

# USER GUIDE



## GOAL METRICS

### CONTACT INFORMATION:



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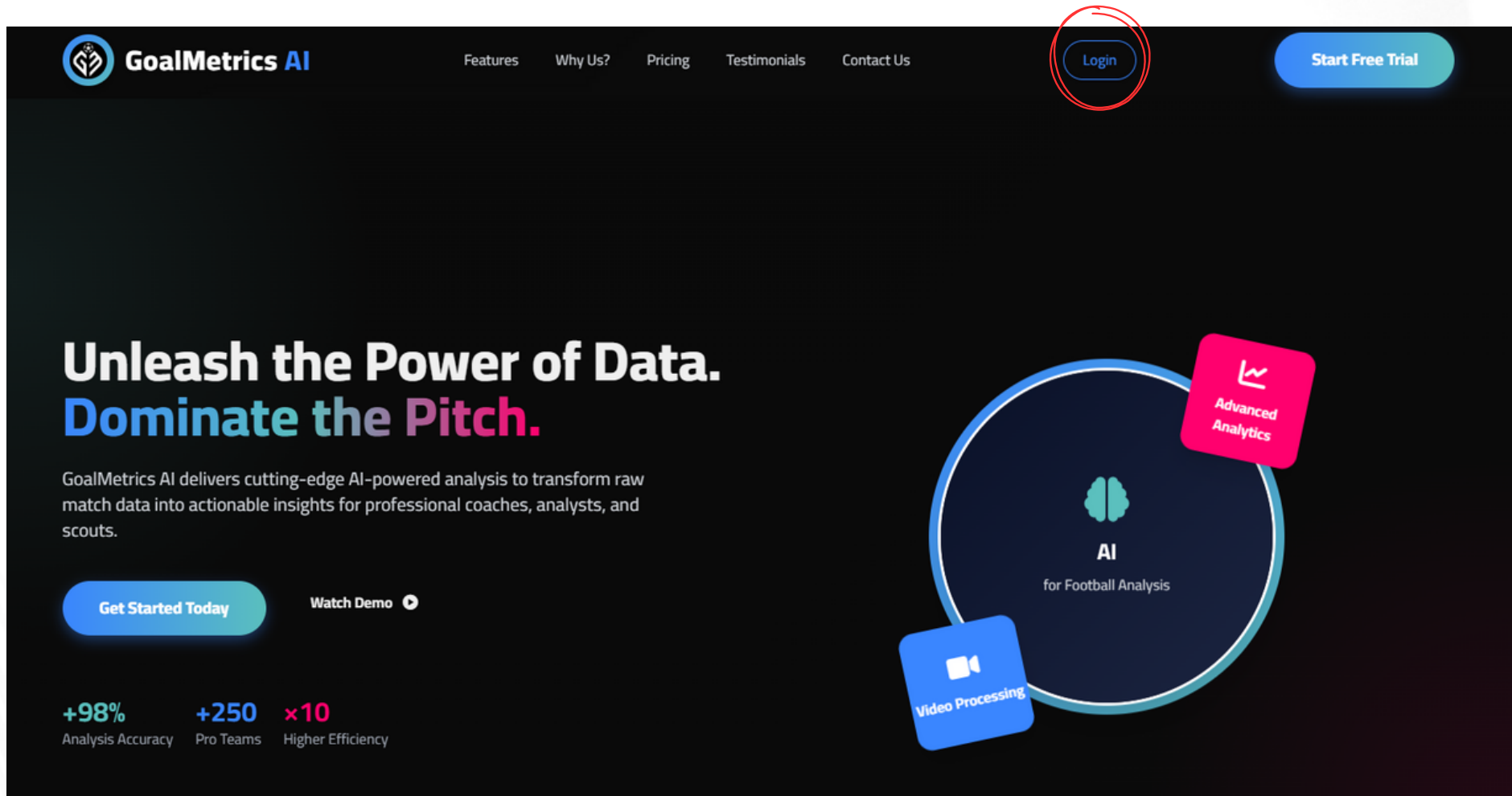
goalmetrics.ai



Doha , Qatar

## Step 1: Access the Website

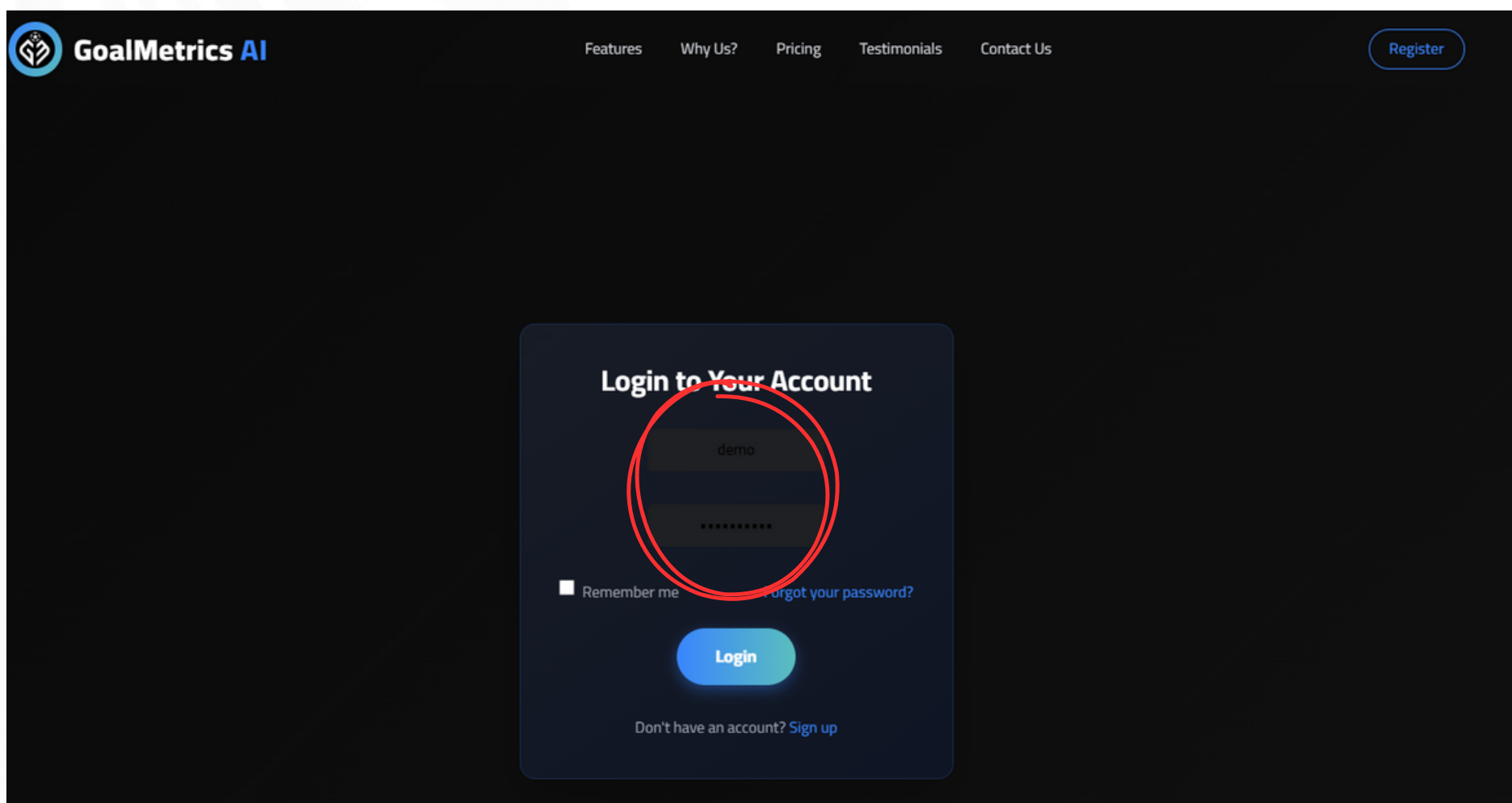
Go to goalmetrics.ai using your web browser.



## Step 2: Login to Your Account

On the homepage, click the Login button.

Enter your Username and Password, then press Sign In to access your account.



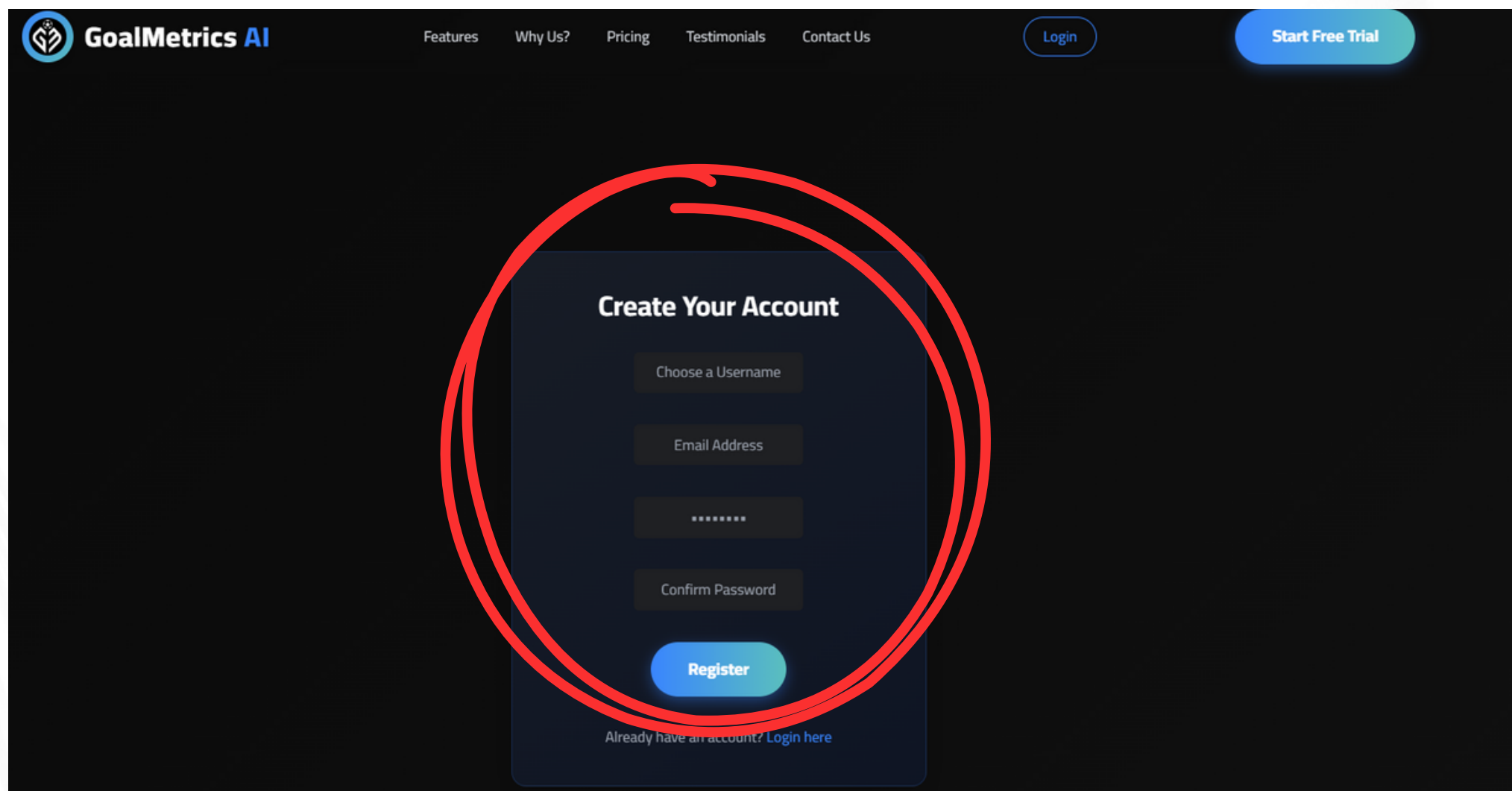
### Step 3: Create a New Account

If you don't already have an account, click Sign Up.

Fill in the required fields:

- Full Name
- Email Address
- Password
- Confirm Password

Then, click Register to complete your account setup.



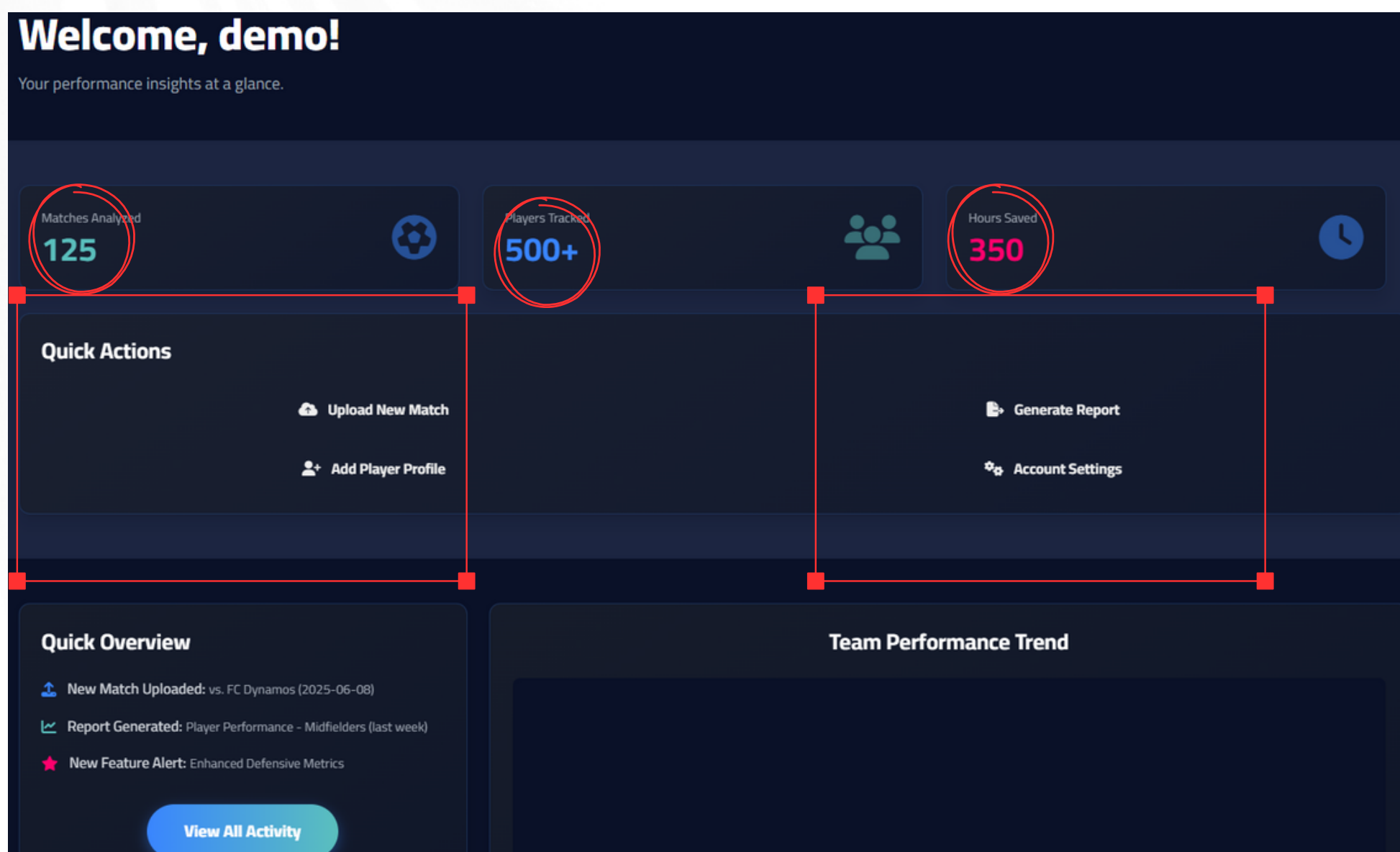
The screenshot shows the 'Create Your Account' form on the GoalMetrics AI website. The form is centered on a dark background and is highlighted with a red circle. It contains the following fields: 'Choose a Username', 'Email Address', a password field with masked characters, and 'Confirm Password'. Below these fields is a blue 'Register' button. At the bottom of the form, there is a link that says 'Already have an account? Login here'. The website's navigation bar at the top includes links for 'Features', 'Why Us?', 'Pricing', 'Testimonials', and 'Contact Us', along with 'Login' and 'Start Free Trial' buttons.

### Step 4: View Your Dashboard

After logging in, your Dashboard will appear. Here you can see your personalized statistics, including:

- Number of Matches Analyzed
- Number of Players Tracked
- Total Hours Saved by the Tool

This gives you a clear overview of your activity and progress.



Step 5: Upload a Match

Click on Upload Match to add your game video.

Once uploaded, the system will automatically start analyzing the match and generating insights.

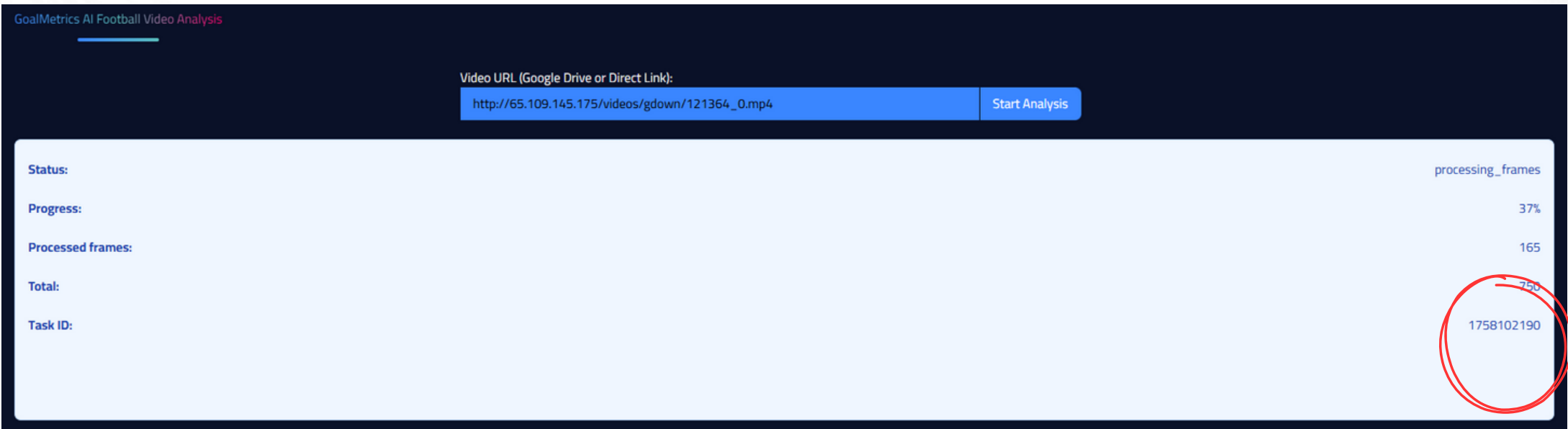


Step 6: Add the Match Link

After clicking the Upload Match button, paste the match link (either a direct video link or a Google Drive link).

Then, click Start Analysis to begin processing the match.

Once submitted, the system will assign a unique Match ID, which will appear in the Reports section for easy tracking.



An illustrative image of the tracking and analysis process will be displayed for better understanding.



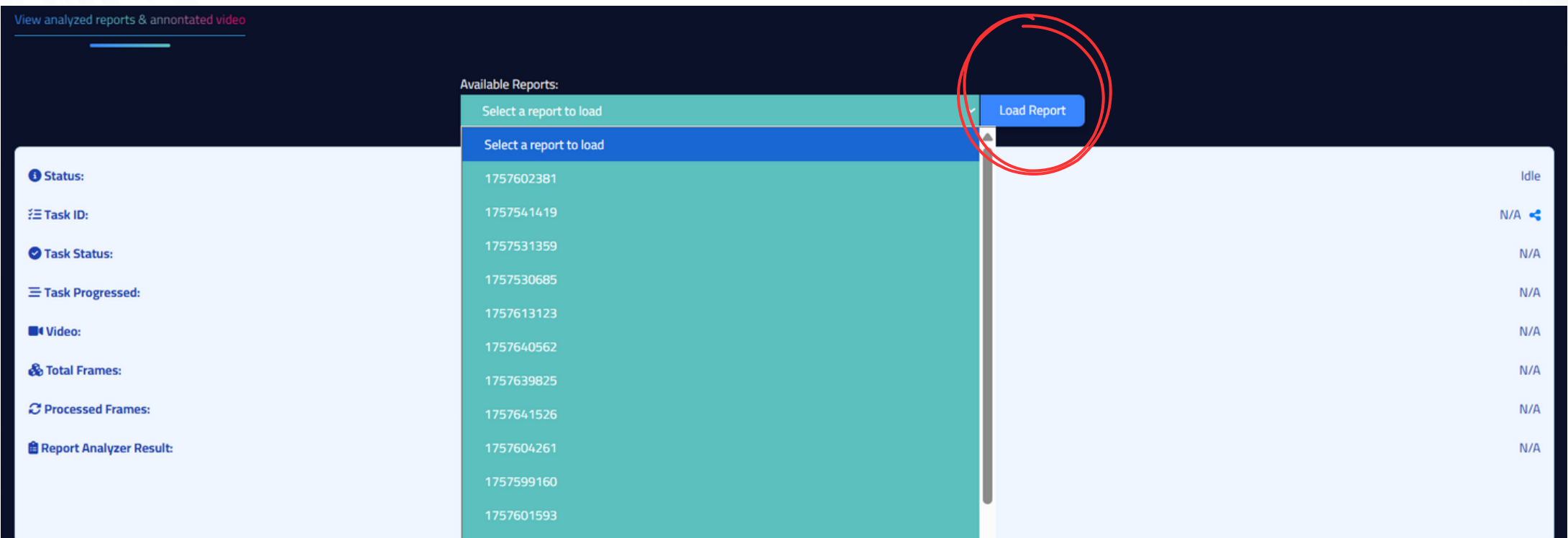
Step 7: Generate Match Report

Go to the Generate Report section.  
From here, you can download a detailed match report containing all key insights and statistics.



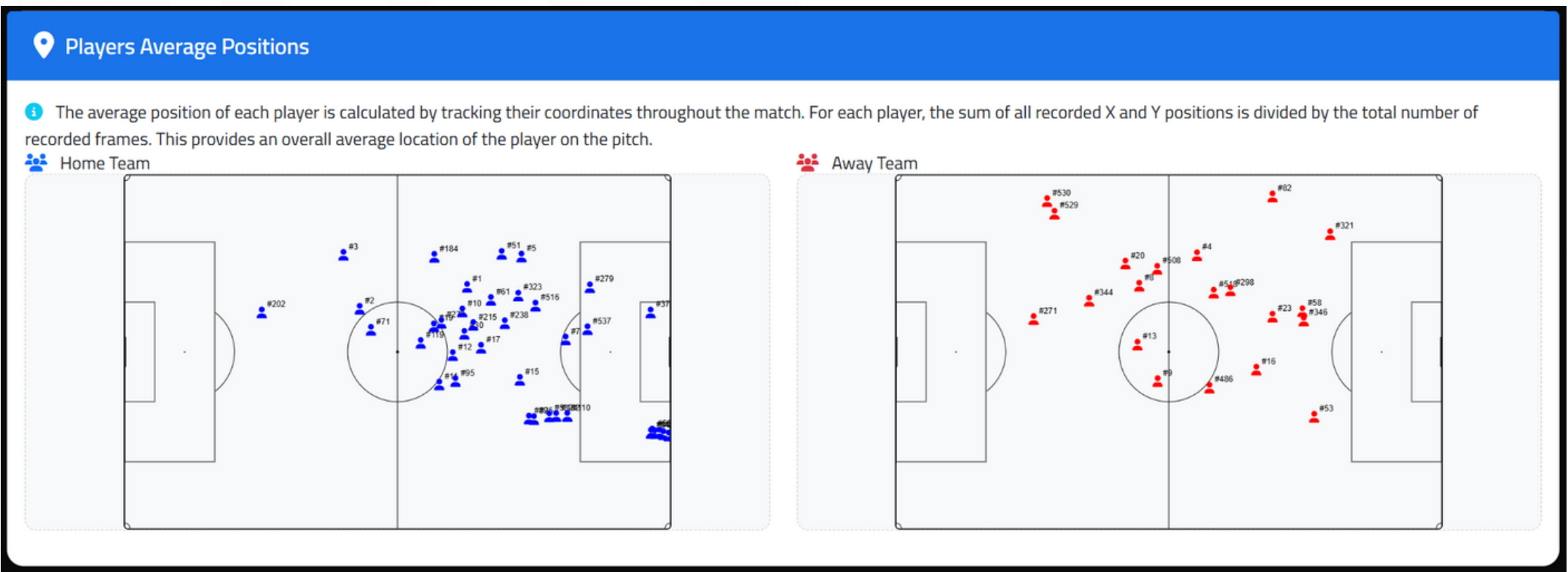
Step 8: Select and Load Your Match Report

In the Reports section, choose the report you want by using the Match ID that was generated during the analysis.  
After selecting the correct Match ID, click Load Report to open and review the detailed analysis.



Step 9: View the Detailed Match Report

At this stage, a comprehensive report will appear, providing a full breakdown of all match events and detailed statistics.



## Players Speed & Distance

Player speed and distance are calculated by tracking their coordinates frame by frame. The total distance is computed using the movement between positions every second. Speed is determined as the distance covered per second. The average speed is the total distance divided by time, while the maximum speed is the highest recorded speed in any second.

Home Team

| Player | Distance (m) | Avg Speed (m/s) | Max Speed (m/s) | Total Time |
|--------|--------------|-----------------|-----------------|------------|
| 1      | 1292.57      | 2.48            | 9.22            | 522        |
| 2      | 273.32       | 3.22            | 12.81           | 85         |
| 3      | 469.26       | 2.47            | 7.28            | 190        |
| 5      | 1412.36      | 2.35            | 10.00           | 601        |
| 7      | 1096.25      | 1.82            | 9.22            | 601        |
| 10     | 623.91       | 2.01            | 10.77           | 311        |
| 11     | 1244.68      | 2.07            | 7.62            | 601        |
| 12     | 908.59       | 1.72            | 7.07            | 529        |
| 15     | 1146.56      | 1.91            | 7.62            | 601        |

## Field Control Distribution Analysis

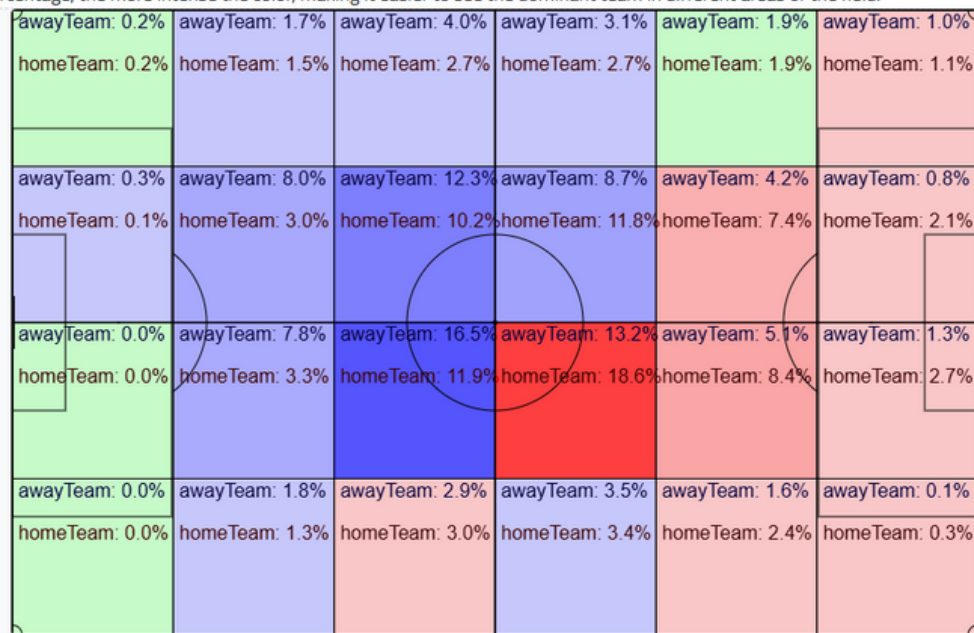
This statistic represents the distribution of field control between the participating teams based on the number of players in each cell of the field. The percentage for each team is calculated by dividing the number of players in the cell by the total number of players in that team, and the color is then determined based on the dominant team:

**Blue** : Represents control by homeTeam.

**Red** : Represents control by awayTeam.

**Green** : Represents a draw in control between both teams.

The transparency reflects the degree of control; the higher the percentage, the more intense the color, making it easier to see the dominant team in different areas of the field.



## Passmap Overview

The Passmap is a visual representation of all passes made by each team during the match. It helps users analyze passing patterns, team distribution, and overall ball movement.

Features:

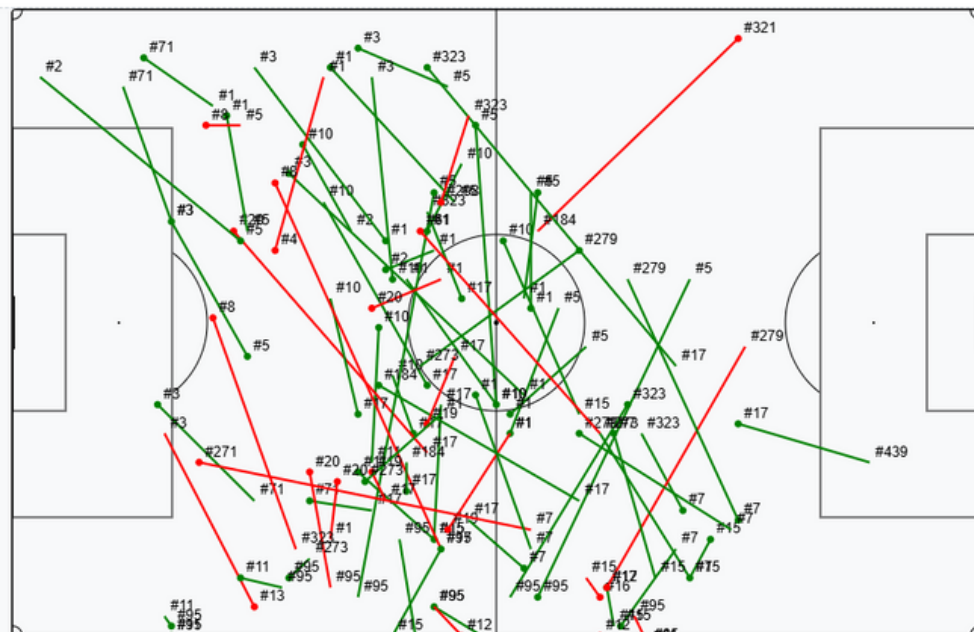
**Team Sections:** The Home Team and Away Team are displayed separately, each with its own passing map.

**Field Visualization:** The passmap is drawn on a field-like background, showing successful and failed passes.

**Key Statistics:** Below each passmap, detailed stats are displayed, including: Total Passes, Successful Passes, Failed Passes, Total Pass Distance, Longest Pass Distance, Average Pass Distance, Ball Possession Time, Ball Touches, Forward Passes, Lateral Passes, Backward Passes, Through Passes, Crosses, Possession Losses, Successful Retentions, Pass Success Rate.

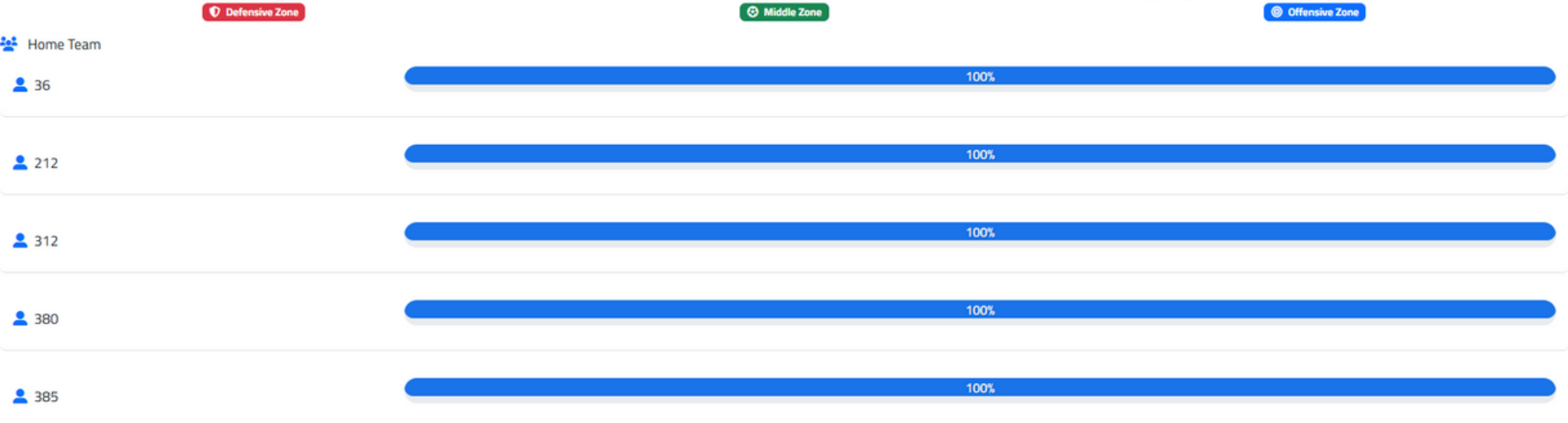
This visualization allows users to quickly understand team performance, passing accuracy, and ball control in an interactive and structured way.

Home Team Pass Map



Player Zone Distribution

This visualization represents the percentage distribution of each player's actions across defensive, middle, and offensive zones. The data is calculated based on the player's activities during the game.



Ball Carriers Under Pressure

| Player | Sequences | Success/Fail | Success Rate | Avg Pressure | Max Pressure | Defenders Faced                      |
|--------|-----------|--------------|--------------|--------------|--------------|--------------------------------------|
| #1     | 10        | 6 / 4        | 60.0%        | 0.38         | 1.40         | #4 #11 #20 #30 #51 #298              |
| #2     | 2         | 2 / 0        | 100.0%       | 0.35         | 0.70         | #20                                  |
| #3     | 4         | 3 / 1        | 75.0%        | 0.48         | 1.40         | #19 #20 #51                          |
| #4     | 7         | 7 / 0        | 100.0%       | 0.72         | 1.40         | #1 #3 #11 #71 #184                   |
| #5     | 8         | 7 / 1        | 87.5%        | 0.28         | 1.40         | #8 #12 #19 #51 #58 #321              |
| #7     | 6         | 4 / 2        | 66.7%        | 0.21         | 0.70         | #16 #58                              |
| #8     | 9         | 7 / 2        | 77.8%        | 0.08         | 0.70         | #5 #184 #323                         |
| #10    | 5         | 5 / 0        | 100.0%       | 0.48         | 2.10         | #4 #19 #58                           |
| #11    | 5         | 2 / 3        | 40.0%        | 0.98         | 2.10         | #1 #12 #15 #16 #19 #61 #95 #273 #312 |
| #12    | 7         | 4 / 3        | 57.1%        | 0.30         | 0.70         | #17 #95                              |

Pressing Sequence Details

Click on a sequence to view pressure details

#1

Player: #12

Team: 0

Duration: 30 frames

Successful

high

Avg Pressure:0.63

Max Pressure:0.70

Frames:1 - 54

Pressure Events:

Frame: 1

Intensity: 0.00

Closest Defender: #17 (5.1 m)

Ball Position: [45.8, 49.3] m

Carrier Position: [45.0, 47.9] m

Defenders:

#11 (8.7 m) #17 (5.1 m) #1 (15.2 m) #7 (18.5 m) #5 (24.5 m) #15 (17.6 m) #10 (11.9 m) #61 (32.5 m) #2 (6.4 m) #3 (22.9 m)

Frame: 2

Intensity: 0.00

Closest Defender: #17 (5.1 m)

Ball Position: [45.8, 49.5] m

Carrier Position: [45.0, 48.0] m

Defenders:

#17 (5.1 m) #7 (18.5 m) #5 (24.5 m) #1 (15.2 m) #15 (17.6 m) #11 (8.7 m) #10 (12.0 m) #2 (6.3 m) #61 (32.5 m) #3 (22.7 m)