



Touch Tracker Pro

FOR COACHES AND TEAM MANAGERS

Coach Guide

As a coach you build your team's roster, run touch challenges and see who is putting in the work. This guide walks through a full season: adding players, creating a challenge, enrolling the team, and declaring winners at the end.

1. Sign in and find your way around

Sign in with the email address your club administrator set up for you. There is a coach sign-in screen — tap "Coach / Admin" at the bottom of the player screen — but it is signposting, not a gate: the ordinary sign-in screen works just as well, because the app decides what to show you from your account, not from the screen you used.

COACH ADMIN

Touch Tracker Pro

Restricted to authorised coaching staff

Coach Sign In

EMAIL

coach@email.com

PASSWORD

.....

SIGN IN AS COACH

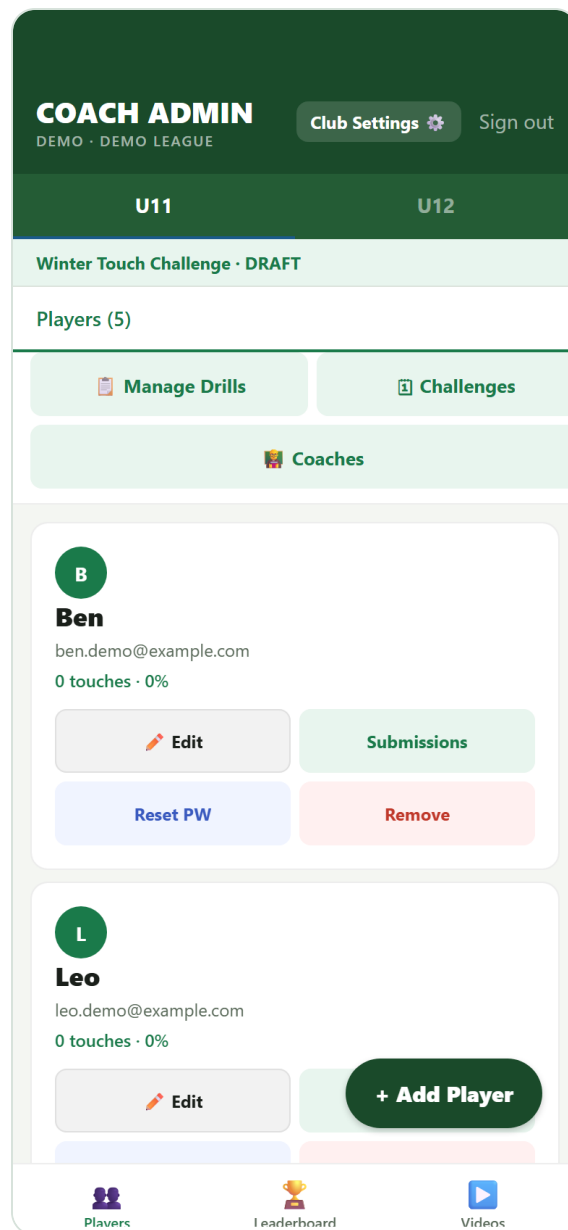
[Forgot password?](#)

[← Player Login](#)

Built by [CompuRay Technologies](#)

The coach sign-in screen

The app opens on Coach Admin. Everything you do lives here.



The Coach Admin screen with team tabs, the challenge status and the roster

ON SCREEN	WHAT IT DOES
Team tabs (U11, U12 ...)	Switch teams. Each team has its own challenge and its own roster.
The green line under the tabs	The current challenge for that team and its status.
Manage Drills	The club's list of drills and what each is worth.
Challenges	Create, edit, staff and start challenges.
Coaches	Add another coach to the club.
Add Player	Add someone to the roster.
Club Settings	Club name, theme, teams and your team join codes.

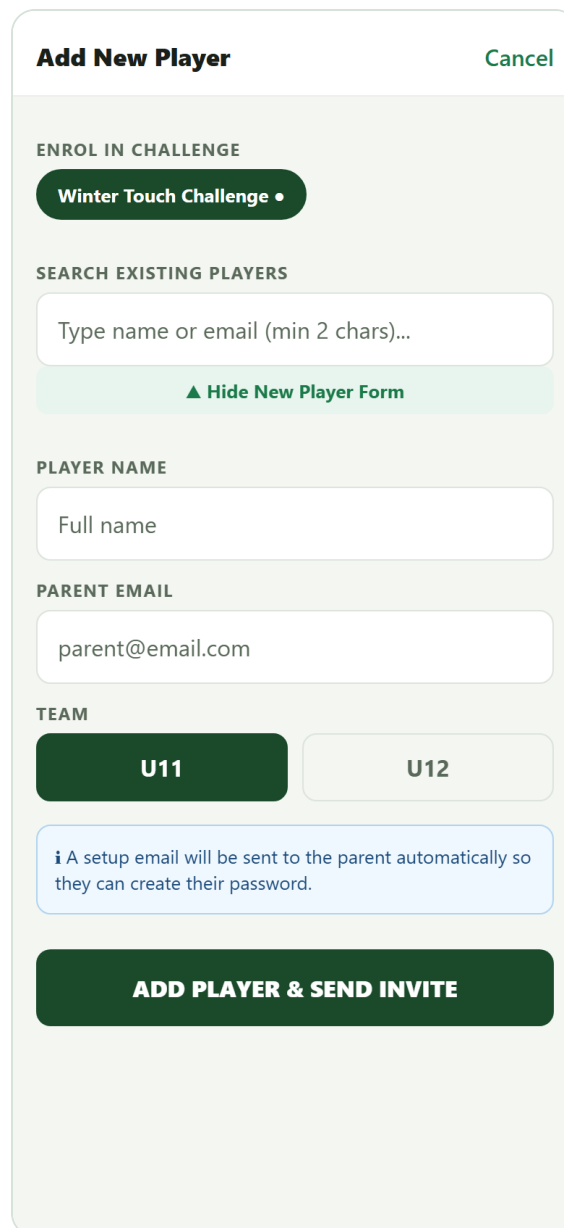
The three tabs at the bottom are Players (this screen), Leaderboard and Videos.

One thing to know before you start: **being on the roster and being in a challenge are two different things.** A player on the roster cannot log a single touch until you enrol them in the running challenge.

2. Get players onto your roster

There are two ways, and you can mix them.

Option A — add each player yourself. Tap "+ Add Player", then "+ Add Brand New Player". Enter the player's name, the parent's email address and the team. The app creates the account and emails the parent a link to set a password.

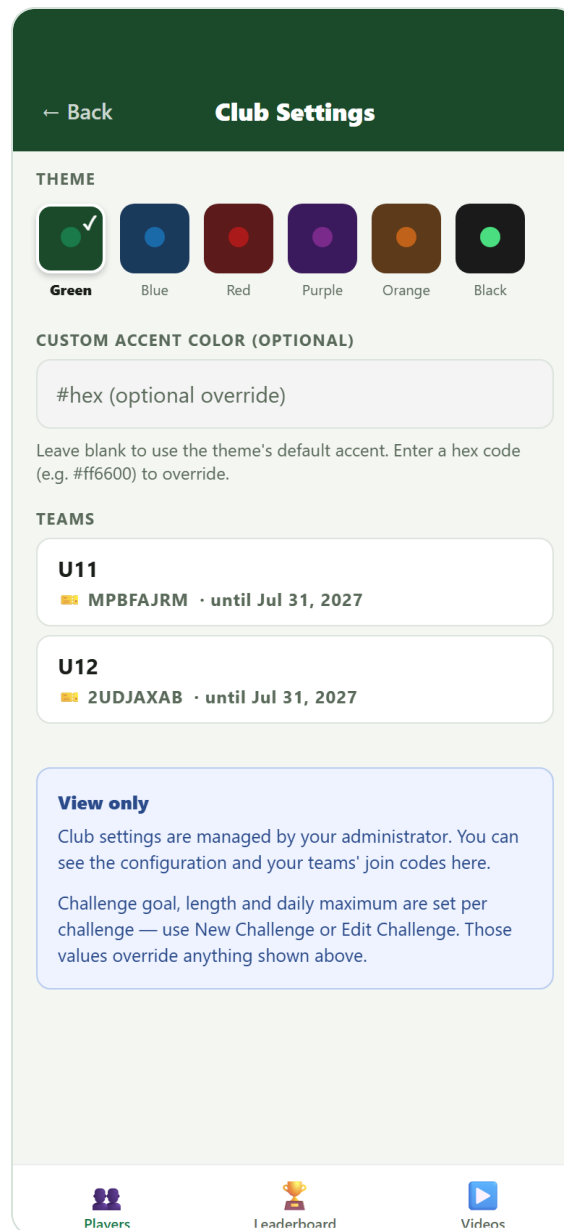


The screenshot shows a mobile app interface for adding a new player. At the top, there's a title bar with "Add New Player" and a "Cancel" button. Below this is a section titled "ENROL IN CHALLENGE" with a dropdown menu currently showing "Winter Touch Challenge". Underneath is a "SEARCH EXISTING PLAYERS" section with a text input field labeled "Type name or email (min 2 chars)..." and a button labeled "▲ Hide New Player Form". The main form area has three sections: "PLAYER NAME" with a text input field labeled "Full name", "PARENT EMAIL" with a text input field labeled "parent@email.com", and "TEAM" with two buttons labeled "U11" and "U12". Below the team selection is a blue information box stating: "i A setup email will be sent to the parent automatically so they can create their password." At the bottom of the form is a large green button labeled "ADD PLAYER & SEND INVITE".

The add-player form

The search box above the form finds players who already exist in the club, which is how you pick up a player who was on another team last season instead of creating a duplicate.

Option B — hand out your team join code. Every team has an eight-character code in Club Settings. Families enter it in the app and set up their own account, which saves you typing 20 email addresses.



Club Settings showing each team's join code and its expiry date

A join code puts the player on the roster and nothing more — they still wait for you to enrol them, so nobody can add themselves to a running challenge. Codes are view-only for coaches; your club administrator generates and rotates them. Ask for a rotation if a code leaks outside the team.

If a family tells you the code did not work, they do **not** need to sign up again. Their account is created and saved the moment they finish the first screen, so give them the current code and tell them to sign in with the same email and enter it. A second sign-up with a second email is what

leaves you a duplicate player to clean up.

Either way, the parent's email address is the login. Get it right the first time: only a club administrator can change an address afterwards.

3. Create a challenge

A challenge belongs to one team. U11 and U12 each need their own, with their own dates and goal. A team can only have one challenge running or waiting at a time.

Tap "Challenges", then "+ New Challenge". Pick a template to pre-fill the settings — every value stays editable afterwards.

Choose a TemplateCancel

Select a template to pre-fill the challenge settings. You can edit any value after selecting.



Beginner Touch Challenge

Perfect for new players U8-U12. All touch types, steady daily pace.

 25,000 touches

 50 days

 All-round development

Select →



1v1 Ball Mastery

Dribbling and inside surface focus. Great for U11-U14 attacking players.

 25,000 touches

 50 days

 Dribbling & inside surface

Select →



Passing & Receiving Focus

Passing types only. Ideal for midfielders and team play development.

 25,000 touches

 50 days

 Passing & receiving

Select →



Juggling Specialist

Instep juggling focus. Technical development for all ages.

 25,000 touches

 50 days

 Instep juggling

Select →



Elite 50-Day Challenge

All touch types at full intensity. For U15+ competitive players.

 25,000 touches

 50 days

 Full intensity



Short Sprint Challenge

30-day focused challenge. Great for busy seasons or top-up training.

 15,000 touches

 30 days

 Short burst

The template chooser

Then fill in the form.

New ChallengeCancel

U11U12

CHALLENGE NAME

e.g. Fall 2026

START DATE

Tap to choose date...

END DATE (AUTO-CALCULATED)

Set start date + days above

CHALLENGE DAYS

50

CHALLENGE GOAL (TOUCHES)

25000

MAX DAILY TOUCHES

450

GRACE PERIOD (DAYS PLAYERS CAN SUBMIT LATE)

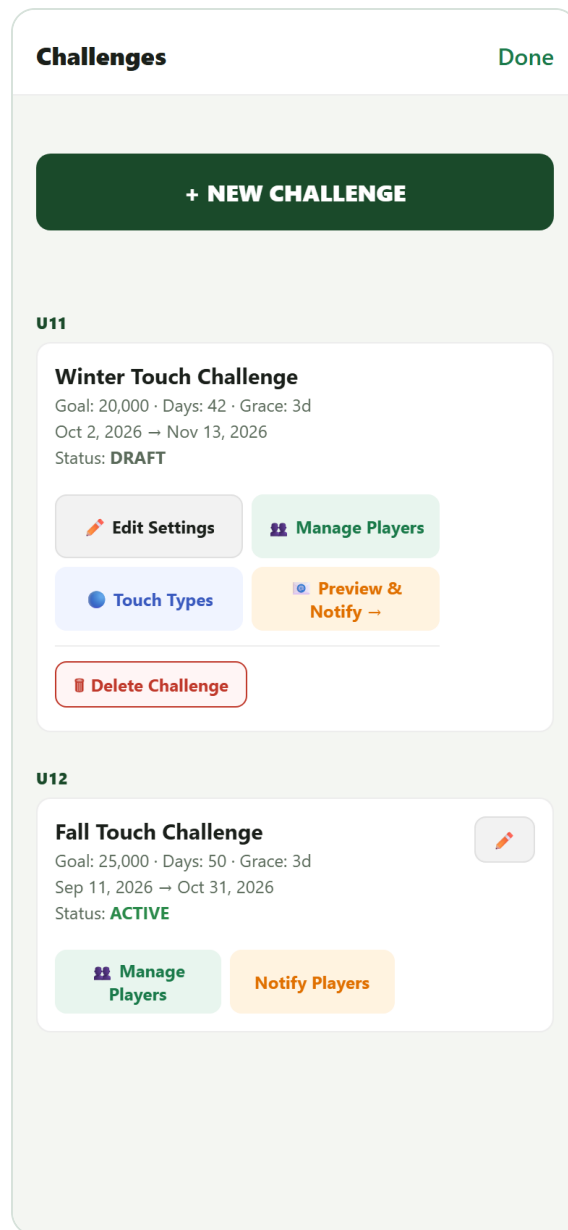
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CREATE CHALLENGE

The new challenge form

FIELD	WHAT IT MEANS
Team	Which team this challenge is for. Set it first.
Challenge name	What players see, e.g. "Fall Touch Challenge".
Start date	Day 1. The challenge starts itself on this date.
End date	Calculated from the start date plus the challenge days.
Challenge days	How many days players can log, e.g. 50.
Challenge goal	The touch target the progress bars measure against.
Max daily touches	The most one day can be worth. Used for the Perfect Week badge.
Grace period	How many days late a player may still log a missed day. Three is typical.

The new challenge is saved as a draft. Nobody can log touches yet, which gives you time to set the drills and add players.



The challenges screen with a draft challenge and a running one

These values override the club defaults in Club Settings, so the challenge is where you change a goal, not the club screen.

4. Choose the drills

On a draft challenge, tap "Touch Types". Every active club drill starts ticked; untick the ones this challenge should not count.

Touch Types — Winter Touch Challenge

Cancel

All active drills are shown checked by default — uncheck any to restrict them for this challenge. Add custom touch types below.

11 of 11 touch types selected

☒

Right Foot Top Surface Juggling

+25

☒

Left Foot Top Surface Juggling

+25

☒

Alternating Feet Top Surface Juggling

+50

☒

Right Foot Inside Surface Juggling

+25

☒

Left Foot Inside Surface Juggling

+25

☒

Pass, Roll Pass

+50

☒

Receive Half Turn Right

+50

☒

Pass and Receive Half Turn Left

+50

☒

Pass and Receive Half Turn Alternating / Avoid Pressure

+50

☒

Alternating Wall 1 Touch

+50

☒

The touch types screen for a draft challenge

The numbers on the right are the touches each drill is worth per day, and they add up to the daily maximum a player can reach.

Need a drill the club does not have? Two places to add one:

- **Manage Drills** on the Coach Admin screen adds it to the club, for every challenge.

- **Add Custom Touch Type** at the bottom of the Touch Types screen adds it to this challenge only.

← Back **Manage Drills**

ACTIVE DRILLS **11** DAILY MAX **465 touches**

Add a new drill

DRILL NAME
e.g. Wall passes

TOUCHES PER DAY
50

CATEGORY

Instep Juggling Inside Surface & Roll Pass

Passing & Receiving

Agility & Coordination Dribbling

Shooting Heading & Aerial

First Touch & Control **Other Drills**

ADD DRILL

Quick add suggestions
One tap to add — edit afterwards if needed

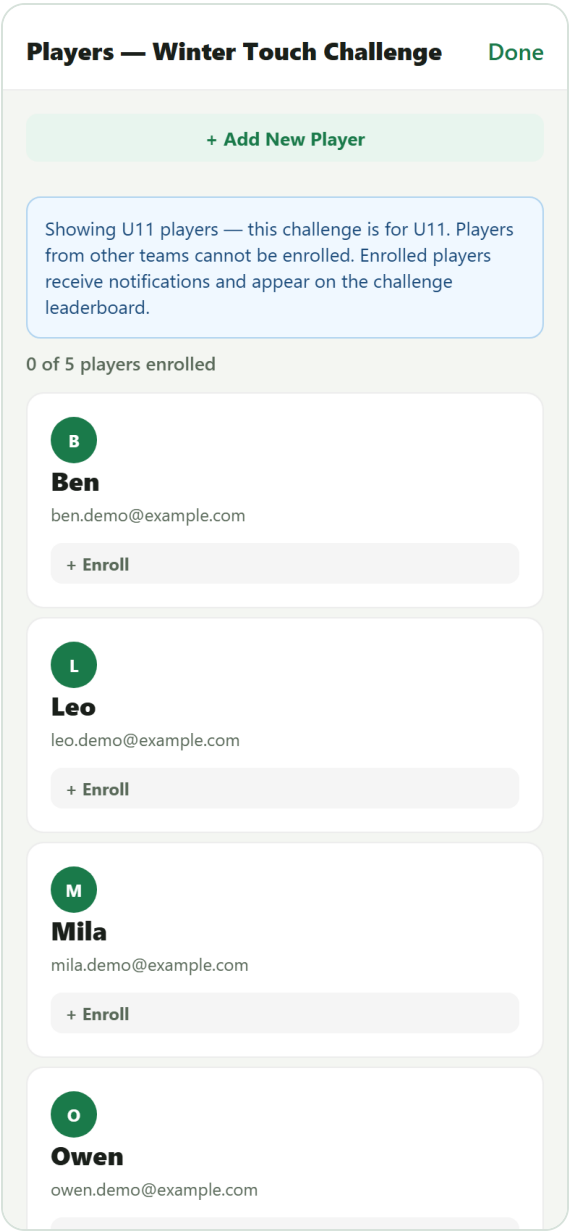
Players Leaderboard Videos

The Manage Drills screen

Touch Types is only offered while the challenge is a draft. Once it is running, changing which drills count would change scores that players have already banked, so the button disappears. Decide the drill list before you start the challenge.

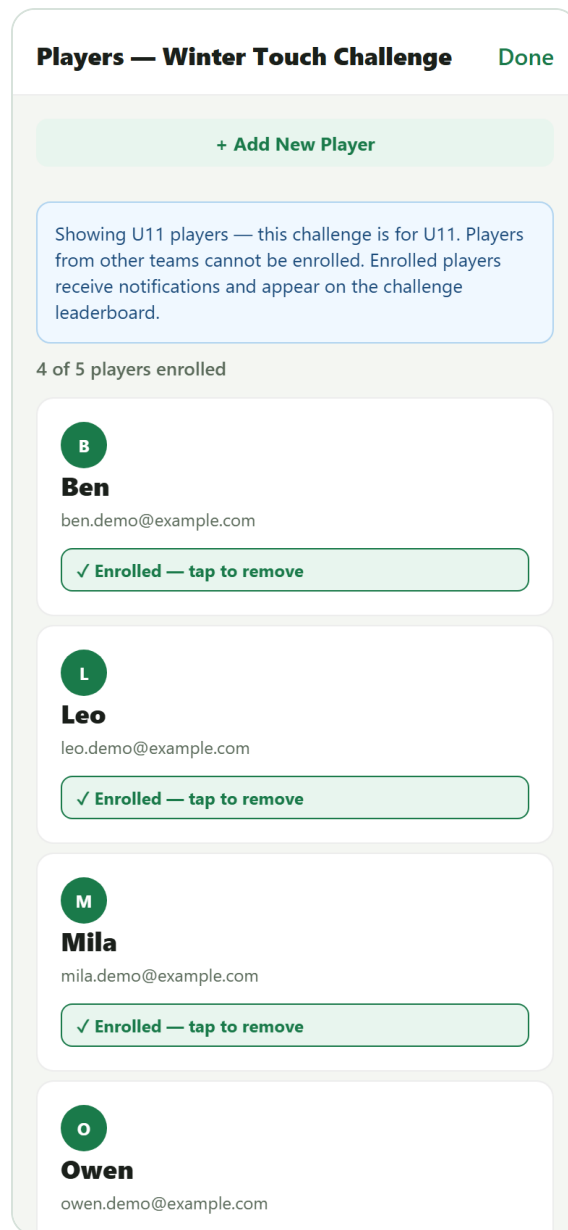
5. Enrol your players

This is the step that lets players log touches. On the challenge, tap "Manage Players". The list shows every player on that team — players from other teams cannot be enrolled here.



The manage players list with nobody enrolled

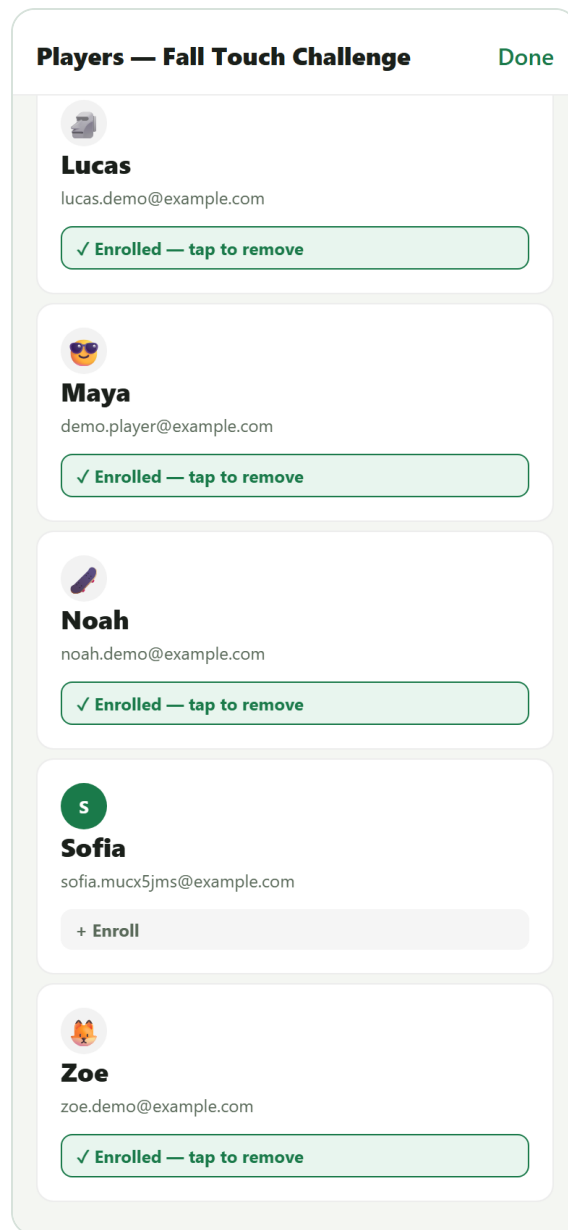
Tap "+ Enroll" on each player. The count at the top tracks where you are.



The same list with four of five players enrolled

Tapping an enrolled player again removes them, which is how you drop someone who left the team. Their submissions are kept.

Families who joined with a code land here. They are on the roster with "+ Enroll" still showing, and until you tap it the app tells them their coach has not added them yet. Check this list after handing out a code.



A self-joined player waiting to be enrolled among enrolled teammates

Enrolment stays open for the whole challenge, so you can add a player who joins late. A late joiner starts at zero and can only log today plus the grace-period days — the earlier days are closed and cannot be backfilled.

Players — Fall Touch Challenge

Done

This challenge is already running

You can still add players. A new player starts at 0 and can only log today plus the last 3 days — earlier days are closed, so they cannot backfill the days they missed.

+ Add New Player

Showing U12 players — this challenge is for U12. Players from other teams cannot be enrolled. Enrolled players receive notifications and appear on the challenge leaderboard.

10 of 11 players enrolled



Ava

ava.demo@example.com

✓ Enrolled — tap to remove



Chloe

chloe.demo@example.com

✓ Enrolled — tap to remove



Ethan

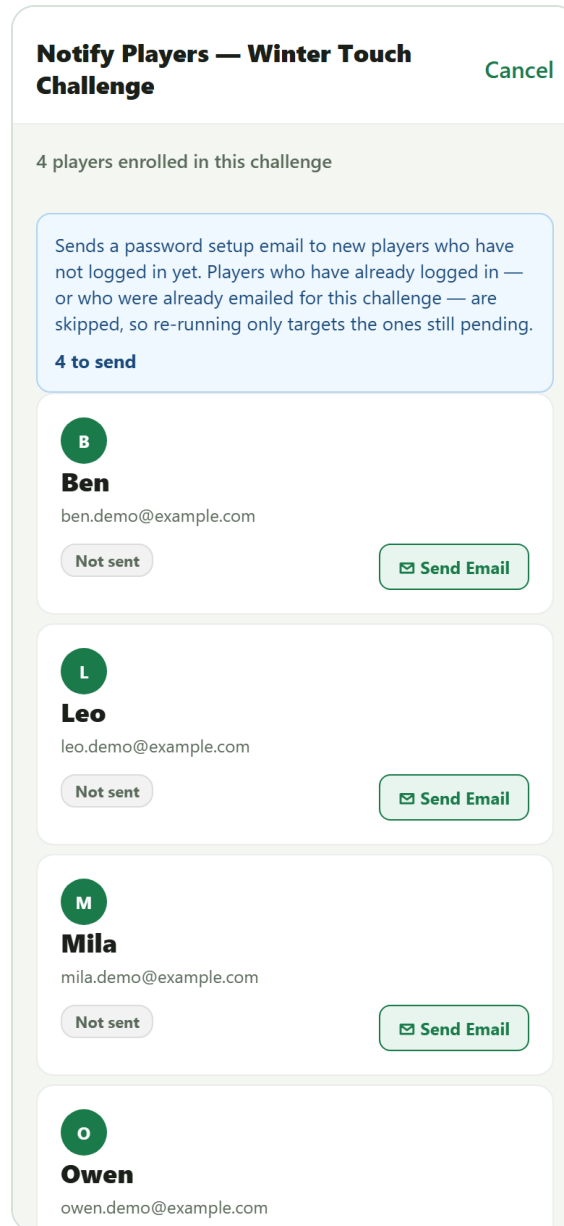
ethan.demo@example.com

✓ Enrolled — tap to remove

Manage players on a running challenge, warning that a new player cannot backfill missed days

6. Announce it and start

On the draft challenge tap "Preview & Notify". It lists the enrolled players and how many still need a setup email.



The notify screen listing enrolled players and how many emails will be sent

"Send Setup Emails" emails every pending player, or send one at a time with "Send Email" on a row. Players who have already logged in, or were already emailed for this challenge, are skipped — so you can run it again after adding a latecomer without spamming the rest. The sends are paced deliberately; leave the screen open until it finishes.

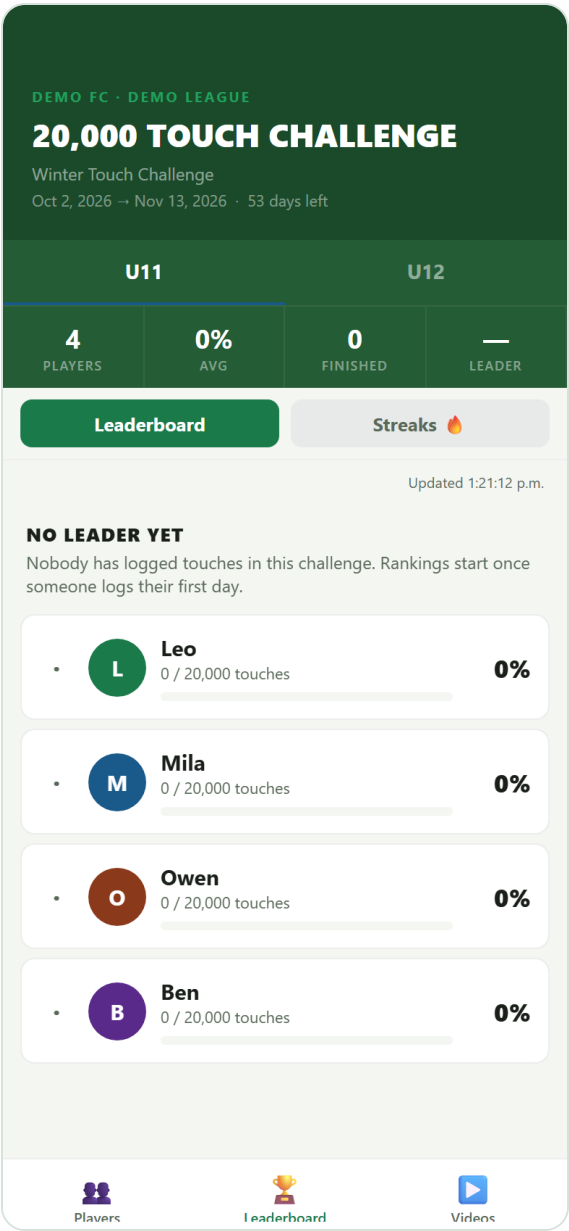
Sending also moves the challenge from draft to **scheduled**: the settings lock and the challenge starts itself on the start date. Players see it announced but still cannot log.

STATUS	WHAT IT MEANS	WHAT YOU CAN STILL CHANGE
Draft	Being set up. Invisible to players.	Everything, including the drills.
Scheduled	Announced, starts on the start date.	Players, dates and goal. Not the drills.
Active	Running. Players can log.	Players only.
Ended	Past the end date.	Nothing — review it and declare winners.
Completed	Winners declared.	Nothing.

Waiting for the start date is the normal path. If you want it to begin today, use "Activate Now" on the scheduled challenge.

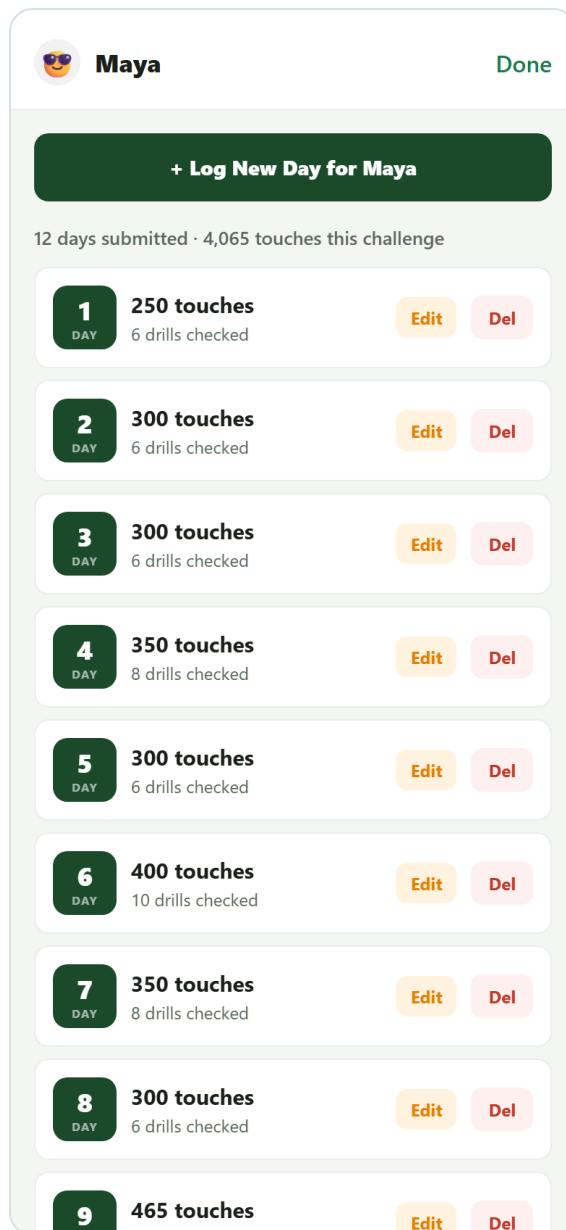
7. While the challenge is running

The Leaderboard tab is the same board the players see: touches against the goal, streaks, and a Streaks tab that ranks by consecutive days. The team tabs across the top switch teams.



The coach view of a running team leaderboard

Log a day for a player. On the roster, tap "Submissions" on their card. You get every day they have logged, with the touches and the number of drills ticked.



A player's submissions list

"+ Log New Day" opens the day grid. Green days are already submitted; tap any open day and tick the drills as the player would.

Log Day — Maya

Cancel

Green = already submitted. Tap any open day to log drills.

✓	✓	✓	✓	✓	✓
✓	✓	✓	✓	✓	✓
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	46	47	48
		49	50		

The day grid a coach uses to log for a player

Fix a mistake. "Edit" on a row changes that day's touches, "Del" removes the day. Both update the player's total and the leaderboard immediately, and the change is recorded against your name.

Use these for genuine corrections — a phone that would not connect, a day logged to the wrong slot. Everything a coach logs is marked as coach-entered.

8. Finish the challenge and name the winners

On the end date the challenge moves itself to **ended**. Players can still log the last days for the length of the grace period, so wait it out before declaring anything.

The ended challenge then offers "Review Challenge", which opens Challenge Review:

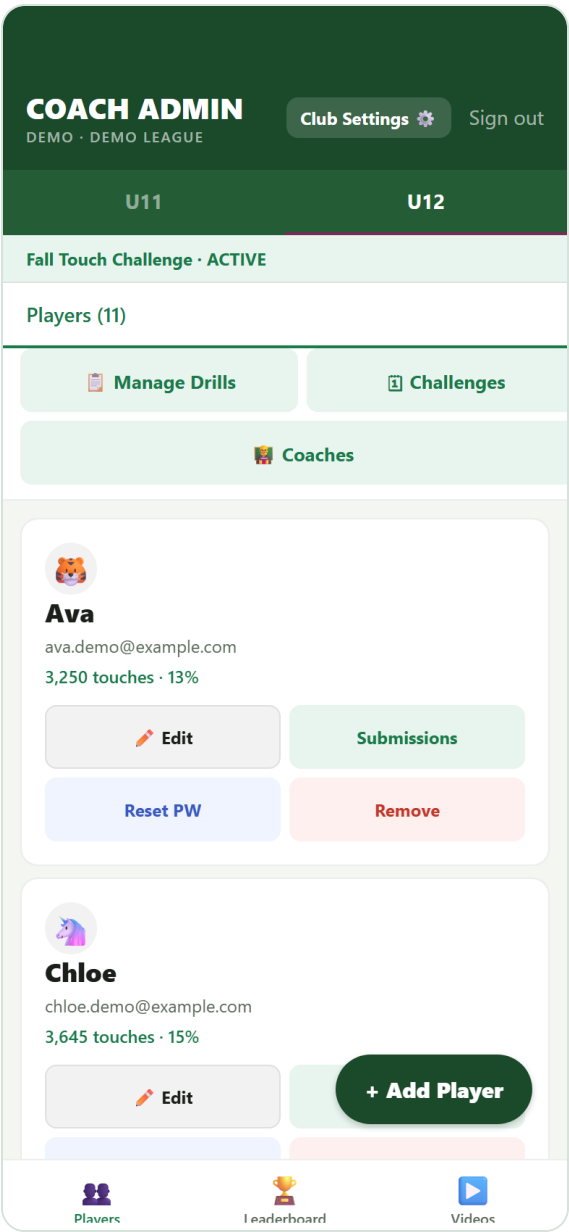
1. Check the projected winners — the top three by touches, per team.
2. Correct anything wrong with "Override": it asks for the new touch total and a reason, and records both against your name.
3. Tap "Declare Winners", then "Confirm & Publish". The standings are frozen and players see the winners in the app.
4. "Email Winners" sends the congratulations message, if you want one.

Declaring winners marks the challenge **completed**. That is final — there is no undo in the app, so make the corrections first.

With the old challenge completed, create the next one for that team. Trophies and streaks carry across: badges already earned stay in the player's trophy case for life, and the challenge badges can be won again in the new challenge.

9. Managing players through the year

Each player card on the roster carries four actions.



The roster, with Edit, Submissions, Reset PW and Remove on every player card

ACTION	WHAT IT DOES
Edit	Change the name, or move the player to another team.
Submissions	View, add, edit or delete their logged days.
Reset PW	Send a password reset email to the address on the account.
Remove	Take them off the roster. Reversible — "Restore" brings them back with their history.

Moving up an age group. Use Edit and change the team.

Edit Player — Ava
Cancel

PLAYER NAME

Ava

TEAM

U11

U12

i Updates the player's name in the roster, their user profile, and all challenge records. The login email is not changed.

SAVE CHANGES

The edit player screen, where the team is changed

The player keeps their account, their password, their avatar, their streak and every badge they have earned. They appear on the new team's roster straight away, and you then enrol them in that team's challenge — the move does not carry an enrolment with it.

Past challenges stay with the team they were played in, so last year's standings do not change when a player moves up.

10. Quick answers

QUESTION	ANSWER
A player says they cannot log touches.	They are almost certainly not enrolled. Open the challenge, tap Manage Players, tap "+ Enroll".
Can one team have two challenges at once?	No. Finish or delete the current one first. Different teams run their own challenges side by side.
A parent never got the setup email.	Check the junk folder, then Preview & Notify — it shows delivered, bounced or not sent. A bounce means the address is wrong.
Can I change the goal after the challenge starts?	Yes, with Edit Settings on the challenge. The drills cannot change once it is running.
A player missed a week.	Within the grace period they can still log those days themselves. After that, log the days for them from Submissions.
Two accounts for the same child.	Remove the duplicate from the roster and keep the one with the history. Use the search box in "+ Add Player" to avoid making a new one.
Can players see each other's touches?	Only on the leaderboard. No player can open another player's logging screens.
Who can change club settings or join codes?	Your club administrator. Coaches see them read-only.
Can a player change their own avatar?	Yes, and only they can. Coaches cannot set it for them.

Anything the app will not let you do — a wrong email address, a new team, a code rotation — goes to your club administrator, or to info+app@compuray.ca.