**Title of the Invention:**

**Abstract Title:**

**Abstract**

A system is described for automated sports data collection and analytics. Different types of data, for example but not limited , movement data, punch count, punch classification are collected via video analysis in real time during a sports activity and transmitted to a cloud based platform together with other sports data including but not limited to timing, scoring, statistics, and events with a time code. The cloud based platform is optimised to compile correlate and organize various data related to the sports activity; store query and retrieve various live data and historical data and provide analytics and intelligence to different parties involved in a sports activity such as, but not limited to, Coaches, TV, Radio and Online Broadcasters, displays, viewers, social media and fans. These different parties may subscribe to licensed access to the cloud-based platform for customised real time data feeds for their event\broadcast.

A user interface is described

SYSTEMS and METHODS for AUTOMATED SPORTS DATA COLLECTION AND ANALYTICS PLATFORM

CROSS-REFERENCES TO RELATED APPLICATIONS

**BACKGROUND OF THE INVENTION**

1. **TECHNICAL FIELD**

The present invention is directed to systems and methods for sports data collection, analytics and applications available as a service over a distributed network and remote users having access to a data and analytics platform.

1. **Description of the Prior Art**

Many currently available data capture methods are either (i) intrusive to the athletes performance or Collected manually by watching the event or event footage and entered into a database.

Traditional video recording techniques have certain limitations, such as insufficient viewing angles, moving camera

angles and zooms, non-calibrated images, and absence of tagged objects.

Recent advances in object tracking tools and various wearable monitoring devices have spawned the need for novel quantitative and timely data analysis tools that are customizable and equipped to provide easy to understand results and intelligent information.

By way of example the following are relevant prior art documents relating to sports data inputs, collection, analytics and application:

**DRAWINGS**

**CLAIMS**

**Claim 1:**

**Documents considered to be relevant:**