



Touch Tracker Pro

FOR PLAYERS AND PARENTS

Player & Parent Guide

Touch Tracker Pro turns daily ball-touch practice into a team challenge: log the drills you did each day, build a streak, earn trophies and climb your team's leaderboard. This guide takes a player or parent from installing the app to logging the first day.

1. Get the app

Touch Tracker Pro is a free app for phones and tablets. Install it from your device's store.

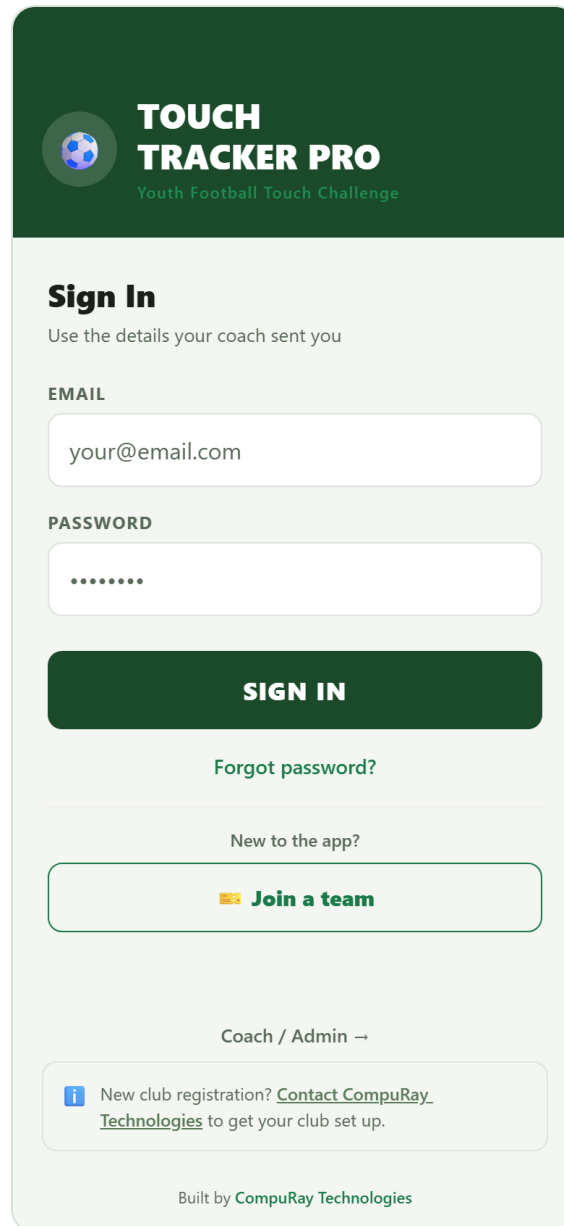
WHERE	LINK	NOTES
iPhone / iPad	App Store	iOS 15 or newer
Android	Google Play	Android 8 or newer

One login works on every device you install it on, so a player and a parent can both open the same account — on a phone and a tablet, for example.

2. If your coach added you

Your coach adds the player's name and the parent's email address, then sends a setup email from the app. Use that email to choose a password — the app never mails a password.

1. Open the setup email (subject line names your club) and tap the link.
2. Choose a password of at least six characters.
3. Open Touch Tracker Pro and sign in with the same email address and that password.



The image shows a mobile app sign-in screen for 'TOUCH TRACKER PRO'. The header is dark green with a soccer ball icon and the text 'TOUCH TRACKER PRO' and 'Youth Football Touch Challenge'. Below the header, the title 'Sign In' is followed by the instruction 'Use the details your coach sent you'. There are two input fields: 'EMAIL' with the placeholder 'your@email.com' and 'PASSWORD' with masked characters '.....'. A dark green 'SIGN IN' button is below the password field. Below the button is a link 'Forgot password?'. A horizontal line separates this from the 'New to the app?' section, which contains a button with a flag icon and the text 'Join a team'. Below that is a link 'Coach / Admin →'. At the bottom, there is an information box with a blue 'i' icon, stating 'New club registration? [Contact CompuRay Technologies](#) to get your club set up.' and 'Built by CompuRay Technologies' at the very bottom.

TOUCH TRACKER PRO
Youth Football Touch Challenge

Sign In
Use the details your coach sent you

EMAIL
your@email.com

PASSWORD
.....

SIGN IN

[Forgot password?](#)

New to the app?

 **Join a team**

[Coach / Admin →](#)

 New club registration? [Contact CompuRay Technologies](#) to get your club set up.

Built by CompuRay Technologies

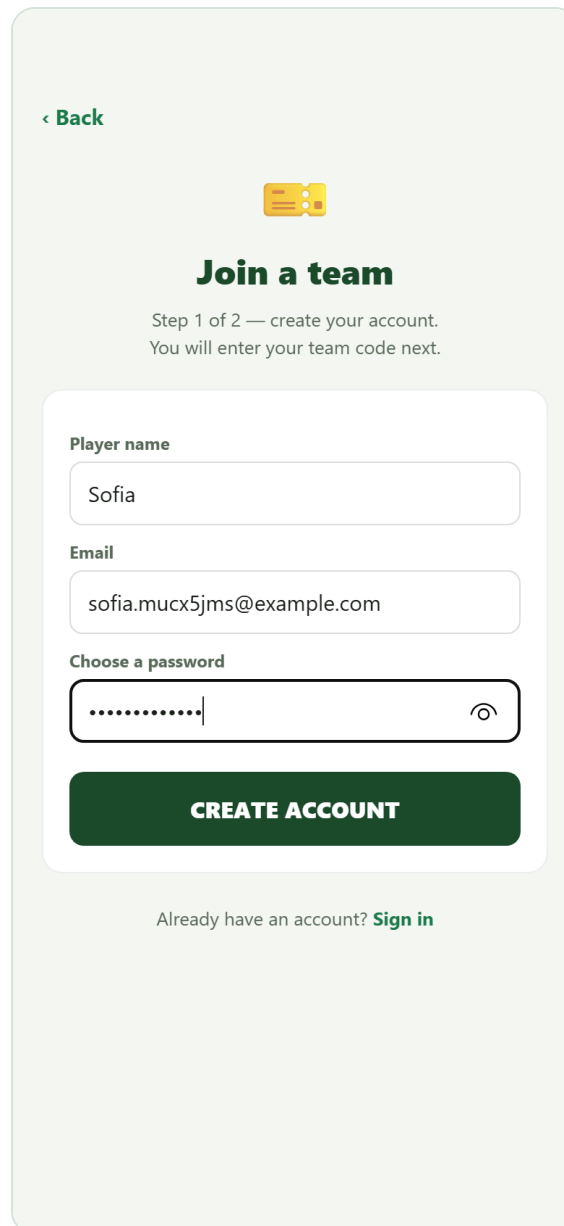
The player sign-in screen

No setup email after a day? Check the junk folder first, then ask your coach to resend it — the coach screen shows whether it was delivered or bounced. If the email address is wrong, only the coach can fix it.

3. If you have a team join code

A join code is eight characters your coach hands out, one per team. It lets a family set up their own account without waiting for an invitation.

Step 1 — create the account. On the sign-in screen tap "Join a team", then enter the player's name, the parent's email address and a password.

A mobile app screenshot of the 'Join a team' screen. At the top left is a green '< Back' link. Below it is a yellow icon of two tickets. The title 'Join a team' is in bold green. Below the title, it says 'Step 1 of 2 — create your account. You will enter your team code next.' The form has three input fields: 'Player name' with 'Sofia', 'Email' with 'sofia.mucx5jms@example.com', and 'Choose a password' with a masked password '.....' and an eye icon. A green 'CREATE ACCOUNT' button is at the bottom of the form. Below the button, it says 'Already have an account? [Sign in](#)'.

The join form with a name, email address and password filled in

Step 2 — enter the code. Type the eight characters exactly as the coach wrote them. Case does not matter.



Enter your team code

Step 2 of 2 — your coach will have given you an 8-character code.

Join code

2UDJAXAB|

CONTINUE

Sign out

The team code screen with a code typed in

Step 3 — check the club and team. The app shows which club and team the code belongs to before anything is saved. Wrong team? Go back and re-check the code with your coach.



Enter your team code

Step 2 of 2 — your coach will have given you an 8-character code.

Join code

2UDJAXAB

Player name

Sofia

This is the name your coach and the leaderboard will show.

YOU ARE JOINING

Demo FC

U12

 **Check this is the right team.**

If it is not, go back and ask your coach for the correct code. A coach can move you to another team afterwards, but only within the same club.

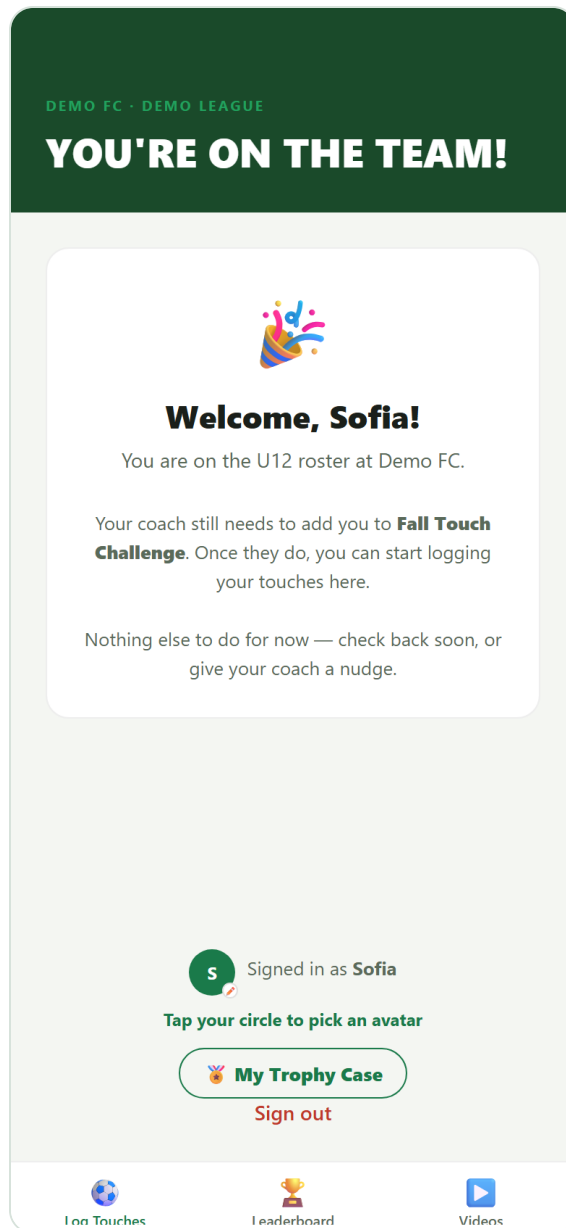
JOIN U12

[Use a different code](#)

Sign out

The confirmation screen naming the club and team

Step 4 — wait for the coach. Joining puts the player on the team roster. It does not enter them in the running challenge, which stays a coach decision, so the app shows this card until the coach adds them.



The card telling a new player their coach still has to add them to the challenge

Once the coach enrolls the player, this screen becomes the day picker on its own — no new sign-in needed.

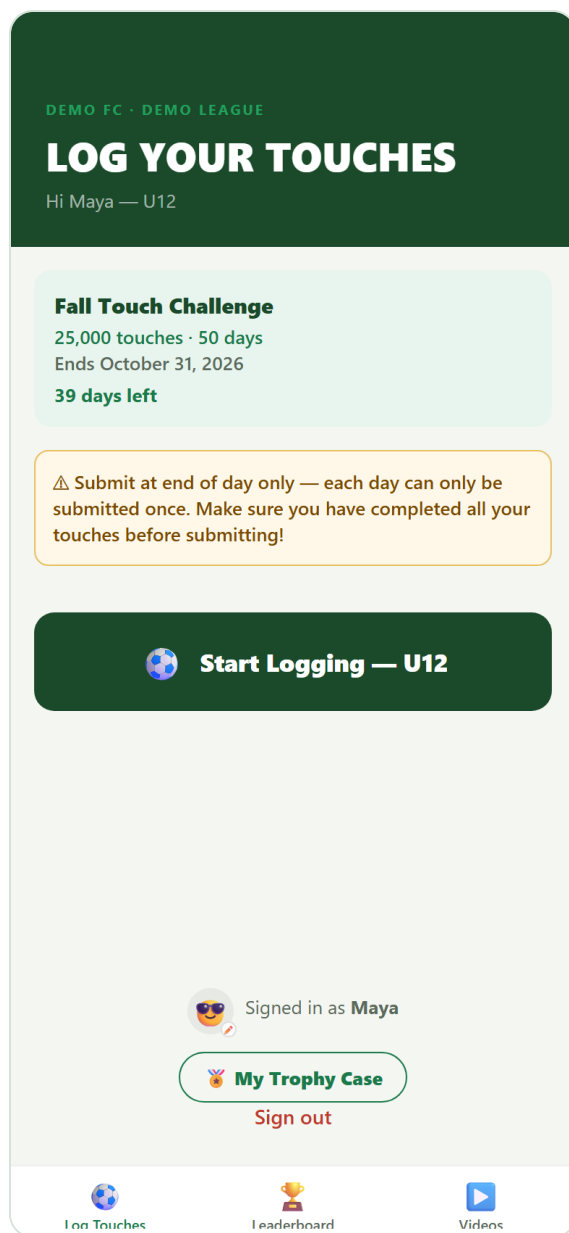
A wrong code costs nothing. The account is created at step 1 and saved from that moment, so a code that is rejected — or one you do not have yet — only means coming back to this screen: sign in with the same email and enter the code then. Signing up again with a second email is what creates a duplicate player for the coach to clean up.

MESSAGE	WHAT IT MEANS
Code not recognised	A typo, or the code was rotated. Ask the coach for the current code and type it in here. Your account is already made — never sign up a second time.
That email is already in use	The account exists. Go back and sign in instead, or use "Forgot password?".
Please enter the player's name	The name field above the code is empty. Fill it in and try again.

4. Log your touches

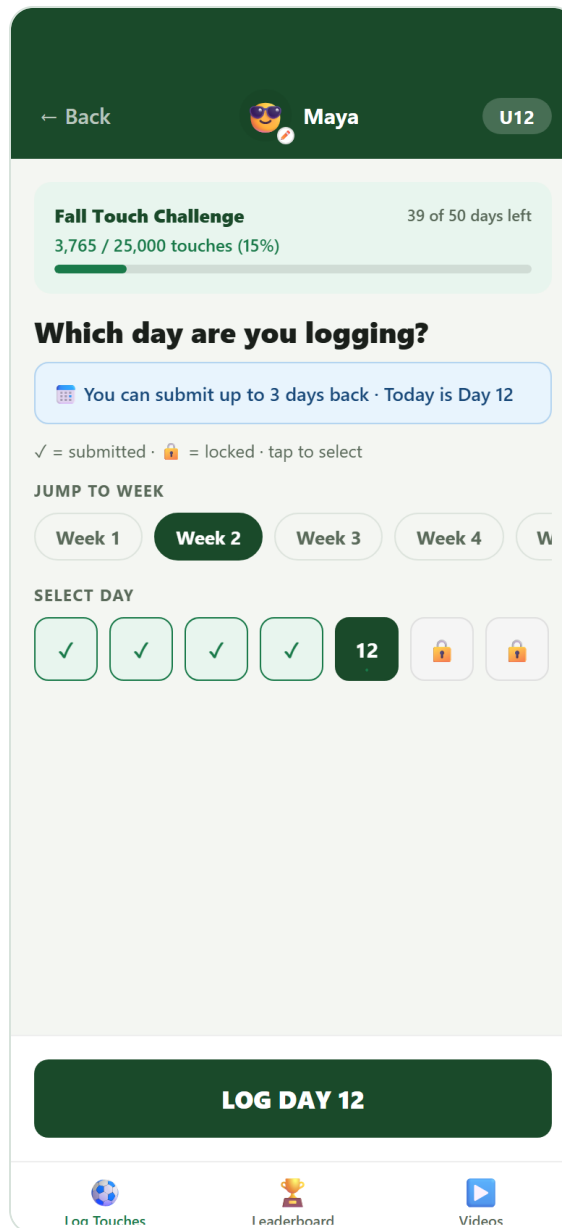
Log once at the end of each day, after the touches are done. A day can only be submitted once.

Step 1 — open the challenge. Signing in lands on your own team screen with the goal, the end date and the days left.



The player home screen showing the challenge goal and Start Logging button

Step 2 — pick the day. Today's day is highlighted. Days already submitted show a tick, and a missed day stays open for the grace period the coach set — three days in most clubs — then locks.



The day grid with completed days ticked and today highlighted

Step 3 — tick what you did. Each drill shows the touches it is worth. The coach chooses which drills count in this challenge, so the list is not the same in every club.

← Back

Day 12 — Maya

U12

Check off what you did

⚠ Submit at end of day only — make sure you have completed all your touches!

✓ Check all

🌐

INSTEP JUGGLING

☐

Right Foot Top Surface Juggling
Target: 25 touches

+25

☐

Left Foot Top Surface Juggling
Target: 25 touches

+25

☐

Alternating Feet Top Surface Juggling
Target: 50 touches

+50

🏆

INSIDE SURFACE & ROLL PASS

☐

Right Foot Inside Surface Juggling
Target: 25 touches

+25

☐

Left Foot Inside Surface Juggling
Target: 25 touches

+25

☐

Pass, Roll Pass
Target: 50 touches

+50

SUBMIT TOUCHES ✓

🌐

Log Touches

🏆

Leaderboard

▶

Videos

The drill checklist before anything is ticked

Step 4 — submit. Scroll to the bottom and tap "Submit Touches". The running total is the sum of the drills ticked.

← Back

Day 12 — Maya

U12

☒

Alternating Feet Top Surface Juggling

Target: 50 touches

+50

🔥 INSIDE SURFACE & ROLL PASS

☐

Right Foot Inside Surface Juggling

Target: 25 touches

+25

☐

Left Foot Inside Surface Juggling

Target: 25 touches

+25

☒

Pass, Roll Pass

Target: 50 touches

+50

🎯 PASSING & RECEIVING

☒

Receive Half Turn Right

Target: 50 touches

+50

☒

Pass and Receive Half Turn Left

Target: 50 touches

+50

☐

Pass and Receive Half Turn Alternating / Avoid Pressure

Target: 50 touches

+50

☒

Alternating Wall 1 Touch

Target: 50 touches

+50

☐

Bonus Touch Pattern

SUBMIT TOUCHES ✓

🏠

Log Touches

🏆

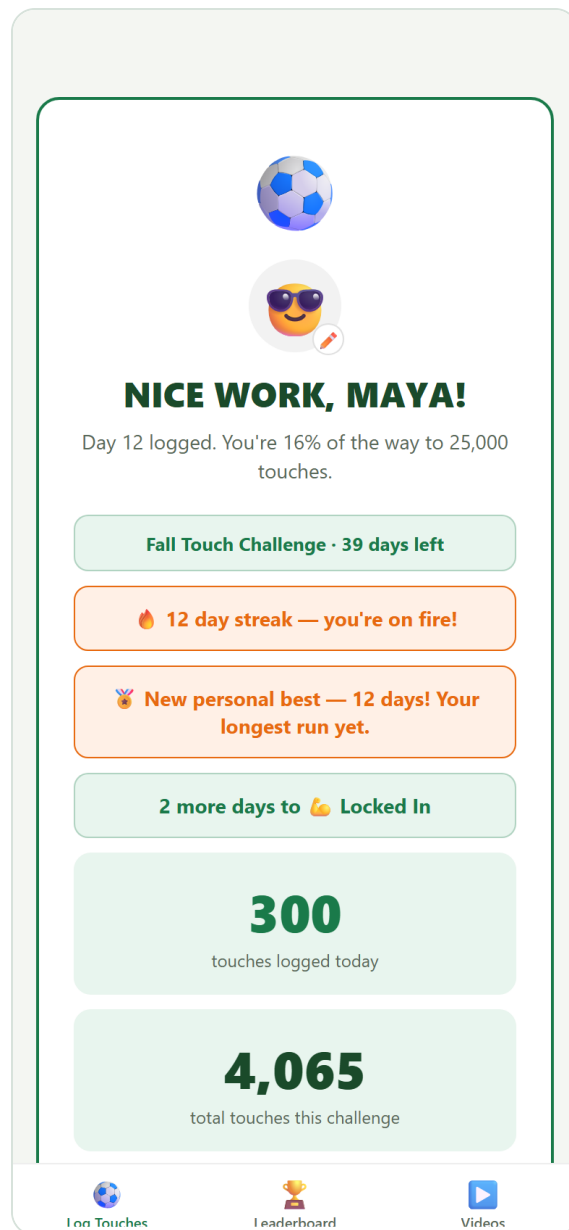
Leaderboard

▶

Videos

The drill list with seven drills ticked and the submit button at the bottom

The confirmation shows the day's touches, the challenge total, the current streak and any trophy just earned.

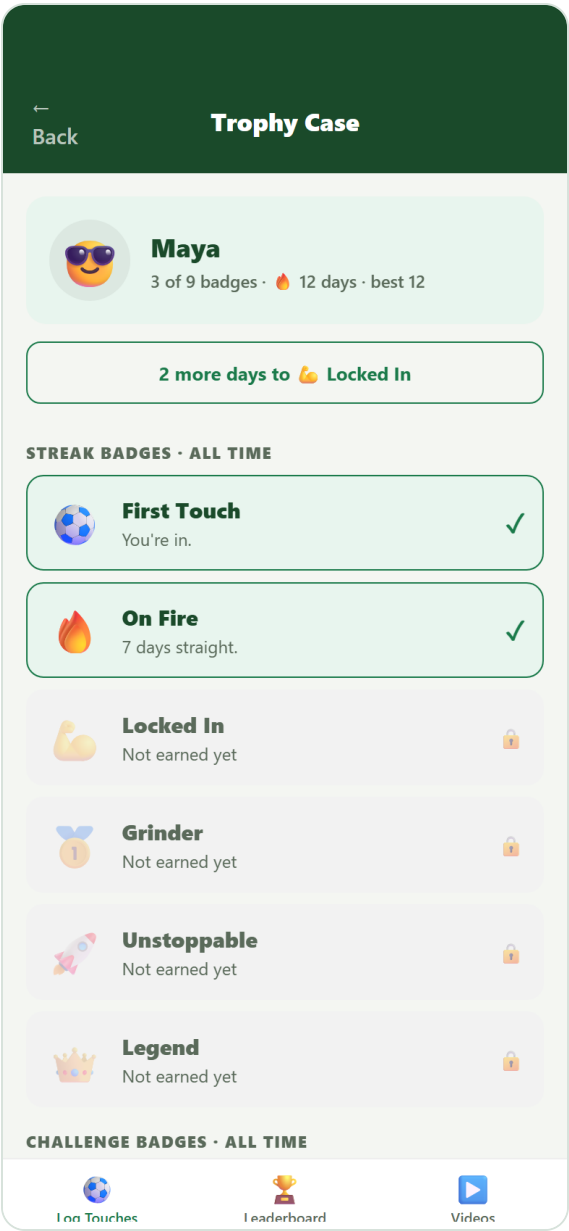


The confirmation screen after submitting a day

Made a mistake, or missed a day past the grace period? Only a coach can fix it — ask them to edit or add the day from their Submissions screen.

5. Trophies, streaks and avatars

Tap "My Trophy Case" on your home screen. It shows every badge, earned and locked, plus your streak and your best streak.



The trophy case showing earned and locked streak badges

There are two kinds of badge, and both are kept for good — moving up an age group does not reset them.

BADGE	HOW YOU EARN IT	KEPT
First Touch	Log your first day	For life
On Fire	7 days in a row	For life
Locked In	14 days in a row	For life
Grinder	21 days in a row	For life
Unstoppable	30 days in a row	For life
Legend	50 days in a row	For life
Halfway	Half the challenge goal	Per challenge, kept in your trophy case
Crushed It	The full challenge goal	Per challenge, kept in your trophy case
Perfect Week	7 days at the daily maximum	Per challenge, kept in your trophy case

A streak means consecutive days logged. Miss a day and the streak restarts at one, but the badges you already earned stay.

Badges live in the trophy case and nowhere else. They are not pinned next to your name, so nobody carries an old badge around the leaderboard on day 1 of a new challenge. The only thing that shows beside your name is the flame, and that is your live streak — the number of days in a row you have logged right now, not a badge you earned once.

Avatars. Tap your picture on the home screen to open the avatar picker. There are 71 to choose from: 43 are open to everyone and the rest unlock as you earn badges. The small icon on a locked avatar shows which badge opens it.

DEMO FC - DEMO LEAGUE

LOG YOUR TOUCHES

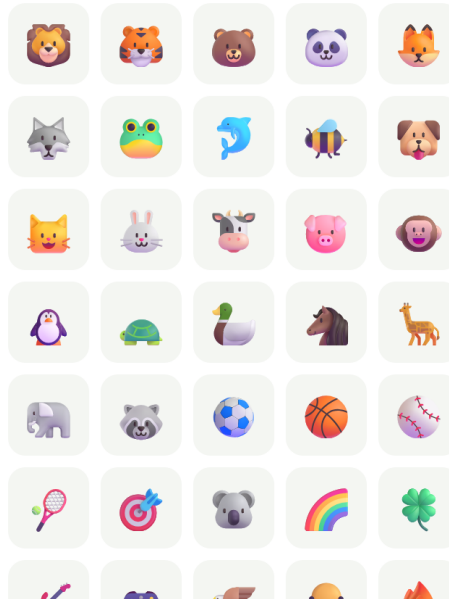
Hi Maya — U12

Choose your avatar

Done



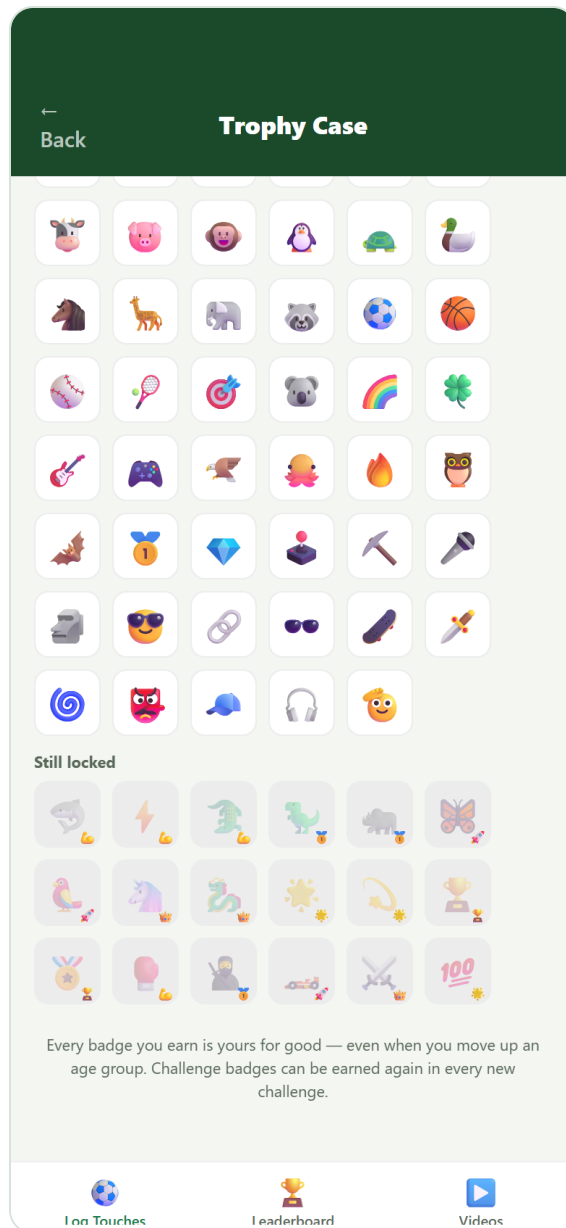
Tap a new one to change it



 18 more unlock as you earn badges — the little icon shows which one. Tap any to find out.

Remove avatar — use my initials

The avatar picker

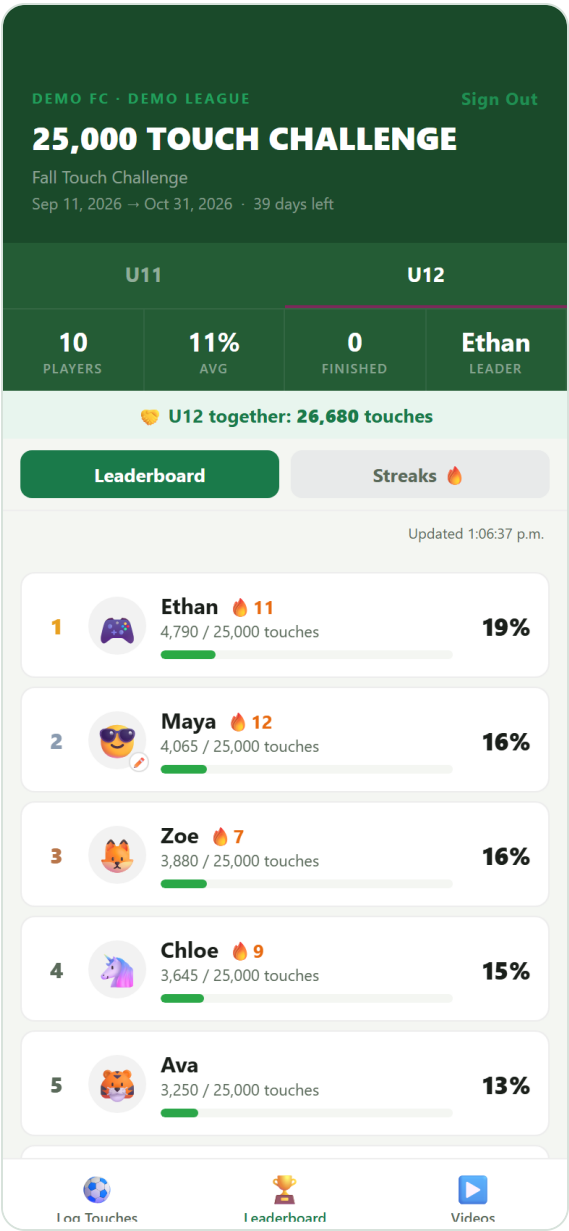


The trophy case avatar grid, with unlocked avatars above the locked ones

Only the player can change their own avatar. Coaches cannot change it for them.

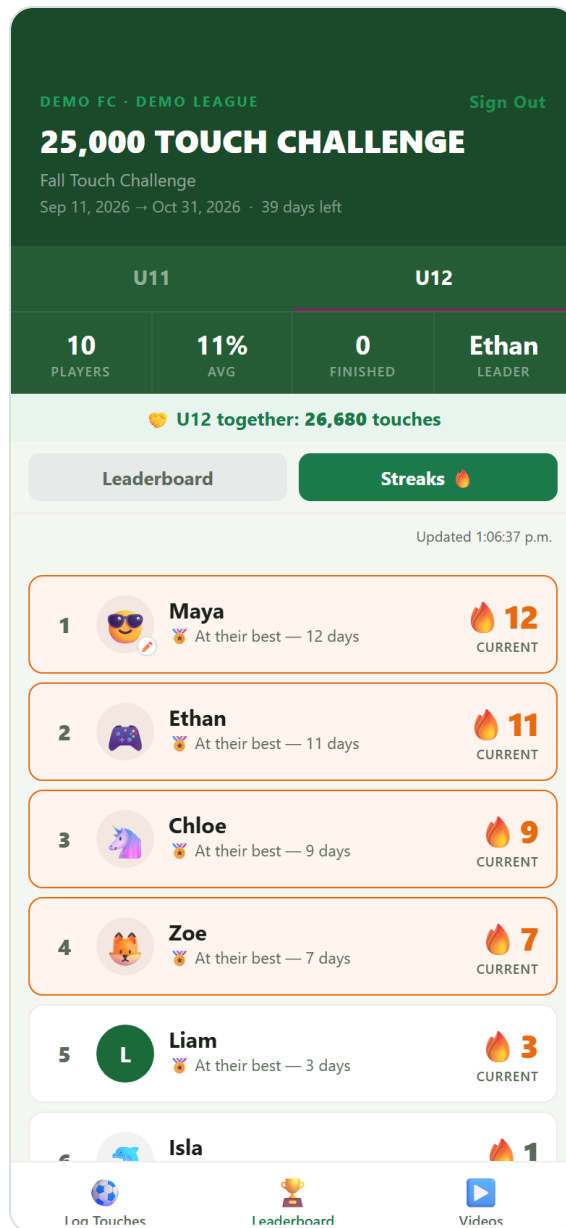
6. The leaderboard

The Leaderboard tab updates live as teammates log their days. It shows the players in your challenge, their touches against the goal and their streak.



The team leaderboard

The Streaks tab ranks the same players by consecutive days instead of touches — a steady player can lead it without being top of the touch list.



The streaks tab

Teams have their own tabs across the top. You only appear on the board for a challenge you are enrolled in.

7. If something goes wrong

PROBLEM	WHAT TO DO
Forgotten password	Tap "Forgot password?" on the sign-in screen. The reset email goes to the address on the account.
Signed in, but no challenge showing	The coach has not started one for your team yet, or has not added you to it. Ask your coach.
The day you want is locked	The grace period has passed. Only a coach can add a day after that.
Touches logged to the wrong day	Ask your coach to edit the day from Submissions.
No internet	Wait until you are back online and log then — within the grace period the day is still open. Do not tap submit repeatedly on a dropped connection.
Wrong name, email or team	Only a coach can change these.

Still stuck? Your coach can see everything on your account and fixes most things in a minute. For anything they cannot fix, write to info+app@compuray.ca.

One rule worth knowing: players only ever see their own name on the logging screens. The leaderboard is the only place other players' names appear.