflict of interest or appearance of impropriety, relating to its other clients or to employees of Football Club Club that might arise as a result of such Bidder being awarded the Contractual Terms and Conditions. In addition, such Bidder(s) must indicate (in the RFP Response Proposal) procedures to be adopted to detect, notify Football Club Club's Management of, and resolve all such conflicts of interest. Further, each Bidder must indicate any pending litigation, regulatory action or other contingent liability that could have an adverse material impact on its ability to enter into and/or perform the Contractual Terms and Conditions.

The Bidder and all individual members composing any consortium must be business organization(s) duly organized, existing, registered and in good standing under their respective laws of domicile. No consortium may include a member that is a member or affiliate of another Bidder. Any introduction of, or changes to any consortium members after submission of the RFP Response Proposal must be approved by Football Club Club. Consortia Bidders may be required to provide supplementary documentary material to The Club (including copies of the relevant joint venture or consortium agreements and powers of attorney with respect thereto or, in the case of unincorporated consortia, a declaration of joint and several liability), and must nominate one member to serve as the managing member of, and single point of contact for the consortium.

11. RFP

This RFP is not an offer by – Football Club, but an invitation for Bidders to bid. No contractual obligation whatsoever will arise from the RFP process unless and until a final contract is duly signed by the authorized representatives of Football Club Club and the Bidder.

Should the receiver of the RFP need to involve other parties in preparation of their proposal, written prior permission of Football Club must be obtained. Furthermore, any additional parties may be required to sign a non-disclosure undertaking.

The contents of this document are strictly confidential and may only be used for the purposes of this RFP.

Award Notice will be communicated through Contract and Procurement Department only. Any Award Notice communicated by other departments is deemed void.