

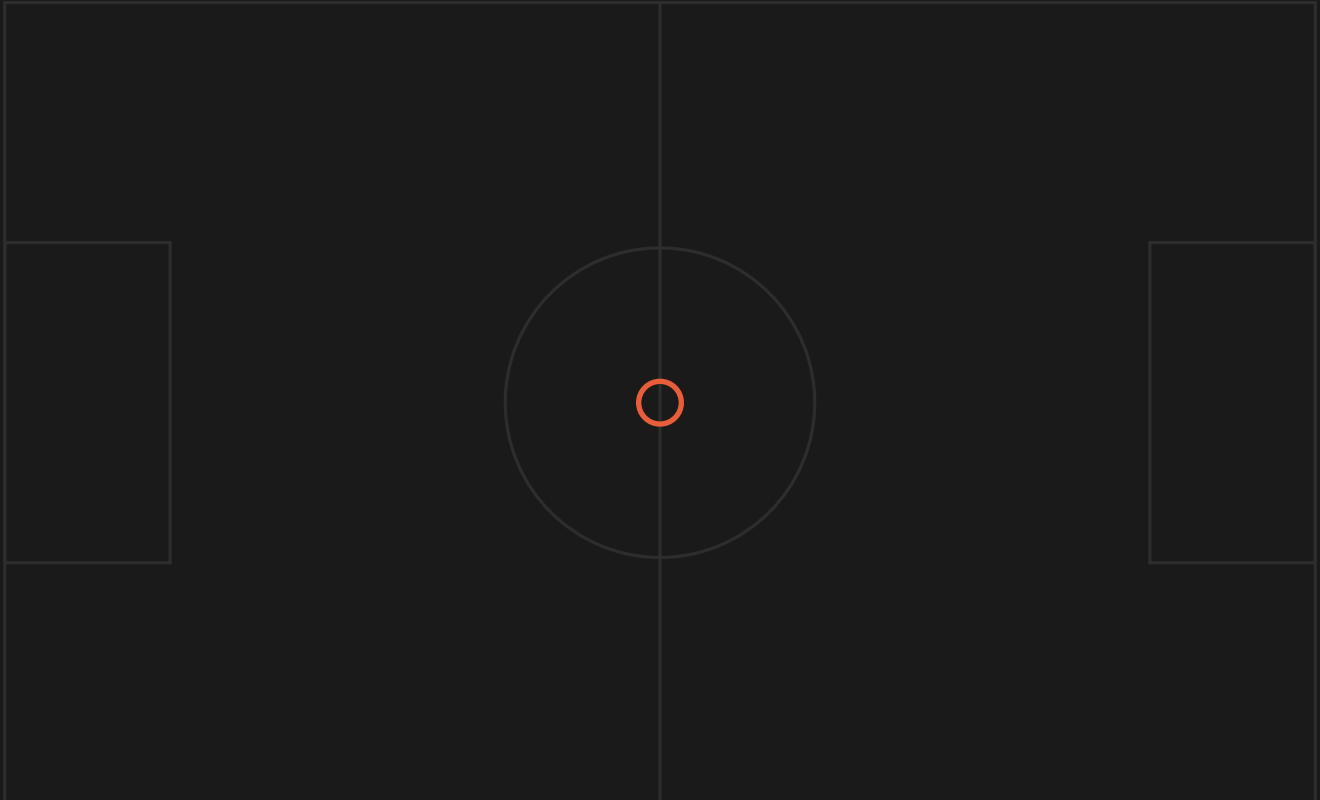


FUTSALDEV

USER GUIDE

Every feature explained — and how they connect.

Assess your squad, let the engine prescribe the work,
run the session, own match day, measure the change.



FOR COACHES, GOALKEEPER COACHES, ACADEMIES AND PLAYERS

futsaldev.app · Ember Court edition

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GETTING STARTED

SECTION 01

FutsalDev is a coaching platform for futsal — built goalkeeper-first, with a full outfield track alongside it. A club signs up, creates teams, invites coaches and players, and from that point every assessment, session, match and report is scoped to the team you are working with.

— SIGN UP AND CHOOSE YOUR ROLE

1

Create your account

Sign up at futsaldev.app with your email and password. You give your full name and date of birth so age-group reporting works from day one.

2

Pick a role

Coach or Player. A coach can create a club and teams; a player joins an existing team with an invite code.

3

Coaches: create or join a club

Create a new club (it starts as pending until FutsalDev approves it) or join an existing one with a club coach code.

4

Create your first team

Teams live inside a club — for example Seniors, U16s, Reserves. Switch between them any time from the team switcher at the top of the sidebar.

5

Invite everyone

Copy the invite codes from the bottom of the sidebar and share them.

— THE THREE INVITE CODES

CODE	WHO IT IS FOR	WHAT IT GIVES THEM
Club coach code	Coaches	Access to every team in the club
Team coach code	Coaches	Access to one team only
Player invite code	Players	Joins that team as a player

Tap any code card in the sidebar to copy it. Codes are six characters and can be shared by message. While a club is pending approval, invites are disabled — you will see a notice in the sidebar.

ROLES AT A GLANCE

Player sees their own profile, sessions, matches, calendar, tactics and the drill library. Coach sees everything for their teams plus assessments, planning and squad tools. Manager is the FutsalDev-level role that approves clubs and manages users.

MAKING IT YOURS

- Theme picker (palette icon, bottom of the sidebar): five colour presets, applied instantly across the app.
- Club logo: upload and crop your badge in Club Settings — it shows in the sidebar and on reports.
- Notifications bell: unread count for new sessions, assessments and coach feedback.
- On a phone, the same navigation appears as a bottom bar with the four screens you use most.

The screenshot shows the 'SENIOR SQUAD' dashboard. At the top, it says 'SENIOR SQUAD' in orange. Below that is the main heading 'PLAYER DEVELOPMENT' in large white letters. Underneath, a paragraph explains that players join using an invite code and that coaches can assess goalkeepers and outfielders. To the right of this text is a rounded rectangle containing the text 'INVITE CODE' with a copy icon, followed by the code 'M V H R B J' in large letters. Below this is a 'TODAY' section with four cards: 'Next session' (Nothing scheduled), 'Next match' (Nothing scheduled), 'Unavailable players' (0), and 'Due reassessment' (1). Below the 'TODAY' section are three more cards: 'PLAYERS' (9), 'SQUAD AVERAGE' (4.6 / 10), and 'ASSESSMENTS LOGGED' (18). At the bottom, there is a 'SQUAD' section with '9 PLAYERS' and an 'Add player' button with a plus icon.

SENIOR SQUAD

PLAYER DEVELOPMENT

Players join your team using your invite code. Assess goalkeepers and outfielders with the attributes that matter for their role, and let the engine prescribe their next session.

INVITE CODE M V H R B J

TODAY

Next session Nothing scheduled	Next match Nothing scheduled	Unavailable players 0	Due reassessment 1
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PLAYERS 9

SQUAD AVERAGE 4.6 / 10

ASSESSMENTS LOGGED 18

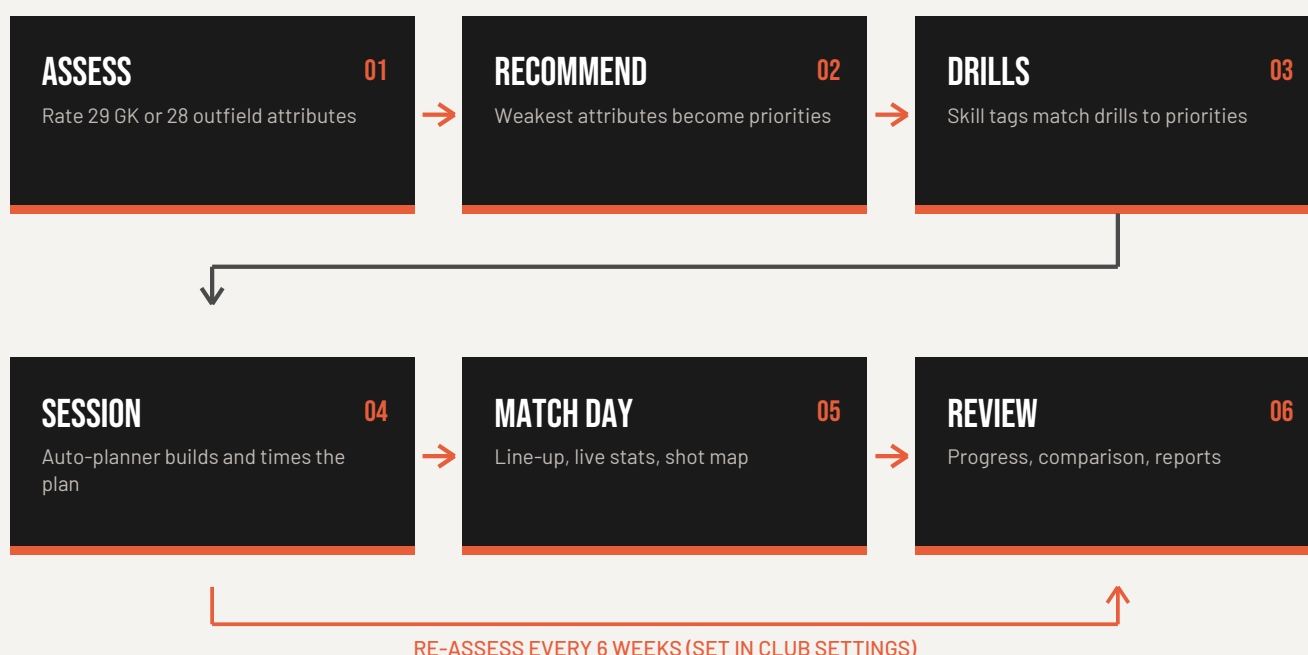
SQUAD 9 PLAYERS Add player

The coach dashboard: today's strip, squad totals, re-assessment reminders and the full squad list.

HOW IT FITS TOGETHER

THE LOOP

FutsalDev is built around one repeating loop. Every screen either feeds the loop with information or consumes it. Nothing in the app is an island — an assessment score changes what the engine recommends, which changes the drills the planner picks, which changes the session your squad runs, which changes the next assessment.



WHAT LINKS TO WHAT

WHERE	FEEDS	HOW THE LINK WORKS
Assessment scores	Recommendations	Three lowest attributes become the player's priorities
Attribute keys	Drill library	Each drill carries target-skill tags matching attribute keys
Squad scores	Auto session planner	Squad averages rank drills; weakest areas get the minutes
Sessions	Player profile	Attendance % shows on every player profile
Matches	Season stats + shot map	Per-match stats roll up by competition category
Everything	Progress report PDF	One branded export per player, on demand

YOUR SQUAD

SECTION 03

Every player in FutsalDev is a profile. Some profiles belong to a real signed-up account; others are placeholders you create yourself so you can start working immediately, without waiting for anyone to register.

— ADDING PLAYERS

1

Players who sign up

Share the player invite code. When they register and enter it, they appear in your squad with their own login.

2

Players who don't

Use Add player on the dashboard or Squad Selector to create a placeholder profile. It carries a NO ACCOUNT badge.

3

Link them later

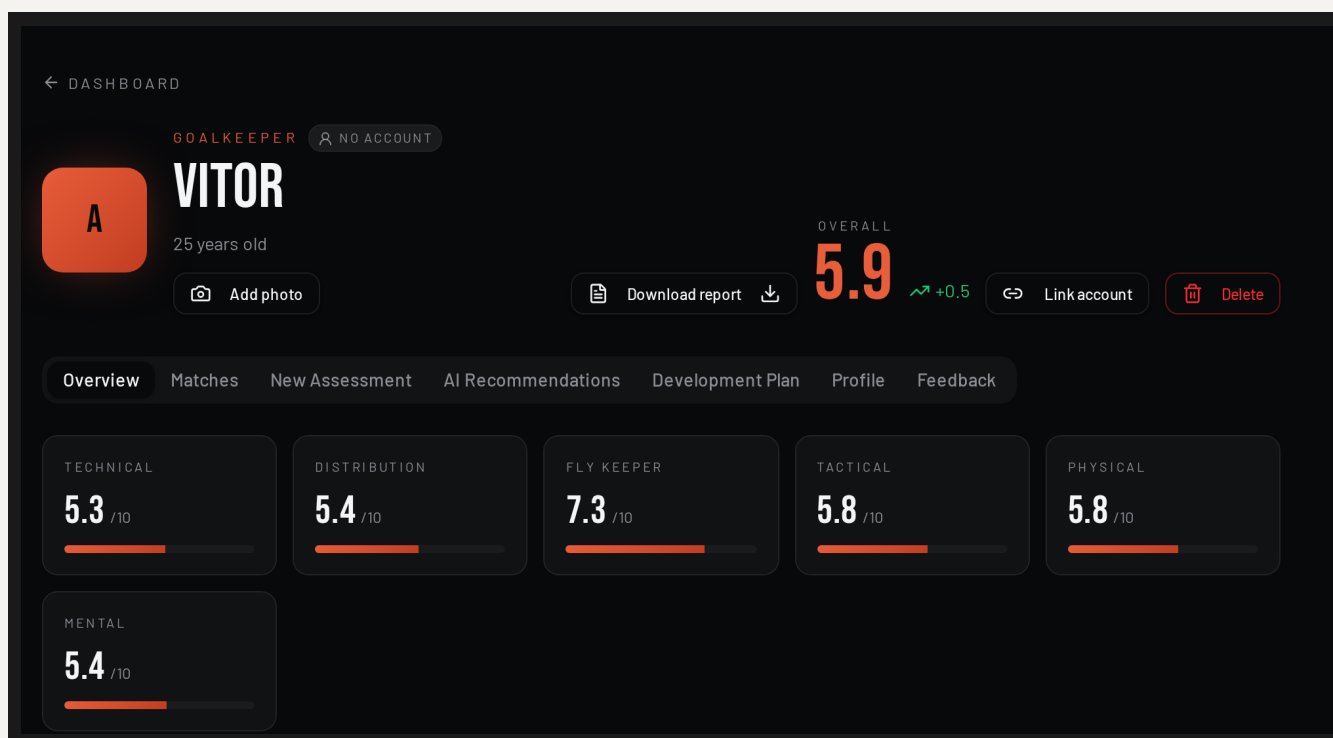
When that player does sign up, open their placeholder and use Link to account. Assessments, match stats, line-up history and attendance all move across — nothing is lost or duplicated.

WHY PLACEHOLDERS MATTER

You can assess, plan, pick line-ups and record match stats for a whole squad before a single player creates an account. Placeholder players never receive notifications and never appear in the user admin list.

— THE PLAYER PROFILE

- Identity: name, photo, date of birth (age is calculated), dominant foot, height, weight, training age.
- Role: goalkeeper or outfield — this decides which attribute set and which drill track applies.
- Position: fixo, ala, pivot or universal. Used by the squad selector to suggest a good fit for each slot.
- Coach notes: strengths, weaknesses and priorities in the coach's own words.
- Availability: available, injured or away, with a note. Unavailable players are excluded from planning.



A goalkeeper profile: identity, availability, season stats and the assessment tools.

PHOTOS

Upload a photo from the profile page. Photos are private to the club — only the player, their coaches and their teammates can see them — and they appear on the squad selector cards, comparison views and reports.

ASSESSMENTS & THE RADAR

SECTION 04

An assessment is a snapshot of a player on a given date: every attribute scored from 1 to 10, plus notes. It is the single most important thing you do in FutsalDev, because everything downstream is driven by it.

— TWO ATTRIBUTE SETS

TRACK	CATEGORIES	EXAMPLES
Goalkeeper (29)	Technical, Distribution, Tactical, Fly Keeper, Physical, Mental	Split saves, angle management, power-play management
Outfield (28)	Technical, Tactical, Physical, Mental	First touch, press resistance, transition decisions, finishing

The goalkeeper set includes a dedicated Fly Keeper group for power-play situations — positioning, first touch, passing, shooting, press resistance, recovery to goal and game management — because in futsal the keeper is an outfield player as often as a shot-stopper.

— SCORING A PLAYER

1

Open the player and choose New assessment

The correct attribute set loads automatically from the player's role.

2

Score by category

Work through one category at a time. Anything you skip simply isn't counted in averages.

3

Add notes

Free-text notes are stored with the assessment and appear in the history and on reports.

4

Save

The player gets a notification, the radar redraws, and the recommendation engine recalculates immediately.

5

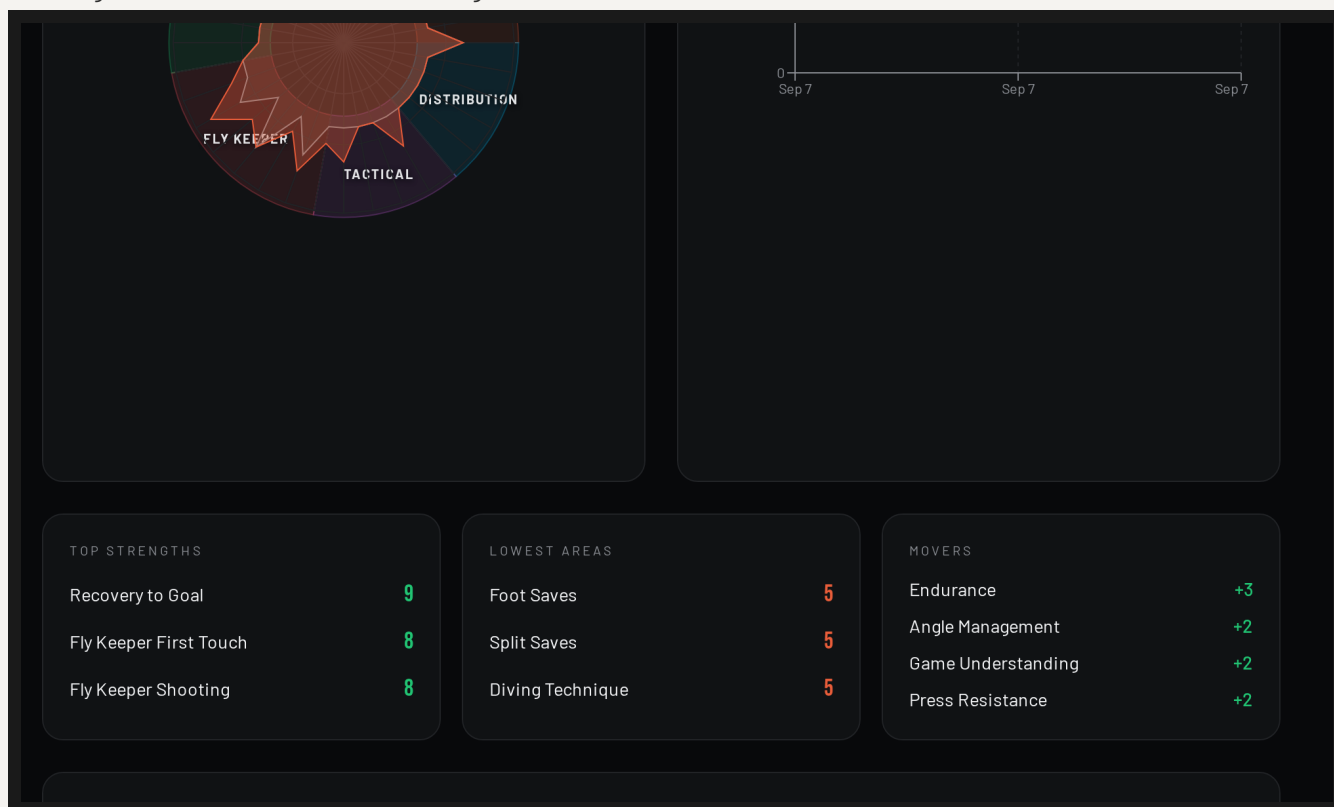
Edit later

Any past assessment can be re-opened and corrected, or deleted, from the assessment history.

— READING THE RADAR

The attribute radar plots the latest assessment as a shape. Categories are drawn as coloured sectors so you can see at a glance whether a dip is technical, tactical, physical or mental. Click any category to zoom into just those attributes; the Overview button returns to the whole picture. A faded second shape shows the previous assessment, so progress

and regression are visible without reading numbers.



Radar with category sectors, top strengths, lowest areas, biggest movers and attendance.

RE-ASSESS ON A CADENCE

Club Settings holds a re-assessment interval (six weeks by default). Any player whose latest assessment is older than that appears in the Due for re-assessment list on the dashboard.

RECOMMENDATIONS & PLANS

SECTION 05

As soon as a player has an assessment, FutsalDev prescribes work. The engine reads the scores, ranks the attributes from weakest to strongest and builds the player's development priorities from the bottom up.

— HOW A SCORE BECOMES A RECOMMENDATION

1

Rank

Every scored attribute is ordered lowest first, within the player's own attribute set.

2

Pick priorities

The lowest-rated areas become the focus. Physical attributes are always given their own dedicated slots so conditioning is never crowded out by technical work.

3

Prescribe

Each priority pulls a pack of specific work: gym and court exercises with sets and reps, mobility stretches where mobility genuinely drives the attribute, and reference videos.

4

Link to drills

The same priority is matched against the drill library by skill tag, so you get named drills you can run tonight, not generic advice.

— THE FOUR-WEEK DEVELOPMENT PLAN

From the player profile you can generate a four-week plan. Each week lists its focus areas, the drills to run, the exercises to complete and the stretches to hold. The plan is built from the current priorities, so regenerating after a new assessment gives a different – and correct – plan.

THE LINK IN ONE SENTENCE

Attribute keys are shared between assessments, recommendations and drill tags – that shared key is what lets a score of 4 for Split Saves turn into a named split-save drill in tonight's session.

DRILL LIBRARY

SECTION 06

The library holds the built-in FutsalDev drill collection plus anything your club adds. Each drill is more than a name: it carries a category, difficulty, duration, equipment list, coaching points, progressions and the skill tags that connect it to the attribute system.

FINDING THE RIGHT DRILL

- Track: goalkeeper or outfield — the categories change with the track.
- Goalkeeper categories: shot stopping, split saves, foot saves, handling, distribution, positioning, reactions, communication, 1v1 defending and fly keeper.
- Outfield categories: passing & receiving, finishing, 1v1 attack, 1v1 defence, transition, pressing, possession, set pieces and small-sided games.
- Difficulty and duration let you match the drill to the group and to the time you have.
- Search by name, or filter by the skill you are trying to improve.

COACHING RESOURCES

DRILL LIBRARY

Searchable database of futsal drills — separate goalkeeper and outfield tracks — with coaching points, progressions, and your team's custom drills.

Goalkeeper

Outfield

Q Search drills, skills or categories...

ANY LEVEL

BEGINNER

INTERMEDIATE

ADVANCED

ALL

SHOT STOPPING

SPLIT SAVES

FOOT SAVES

HANDLING

DISTRIBUTION

POSITIONING

REACTIONS

COMMUNICATION

1V1 DEFENDING

FLY KEEPER

Showing 46 of 46 goalkeeper drills

SHOT STOPPING GK

Intermediate

RAPID FIRE SHOT STOPPING

Coach feeds a continuous series of shots from 6m forcing fast reactions and high

SHOT STOPPING GK

Beginner

SET-POSITION LADDER

Keeper shuffles between two cones and must be fully set before every low, mid and

SHOT STOPPING GK

Advanced

SCREENED SHOT SERIES

Two mannequins and a live screening player block the keeper's view of shots

The drill library with track, category and skill filters.

— YOUR OWN DRILLS

Add a custom drill with a name, category, duration, description, coaching points and skill tags. Custom drills belong to your team, sit alongside the built-in ones everywhere in the app, and are slightly favoured by the auto planner – your own material gets used first.

— VIDEOS

Attach a video link to any drill, built-in or custom. It embeds directly in the drill card, so a player or an assistant coach can see the drill before running it. The public drills page on futsaldev.app shows a selection of the library to anyone, which is useful for sharing with parents or trialists.

SKILL TAGS ARE THE GLUE

A drill tagged `split_saves` is picked automatically for any player or squad whose split-save scores are low. Tag your own drills carefully and the planner immediately starts using them.

TRAINING SESSIONS

SECTION 07

A session is a dated, timed plan of drills for a team. You can build one by hand, or let FutsalDev build it from your squad's assessment data.

BUILDING ONE BY HAND

1

New session

Set date, time, length and location.

2

Add drills

Pick from the library – built-in and custom together – and set minutes per drill.

3

Add notes

Anything the group needs to know: theme, equipment, groupings.

4

Save

Players on the team are notified and the session appears on their calendar.

THE AUTO SESSION PLANNER

Auto-plan session is the fastest route from data to a usable plan. Choose the track, the date, the session length and optionally the exact players and the focus areas you want to work on.

← Back to sessions

AUTO-PLAN A SESSION

Pick a track and we'll build the plan around the squad's lowest-rated attributes. Prefer full control?
[Build one manually.](#)

TRACK

Goalkeepers Outfielders

DATE & TIME

09/08/2026, 07:00 AM

SESSION LENGTH (MIN)

60

LOCATION (OPTIONAL)

Auto-plan: track, length, players and optional focus areas grouped by category.

1

Squad needs are calculated

The latest assessment for each selected player is averaged per attribute. Unavailable players are excluded.

2

Attributes are ranked

Your chosen focus areas come first; otherwise the six weakest attributes are used.

3

Drills are scored

Every drill is scored on how many priority skills it addresses, weighted by how urgent each one is. Your club's own drills get a small boost.

4

Minutes are allocated

Drills are fitted to the session length. Short sessions always produce at least two drills, with durations compressed to fit rather than one drill swallowing the hour.

5

Edit before saving

Swap a drill, change the minutes, add one of your own, then save. The plan becomes a normal session.

— ATTENDANCE

Open a saved session and mark the roster: present, absent, late or excused. Attendance rolls up into an attendance percentage on each player profile and into the squad view on the dashboard, so patterns show up before they become problems.

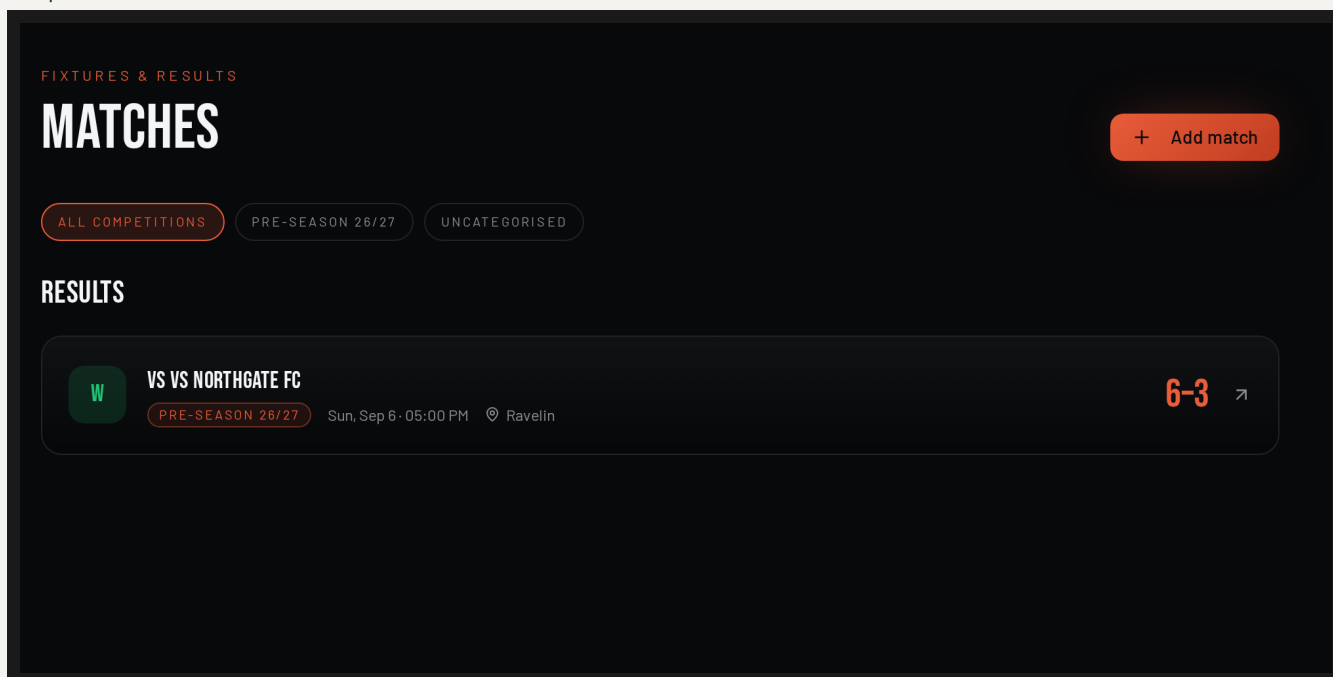
MATCHES & MATCH DAY

SECTION 08

Matches record what actually happened. Fixtures carry an opponent, a date, a venue, home or away, the score and a competition category — and each one holds a full set of per-player statistics.

— COMPETITIONS AND SEASONS

Create your own categories — pre-season, league, cup, tournament, friendlies — with the plus button on the match form. Every fixture gets a category chip, the match list can be filtered by it, and on a player profile the season stats card and the matches tab use the same filter. That means you can look at a player's league form separately from their cup form.



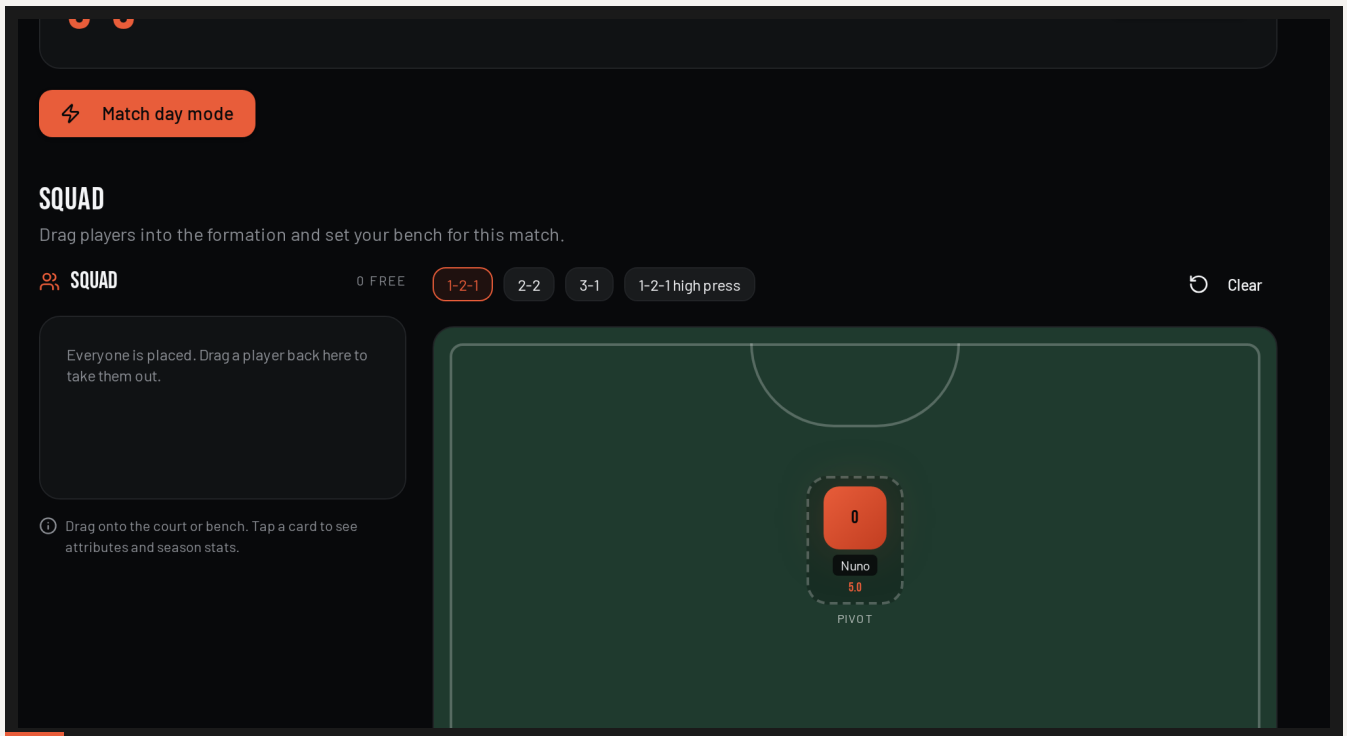
Fixture list with competition chips and filters.

— PER-PLAYER STATISTICS

- All players: minutes, goals, assists, a 1–10 coach rating and notes.
- Outfield detail: shots, shots on target, passes and pass completion, duels, tackles, interceptions, fouls, cards, turnovers.
- Goalkeeper detail: saves, goals conceded, save percentage, clean sheets, distribution accuracy, sweeper actions, penalties faced.
- Everything aggregates into season totals and averages on the player profile, filtered by competition.

THE GOALKEEPER SHOT MAP

On a match with a goalkeeper, tap the pitch to log where a shot came from and what happened: save, goal, off target, penalty save or penalty goal. Coordinates use the real 40×20 metre court, so the map is geometrically true. Season-level maps on the goalkeeper's profile combine every shot faced and break down save rate by zone — left, centre and right; close and long range.



Match detail: score, line-up, per-player stats and the shot map.

MATCH-DAY MODE

Match-day mode is a large-touch, low-friction view for the bench. Open a match and press Match day, or use the shortcuts from the fixture list, the calendar or the dashboard Today strip. It is also reachable directly by adding ?live=1 to a match link, which is handy for a tablet bookmark.

- Big buttons for goals, assists, saves and cards while the game is running.
- Tap-to-place shot logging without leaving the screen.
- Running score and period tracking.
- Everything you log is the same data the season stats and reports read — no re-entry after the game.

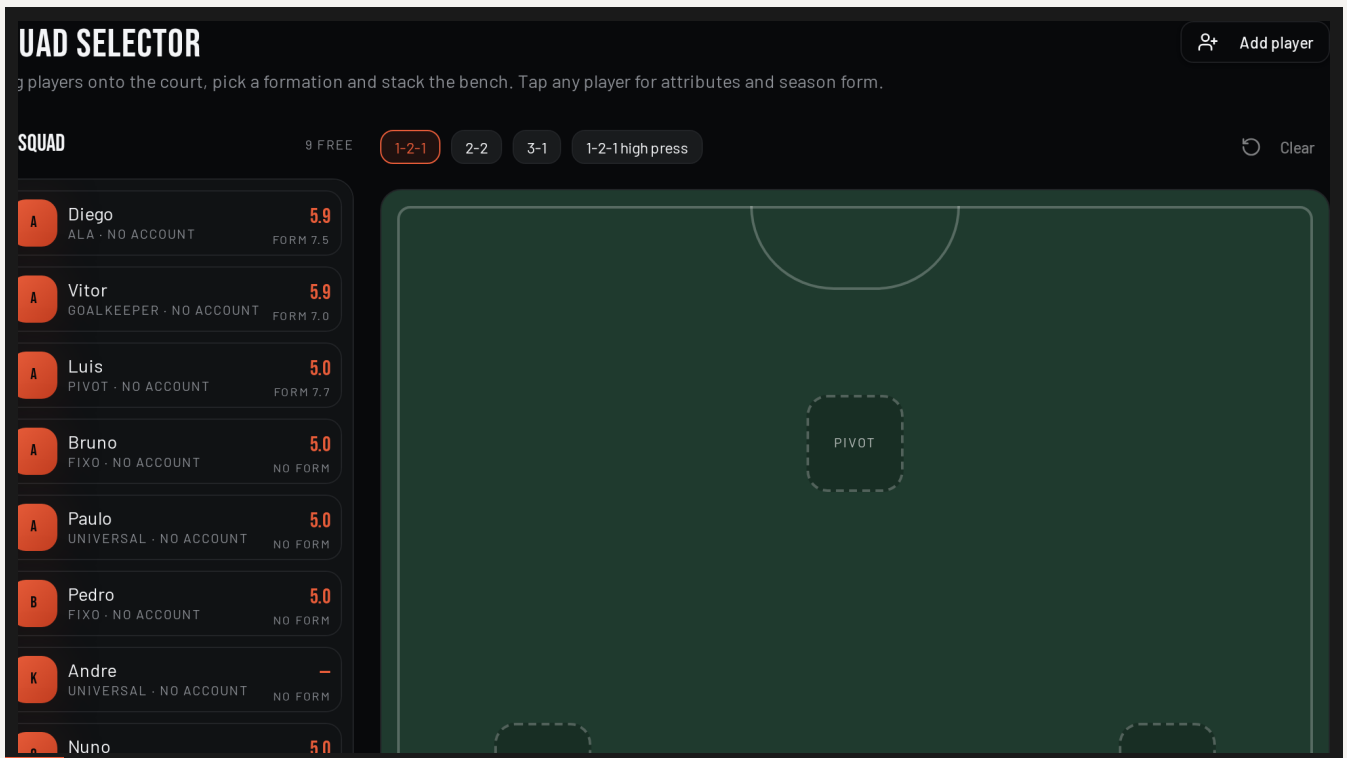
SQUAD SELECTOR & TACTICS

SECTION 09

Two tools for shape: the squad selector picks who plays and where, the tactics board explains how.

— SQUAD SELECTOR

- Pick a formation: 1-2-1 (diamond), 2-2 (square) and the other presets, each with a hint describing the shape.
- Drag players from the squad list onto a slot on the court; drag between slots to swap.
- Each slot has a preferred position, so the board tells you when a player is playing out of role.
- Stack the bench with your rotation.
- Tap any player card for their attributes, availability and recent form before you commit.
- Line-ups save against the match, so the team you picked is the team the stats attach to.

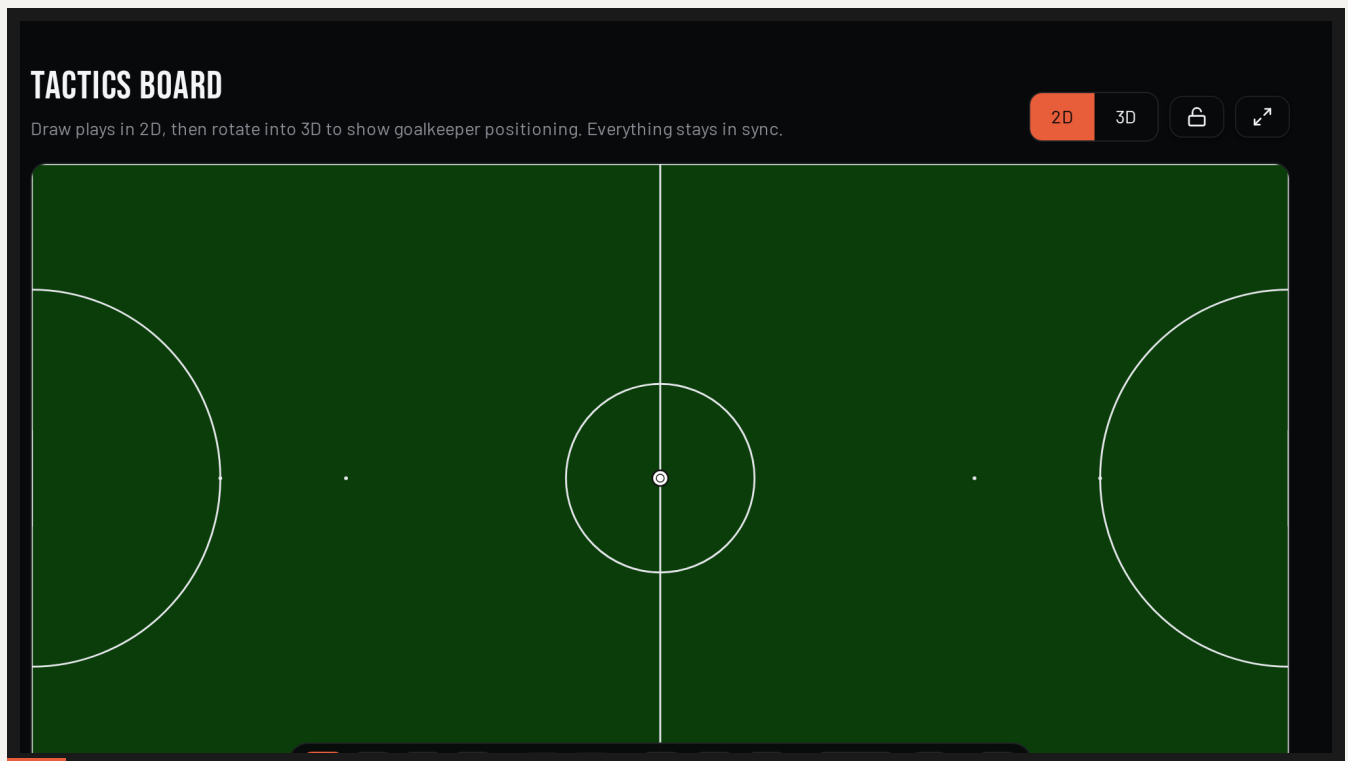


Squad selector: formation presets, drag-and-drop court and bench.

— TACTICS BOARD

- 2D top-down court and a 3D view of the same scene — move a player in one and the other follows.
- Drag players and the ball; draw runs, passes and pressing lines.

- Works on a phone or tablet at the side of the court.
- Boards are saved for the team, so you can build a library of set pieces and power-play patterns.



The tactics board in 2D, with drawing tools.

ANALYTICS & REPORTS

SECTION 10

Once you have two assessments and a handful of matches, FutsalDev starts answering the questions coaches actually ask: who is improving, where is the squad weak, and what do I show a parent or a director?

— COMPARE

Pick any two players — either track — and see their radars overlaid, a category-average table and the difference in overall score. Useful for selection decisions and for showing a player exactly what the level above them looks like.

Player comparison with overlaid radars and category deltas.

— SQUAD ANALYTICS ON THE DASHBOARD

- Squad averages by category, so you can see whether the group is weak physically or tactically.
- An attribute heatmap across players and categories — the fastest way to spot a shared weakness.
- Top movers: the biggest improvements in overall score since the previous assessment.
- Attendance summary per player.
- Availability strip: who is injured or away, with notes.
- Due for re-assessment, driven by your club's cadence setting.

— PROGRESS REPORT PDF

Every player profile has a Download report button. It produces a branded PDF containing the player's details, their attribute radar, category averages, progression over time, season match statistics (including goalkeeper detail and a shot-map summary), attendance rate and recent coach feedback. Coaches can export for any player in their team; players can export their own.

COMMUNICATION

SECTION 11

Coaching is not only numbers. FutsalDev keeps the conversation attached to the data it refers to.

FEEDBACK

From a player profile, write a feedback note. It appears in that player's Feedback tab and triggers a notification. Because it lives next to their assessments, the player sees the comment and the scores that prompted it in the same place.

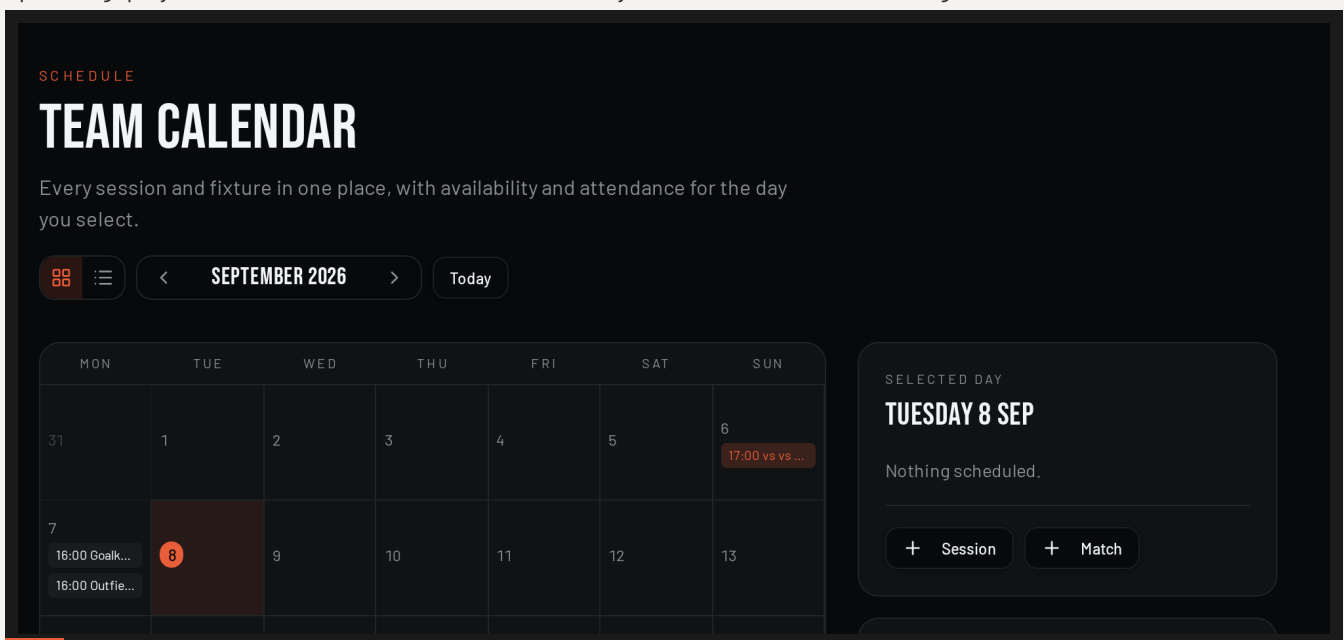
NOTIFICATIONS

- A session is scheduled for the player's team.
- A new assessment is saved for them.
- Coach feedback arrives.
- Their availability status is changed by a coach.

The bell in the sidebar carries an unread count; clicking a notification opens the thing it refers to and marks it read.

CALENDAR

One month view combining training sessions and fixtures, colour-coded, for the whole team. Coaches use it for load planning; players use it to know where to be. Match-day mode can be launched straight from a fixture in the calendar.



Team calendar combining sessions and fixtures.

CLUB & ADMIN

SECTION 12

— CLUB SETTINGS

- Club name and badge — upload and crop your logo; it appears in the sidebar and on exports.
- Re-assessment cadence in weeks (six by default), which drives the dashboard reminder list.
- Club coach code for inviting coaches across every team.
- Teams: create as many as you need and switch between them from the sidebar.

— CLUB APPROVAL

New clubs start as pending and are reviewed by FutsalDev before invites are enabled. A pending, suspended or archived club shows a clear notice in the sidebar so nobody is left guessing.

— MANAGER TOOLS

- Clubs: review, approve, suspend, archive or permanently delete a club.
- Users: see everyone, adjust roles (manager, coach, player) and remove accounts permanently.
- Roles are stored separately from profiles, so a person can be both coach and manager without any privilege leaking between clubs.

PRIVACY

Data is scoped to your club and team. Player photos are readable only by the player, their coaches and their teammates. Placeholder players are invisible to the user admin list and never notified.

QUICK REFERENCE

SECTION 13

WHO CAN DO WHAT

ACTION	PLAYER	COACH	MANAGER
View own profile and assessments	Yes	Yes	Yes
Create and edit assessments	No	Own teams	Yes
Create sessions and auto-plan	No	Own teams	Yes
Mark attendance	No	Own teams	Yes
Record matches and match-day stats	No	Own teams	Yes
Pick line-ups and use the tactics board	View	Yes	Yes
Add custom drills	No	Own teams	Yes
Create placeholder players and link them	No	Own teams	Yes
Send feedback	No	Own teams	Yes
Download progress report	Own	Own teams	Yes
Approve clubs and manage users	No	No	Yes

A WEEK WITH FUTSALDEV

1

Monday

Check the dashboard: availability, due re-assessments, attendance from last week.

2

Tuesday

Auto-plan the session around the squad's weakest areas, adjust the drills, save it.

3

Wednesday

Run the session, mark attendance, add a feedback note to one or two players.

4

Friday

Pick the line-up in the squad selector and set up the fixture with its competition category.

5

Saturday

Match day mode on the bench: stats and shot map as the game happens.

6

Sunday

Review the match, then re-assess anyone flagged as due and regenerate their plan.

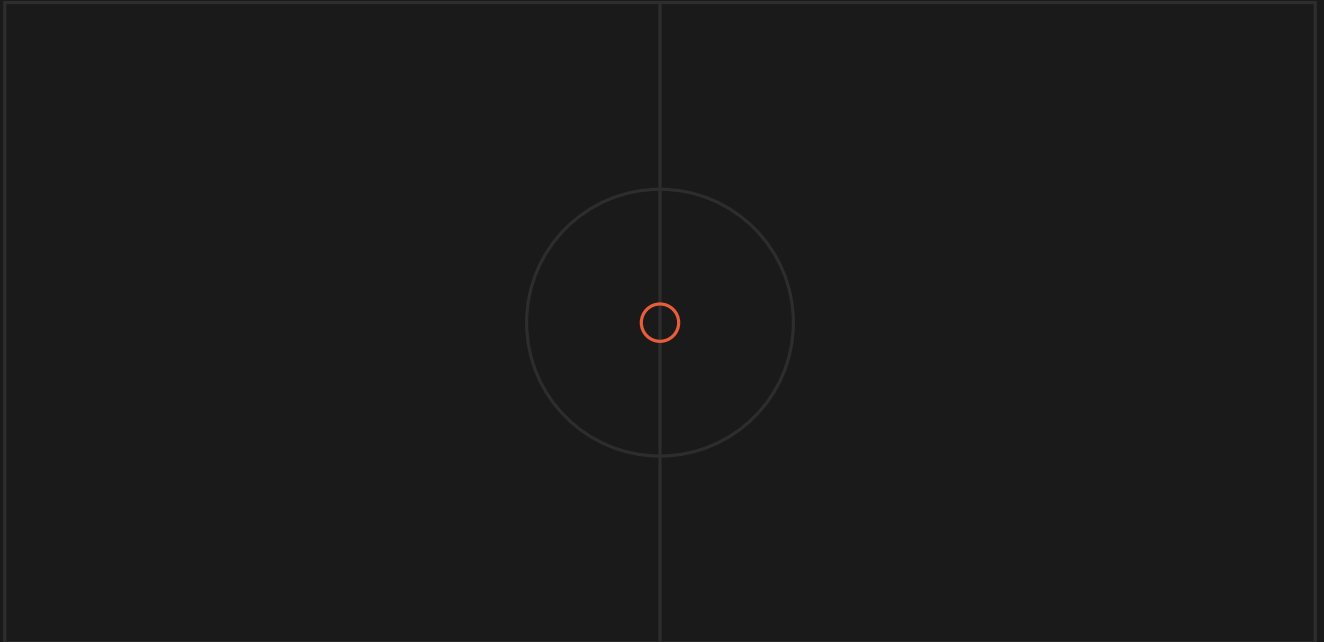
GLOSSARY

TERM	MEANING
Track	Goalkeeper or outfield — decides attributes, drills and stats
Attribute	A single rated quality, scored 1-10 in an assessment
Skill tag	The attribute key attached to a drill; the assessment-to-drill link
Fly keeper	Goalkeeper acting as an outfield player in power play
Fixo / ala / pivot	Defender / winger / target forward in futsal
Placeholder player	A profile created by a coach for a player without an account
Competition category	Your own grouping of fixtures — pre-season, league, cup
Cadence	How often the club expects players to be re-assessed



ASSESS. PRESCRIBE. TRAIN. PLAY. REVIEW.

That is the whole app, and it runs on one loop.



futsaldev.app · DM @futsaldev for free early access