Talent ID

Guide for academy management

Every section of the management area — with screenshots and explanations of how each feature works. Follow the steps in the demo academy “Clanmore Football Academy” (Belfast): nir.director@demo.talentid, password demo1234.

1. Getting started
2. People
3. Training process
4. Player development
5. Health and safety
6. Partners
7. Reports and settings
8. Tools, messages and tasks

This guide walks through every section of the academy management area in the order they appear in the menu. The screenshots were taken in the demo academy “Clanmore Football Academy” (Belfast): sign in as nir.director@demo.talentid (password demo1234) and follow the steps.

1. Getting started

1.1. Signing in and security

1. Open talent-id.org/nir/login and enter your email or phone and your password.
2. In your profile (the avatar in the top right corner), turn on sign-in with a code from an authenticator app — this protects the data of your academy’s children.
3. The service runs in the browser on a computer and a phone; on a phone you can add it to the home screen like an app.

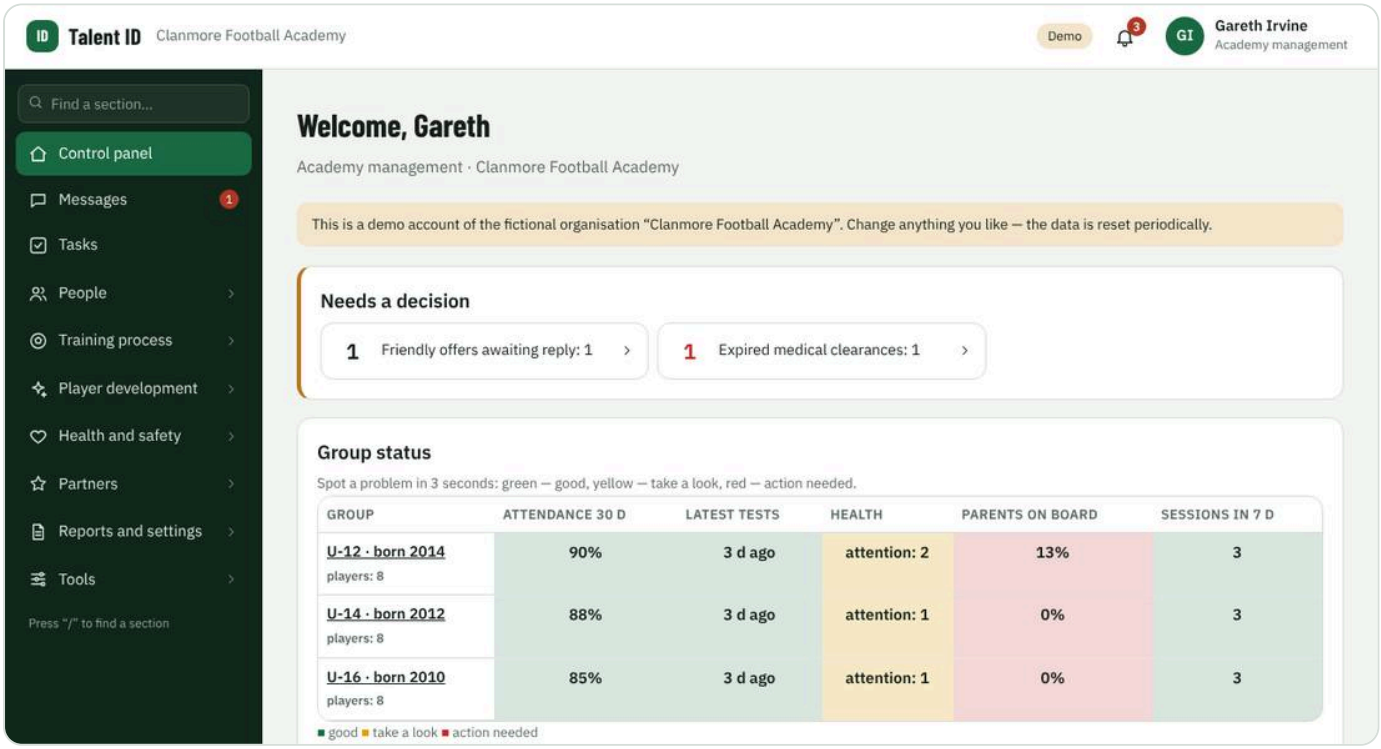
1.2. Menu and finding sections

The menu on the left is grouped by topic: “People”, “Training process”, “Player development”, “Health and safety”, “Partners”, “Reports and settings”, “Tools”.

- The **“Find a section…”** field at the top of the menu, or the “/” key, takes you straight to any section.
- **“Recent”**: the three most recently opened sections appear at the top of the menu.
- The **“Add to my sections”** button in the top right corner of the page pins the section to the menu.
- The **“Alert”** button is in the “Safety” section (see 5.3); the bell in the top bar opens your notifications.

1.3. “Control panel”

The management home page answers two questions: what is waiting for my decision, and where is there a problem in the academy?



Control panel

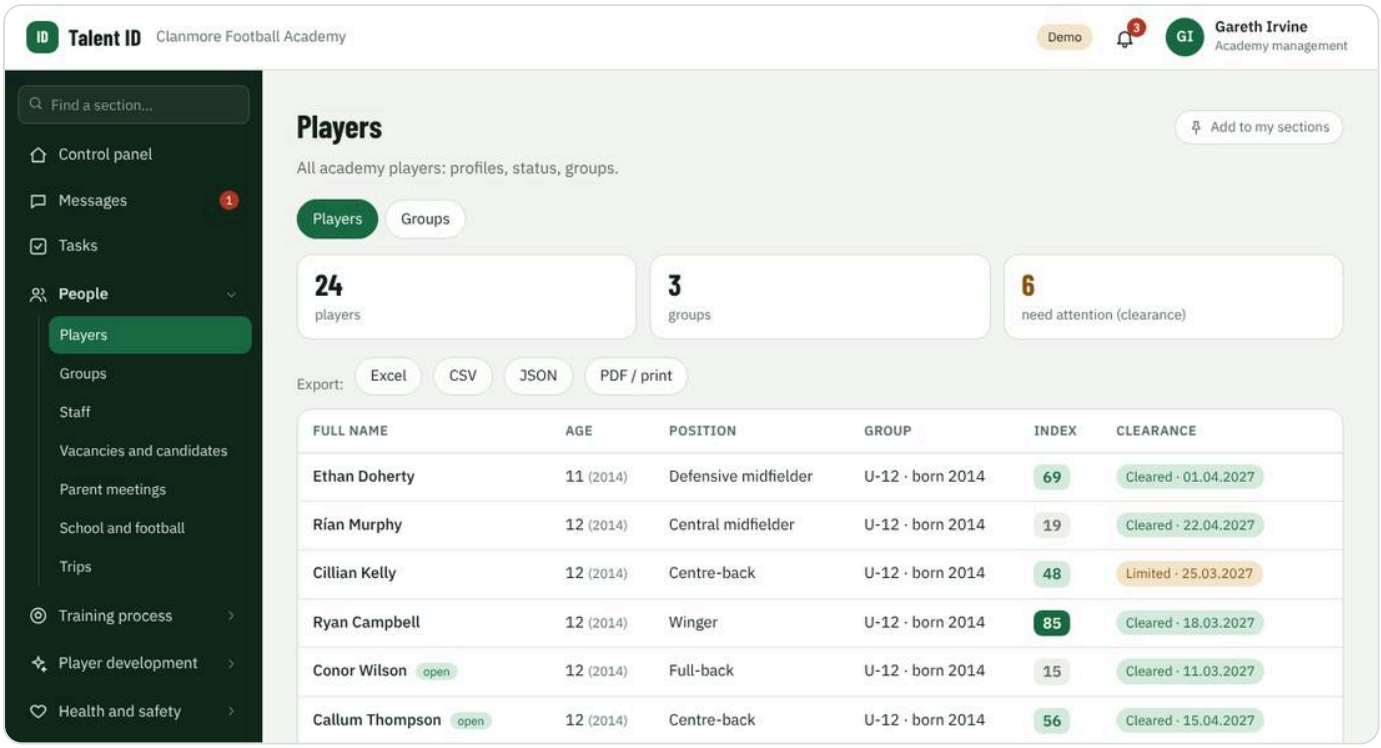
- **“Needs a decision”**: cards with counters, such as friendly match proposals, overdue clearances and applications. A click takes you straight to the relevant list.
- **“Group status”**: a table of all groups with attendance over 30 days, latest tests, health, share of parents on the platform and sessions in the next 7 days. Green is good, amber means take a closer look, red means action is needed.
- **“Today”**: a to-do list with an “Open” button; below it, the collapsed academy analytics.

Tip: start your day on this page — red cells show you which coach to talk to.

2. People

2.1. Players

All the academy's players in one table: age, position, group, prospect index and clearance status.

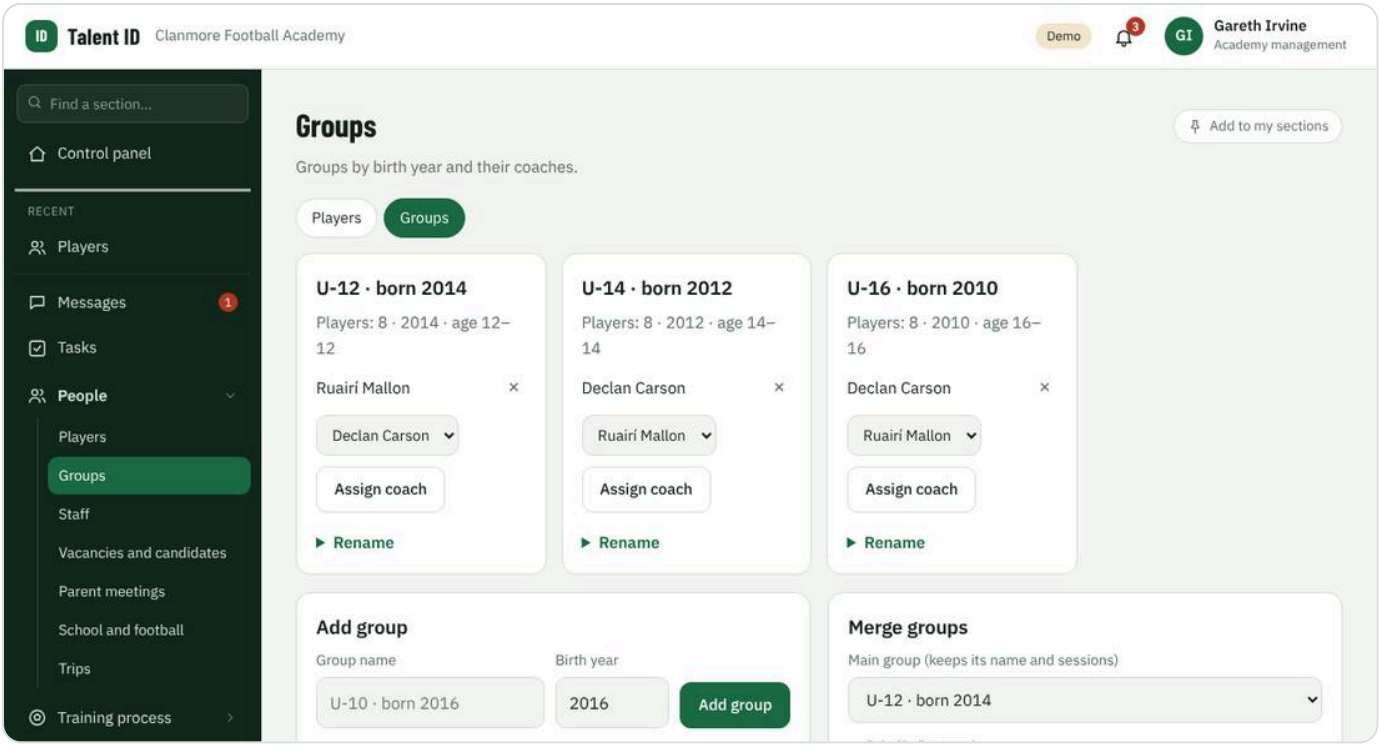


Players

- The cards at the top show how many players and groups there are and how many children need attention because of their clearance.
- **"Export":** Excel, CSV, JSON or PDF — for a report to the founders or the federation.
- Click a name to open the player card (section 4.1).
- The **"open"** tag means the profile is open to talent scouting by professional clubs: only with the parents' consent and without surname, contact details or health data.

2.2. Groups

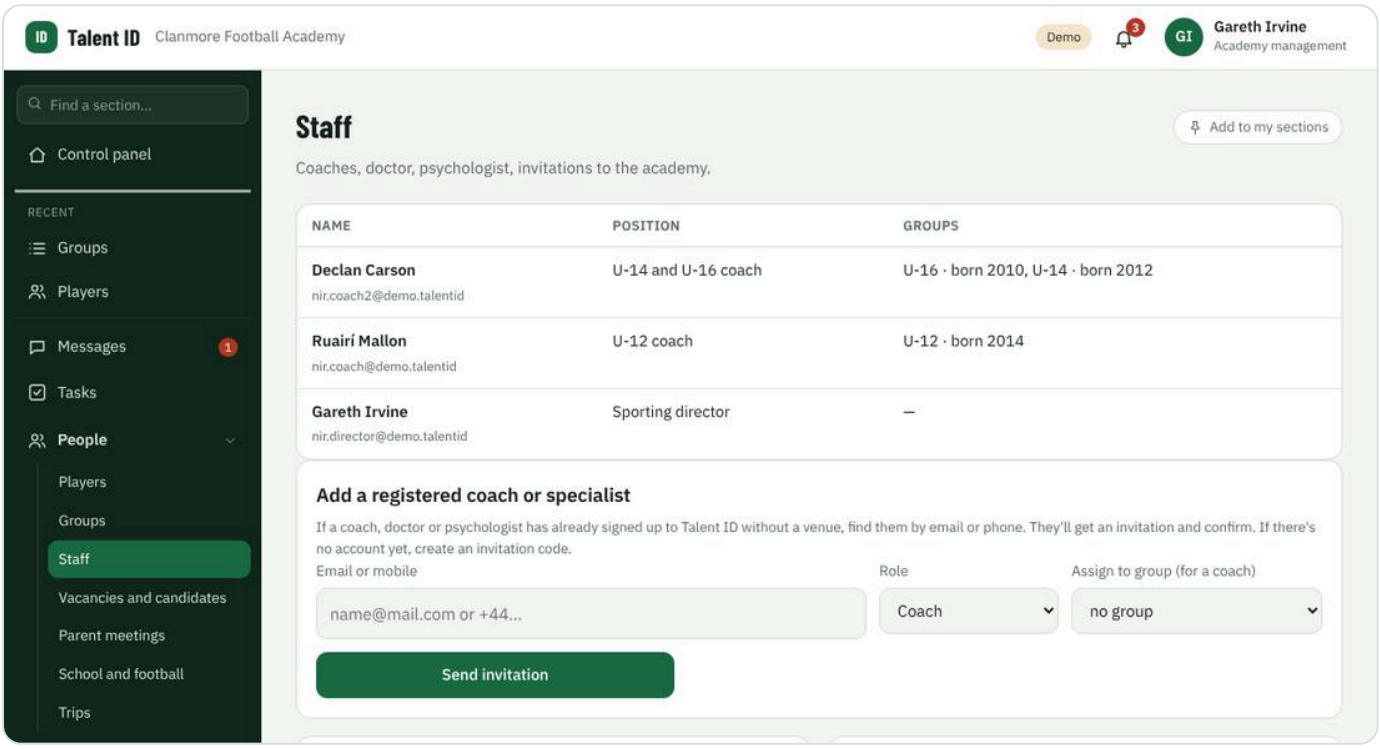
Groups are created by year of birth (U12 · born 2014) and each has its own coach. This is also where you add players, manually or by importing from Excel.



Groups

2.3. Staff

The academy's coaches, doctor and psychologist, with their roles and groups.

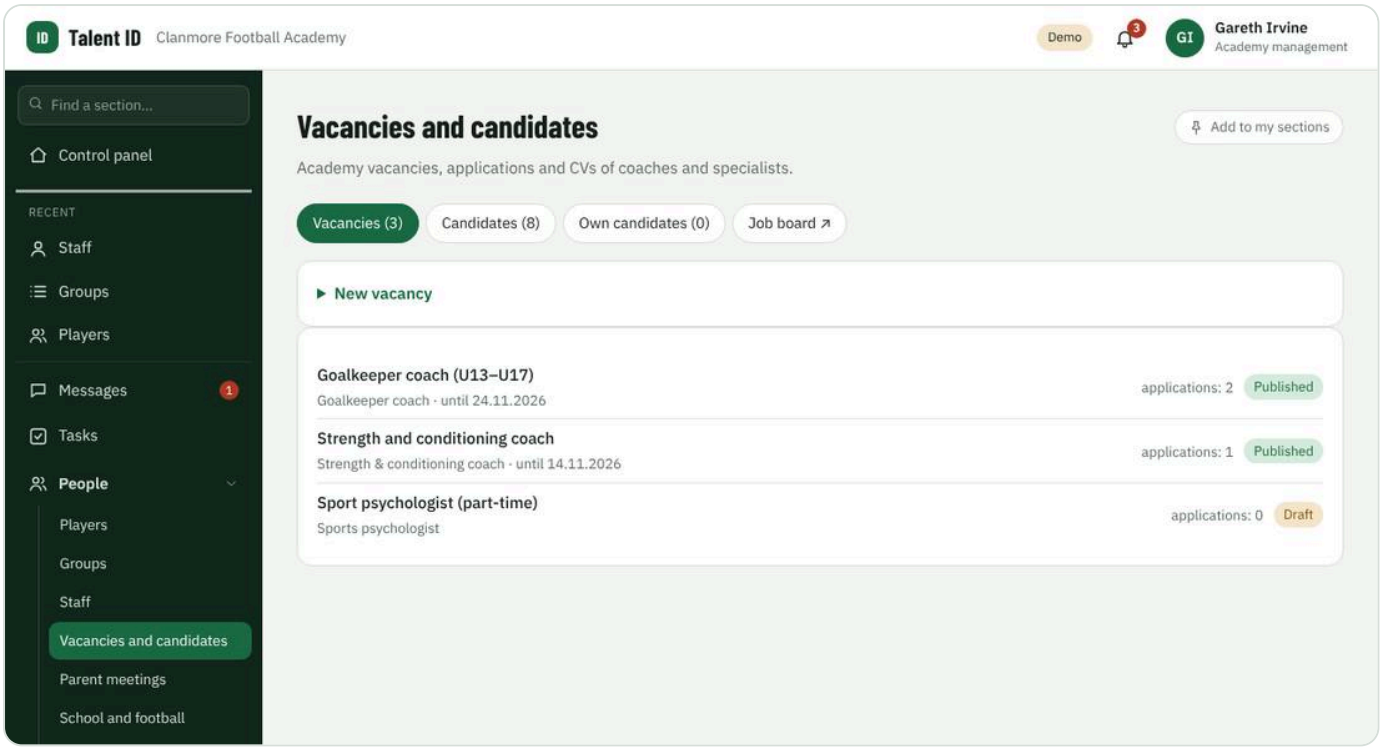


Staff

1. **Add a registered coach or specialist:** enter their email or phone, choose a role and group — they receive an invitation and confirm it.
2. **Invite a coach, parents, a doctor or a psychologist without an account:** create an invitation code and send it; parents with a code see their child's profile straight away.
3. The **"Invitation codes"** block shows who has already used a code.

2.4. Vacancies and candidates

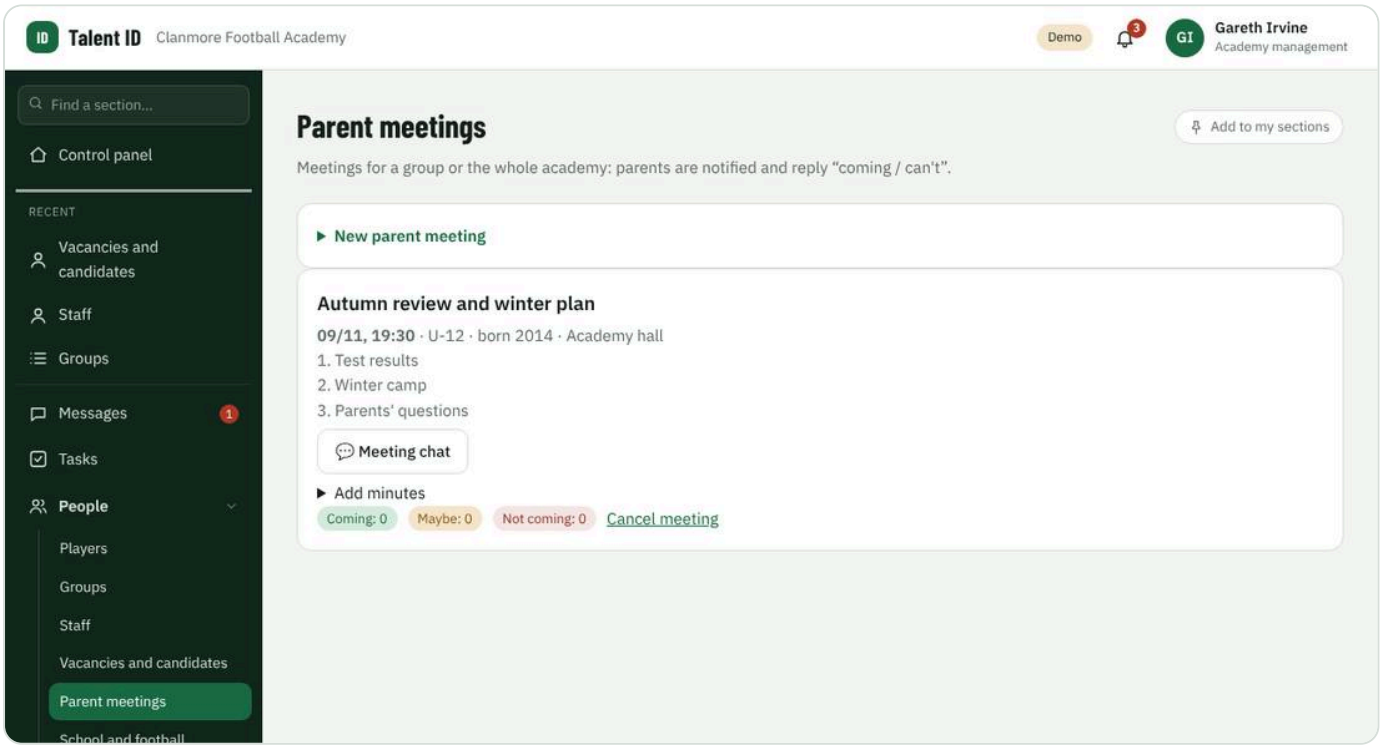
Publish the academy’s vacancies and view the CVs of coaches and specialists who have applied.



Vacancies and candidates

2.5. Parent meetings

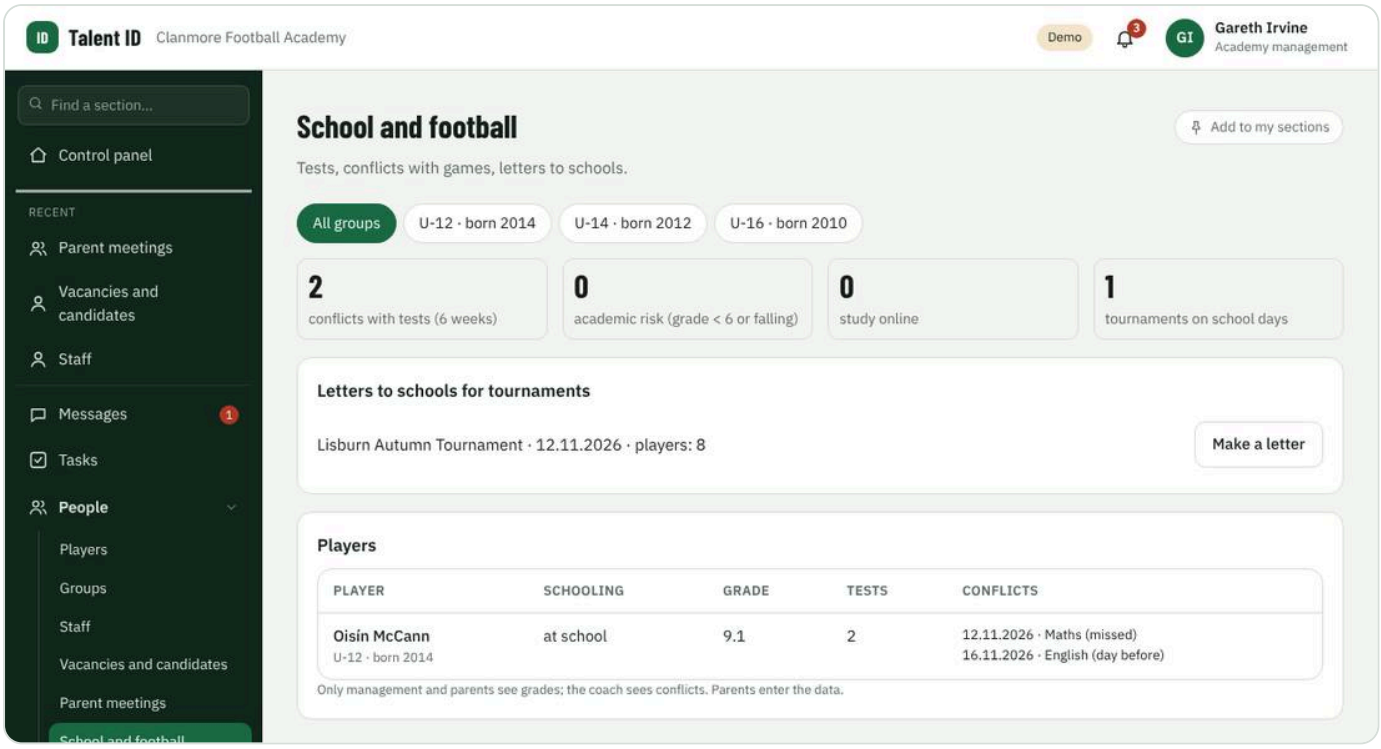
Meetings for a group or the whole academy: parents get a notification and reply “I’ll come / Can’t come”; you see who is coming.



Parent meetings

2.6. School and football

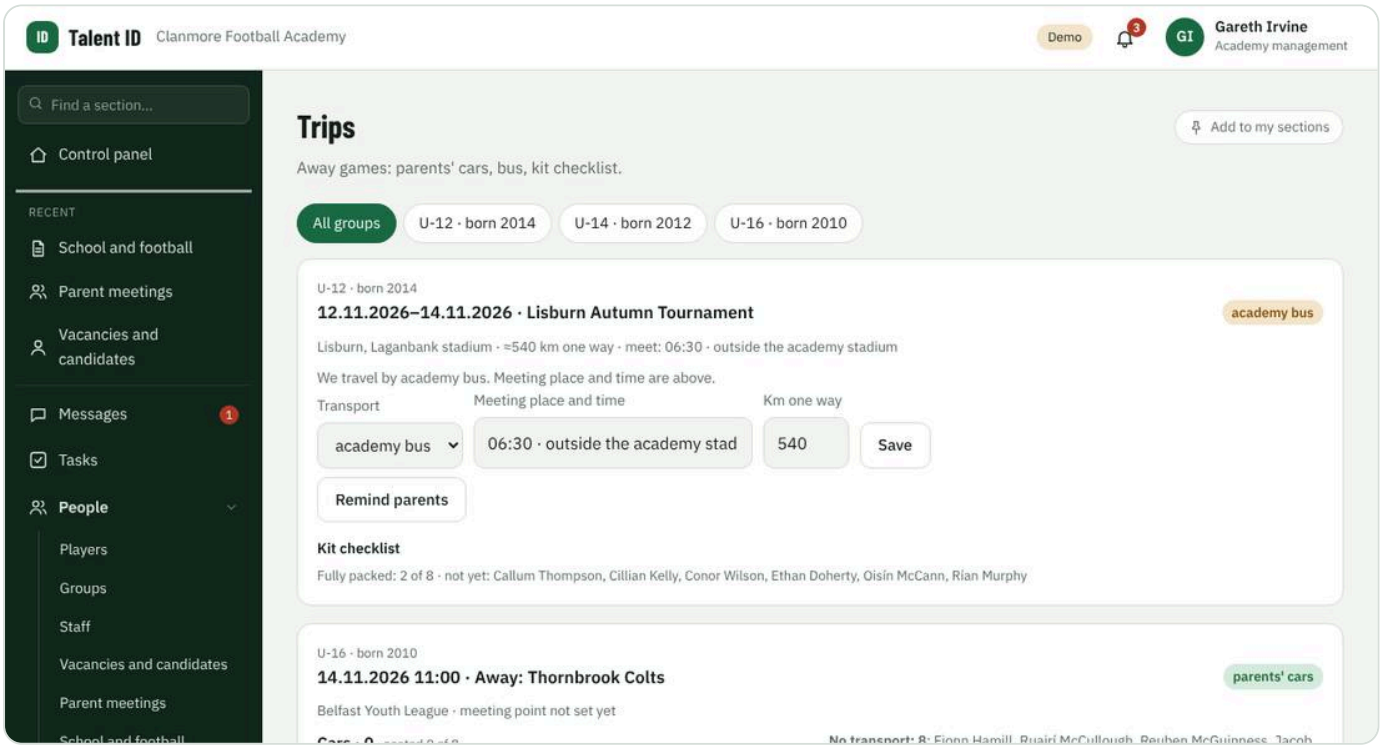
Tests and exams at the players' schools, clashes with matches and ready-made letters to schools requesting time off for competitions.



School and football

2.7. Trips

Away matches: who travels in a parent's car and who goes by coach, a kit checklist and parents' confirmations.

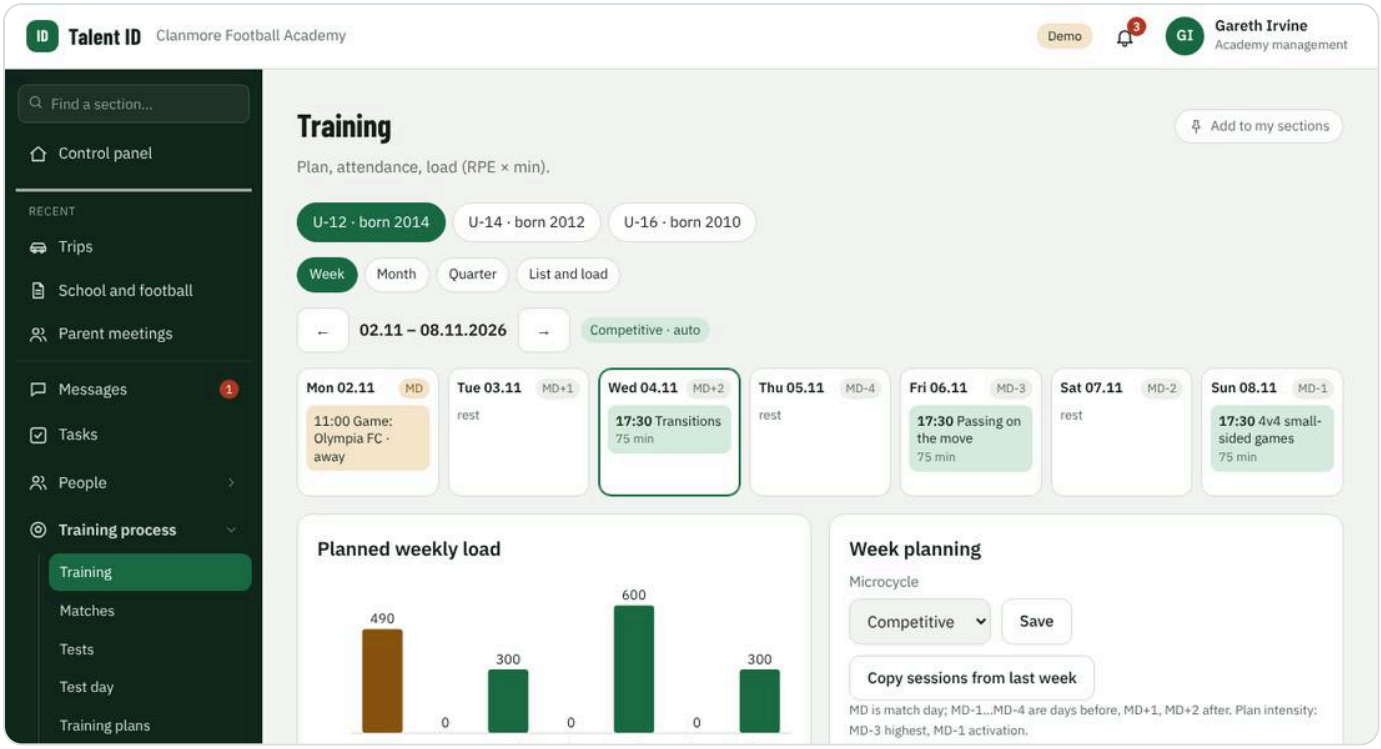


Trips

3. Training process

Management sees everything the coaches plan and record, and sets a single curriculum for the academy.

3.1. Training

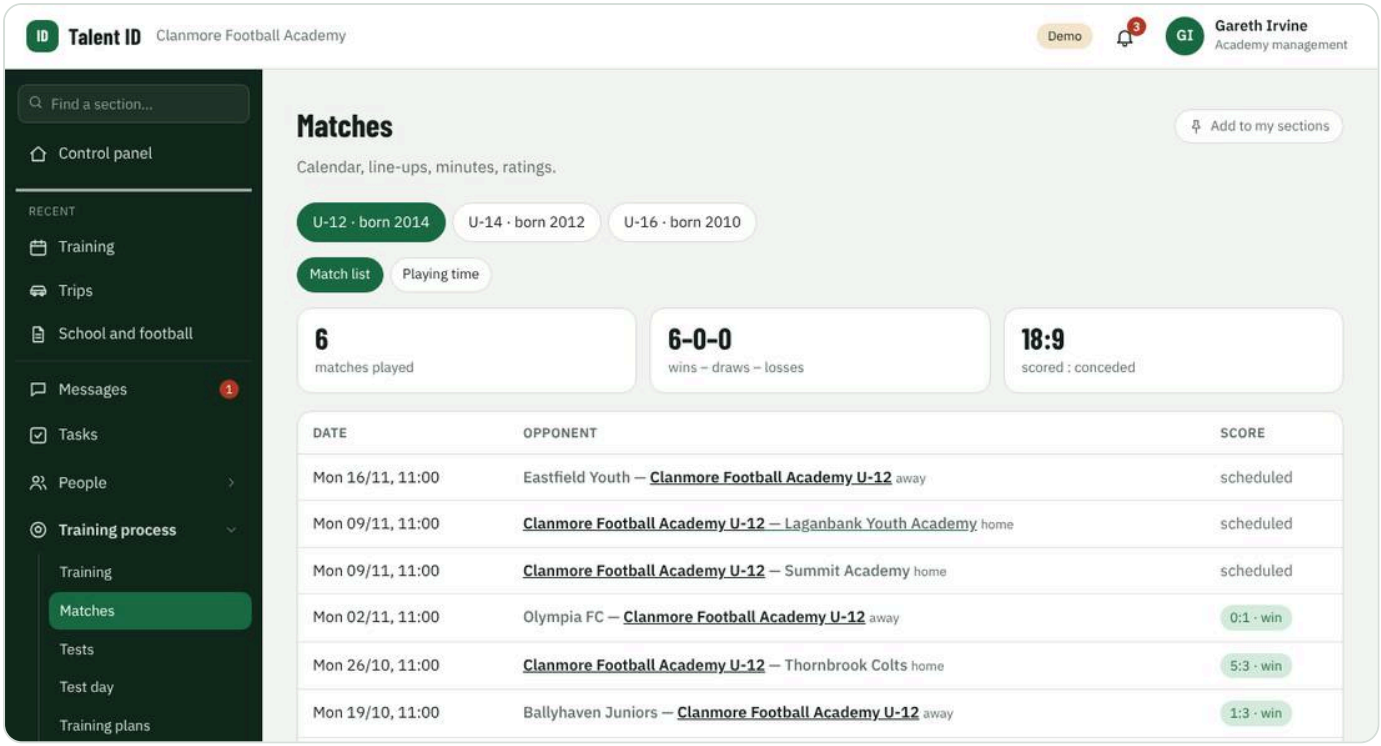


Training

- Choose a group and a period: week, month, quarter, or a list with load.
- Days are labelled relative to the match: MD is match day, MD-3...MD-1 are the days before it, MD+1 the day after.
- **“Planned weekly load”** calculates RPE × minutes per day; match day is highlighted in its own colour.
- **“Week planning”:** choose a microcycle (“Competitive”, “Recovery”...) or copy last week’s sessions with one click.

3.2. Matches

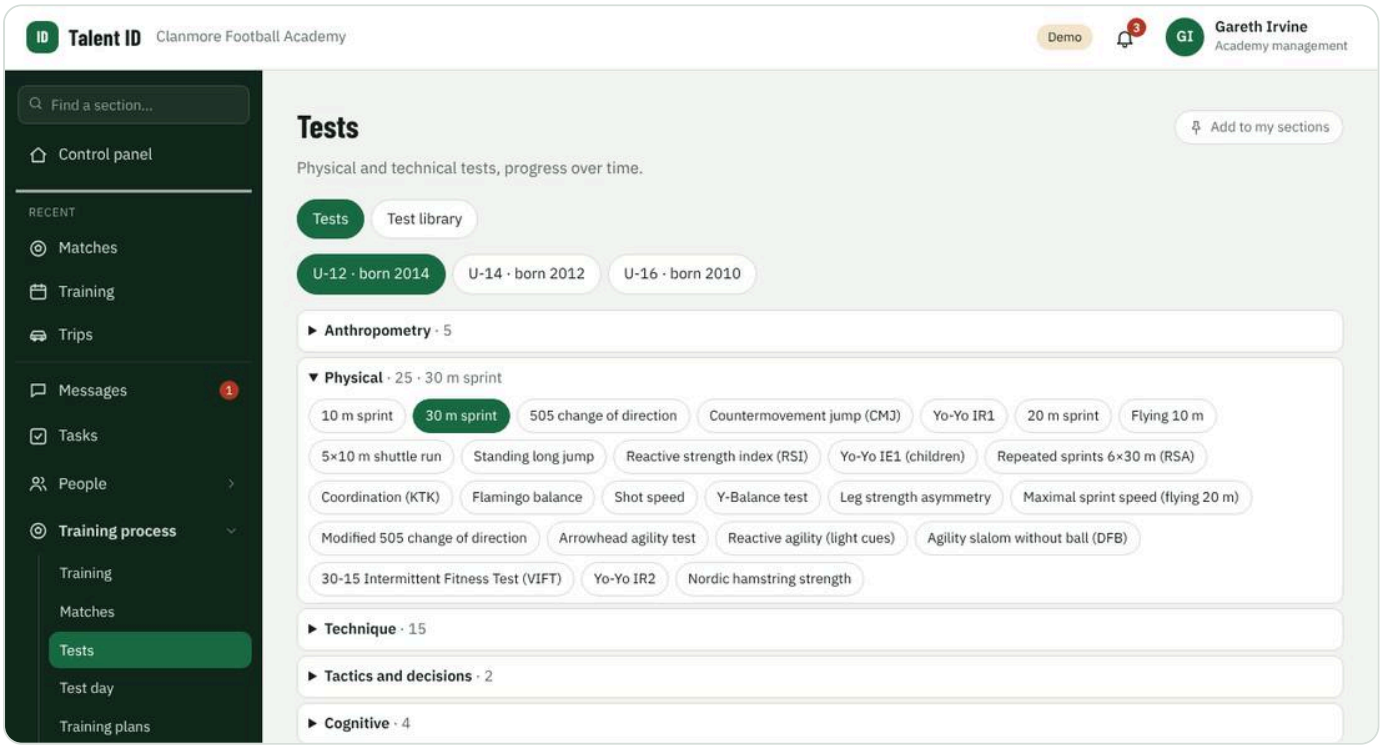
The match calendar for all groups, line-ups, minutes and player ratings. Playing time feeds into the monthly report and the dropout forecast: too few minutes is one of the main reasons children leave.



Matches

3.3. Tests

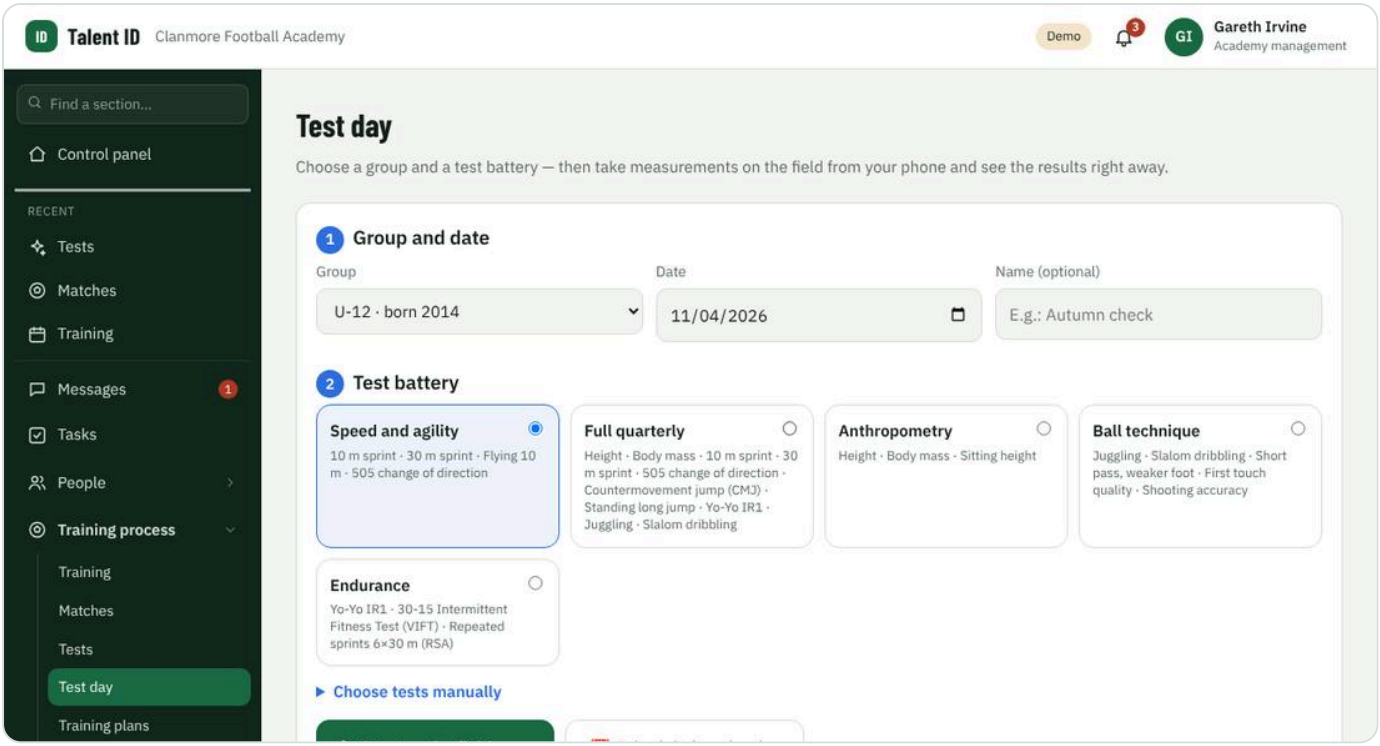
Results of physical and technical tests by group, and how they change over time.



Tests

3.4. Test day

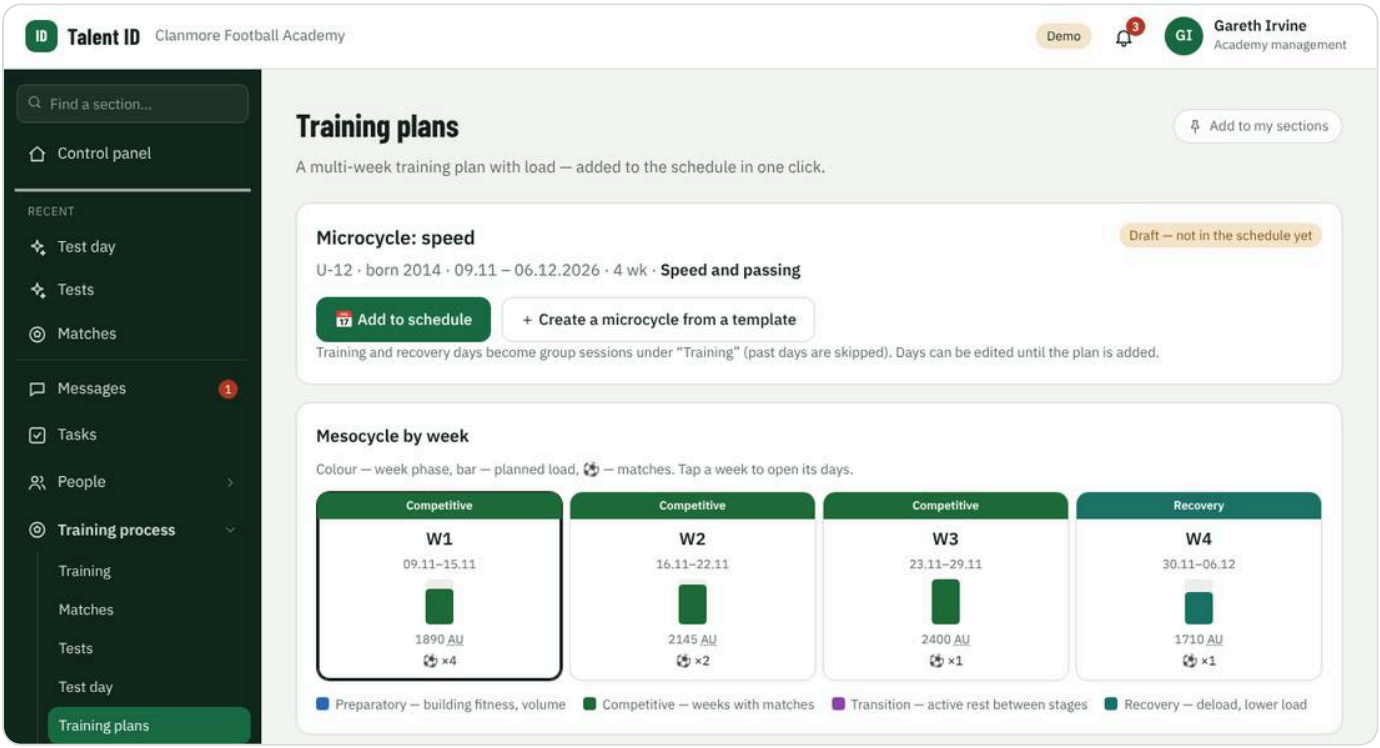
Test a group in three steps: group and date → test battery (for example “Speed and agility” or “Full quarterly”) → measurements on the pitch from your phone. Results and comparison with peers straight away.



Test day

3.5. Training plans

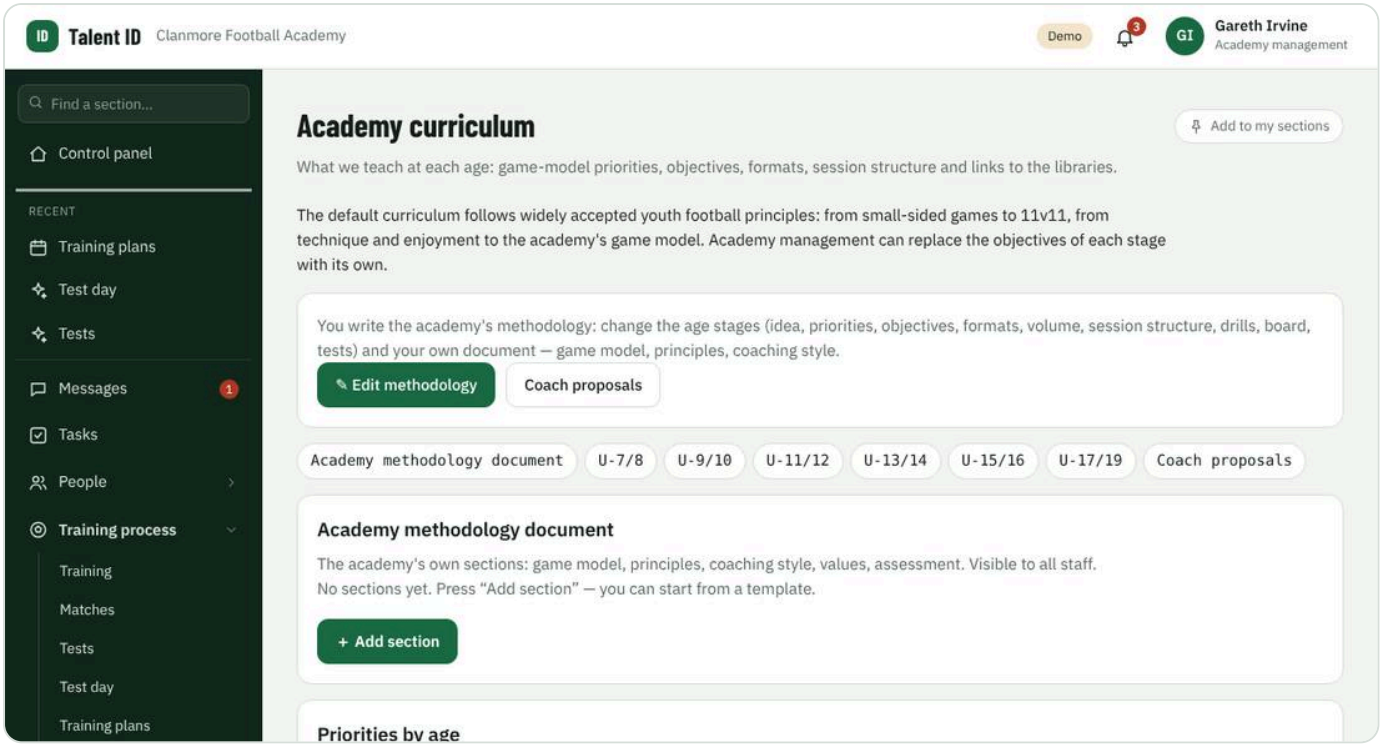
A plan over several weeks with planned load; a finished plan is copied into the group's schedule with one click.



Training plans

3.6. Academy curriculum

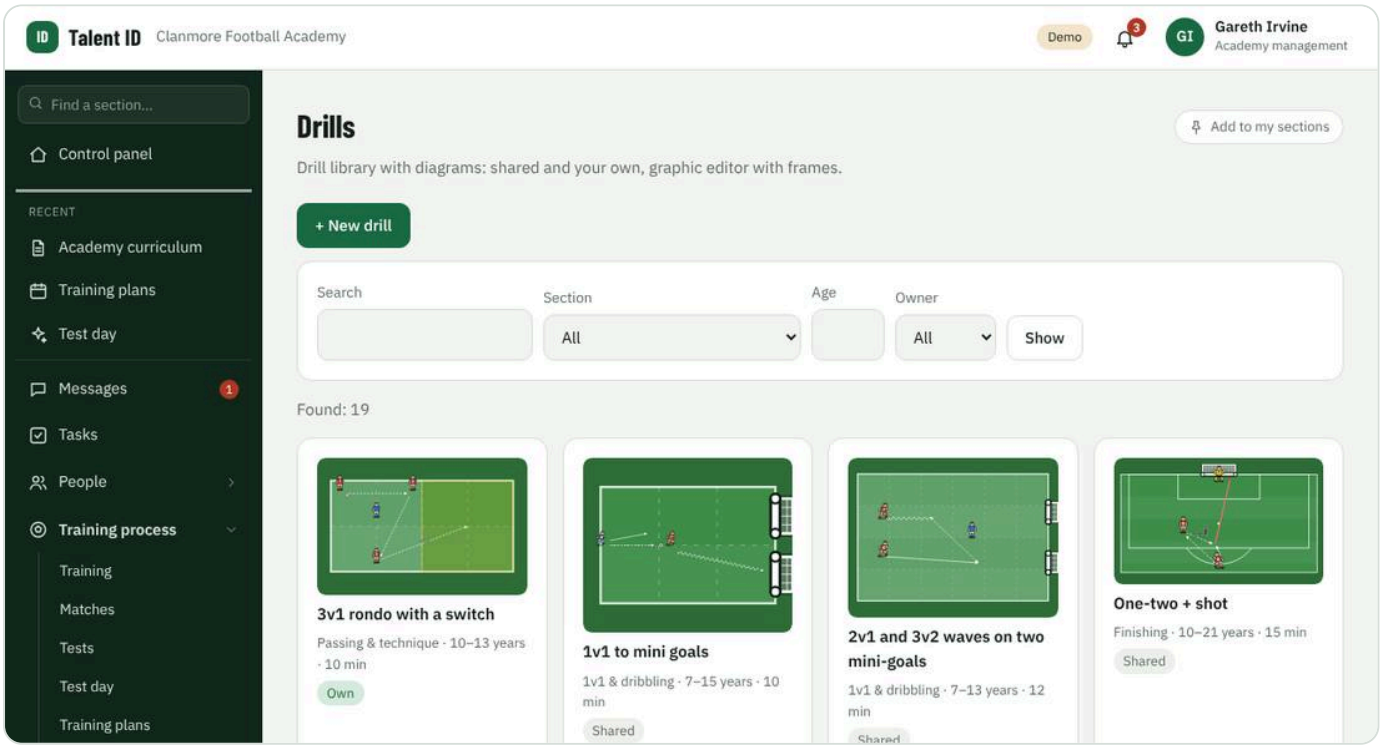
What the academy teaches at each age: game model priorities, objectives, game formats and session structure. The default programme progresses from small-sided games to 11v11; management can replace the objectives for each age with its own — they then become the reference point for all coaches.



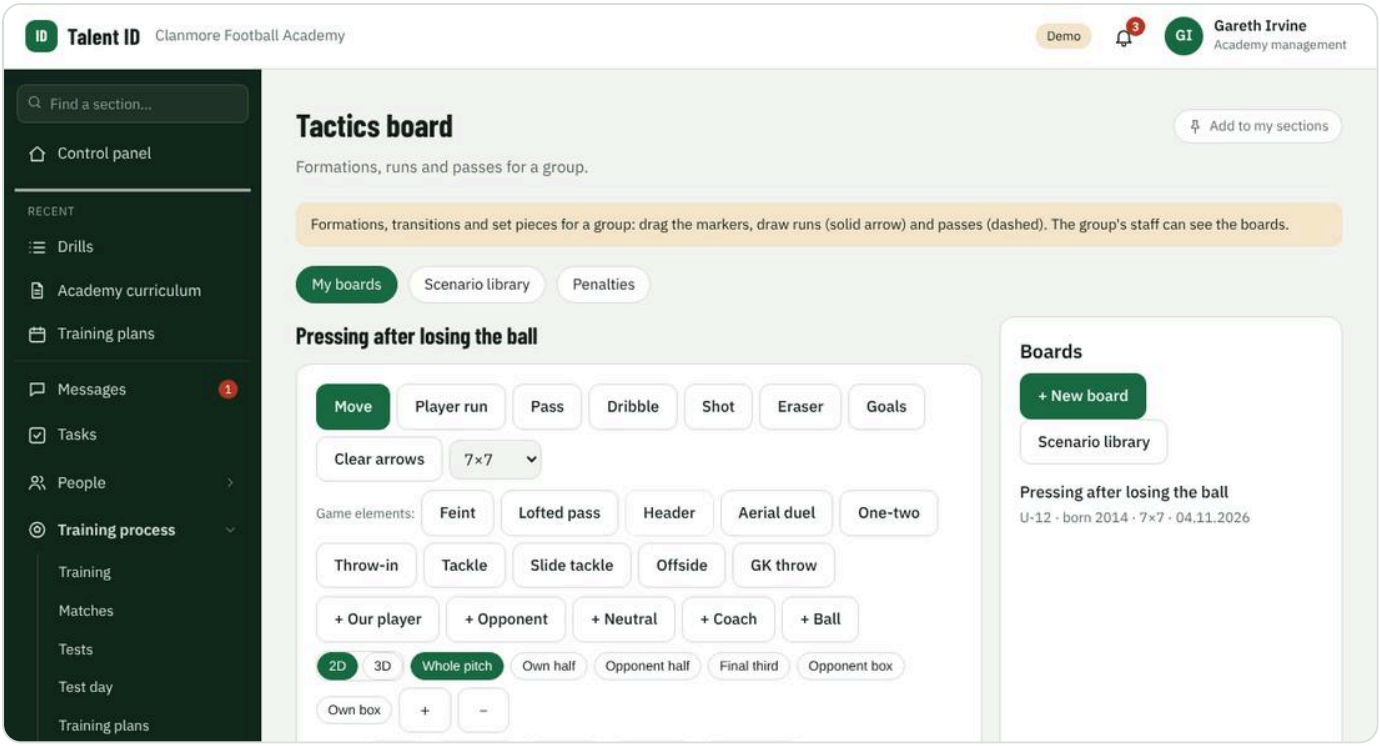
Academy curriculum

3.7. Drills and tactics board

- **"Drills"**: a library with diagrams — general drills and the academy's own, plus a graphic editor with frames.
- **"Tactics board"**: diagrams of formations, movements and passes for a group; the coach can send a diagram to a player's parents.



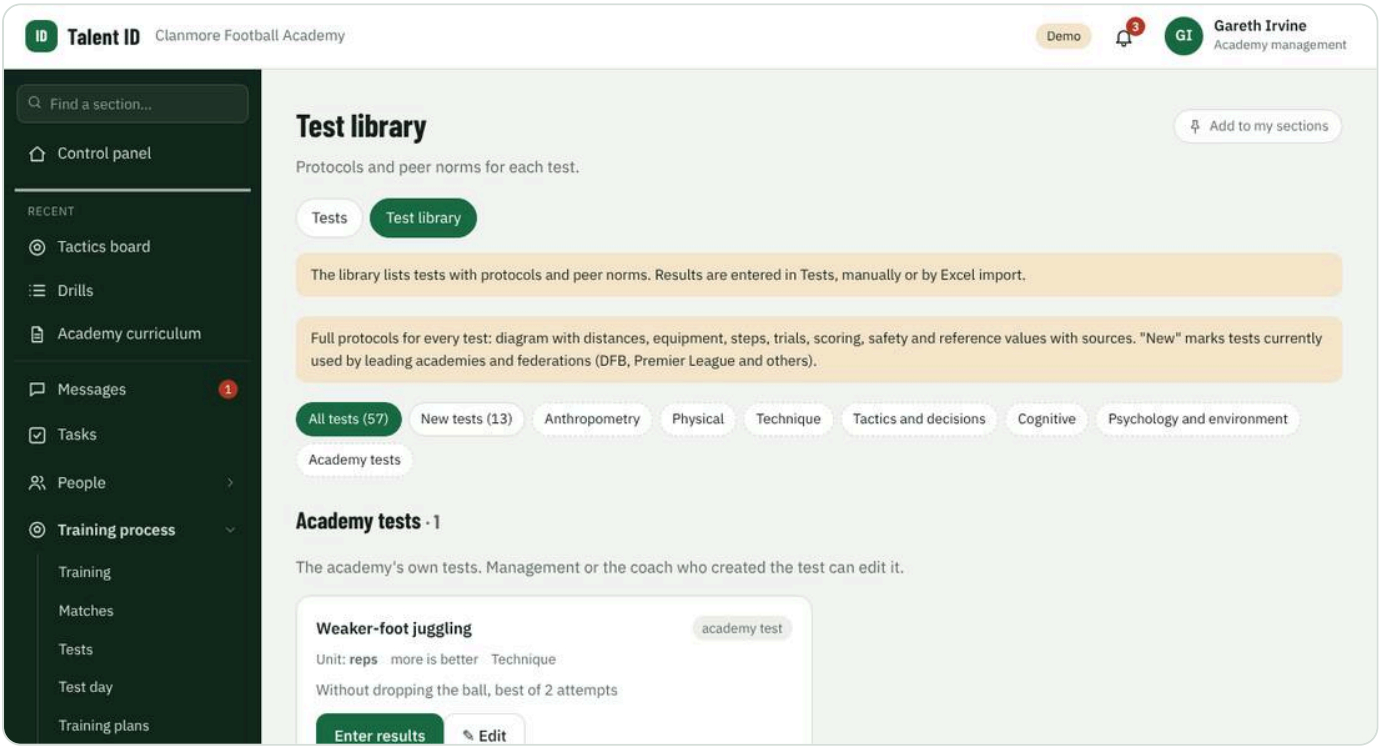
Drills



Tactics board

3.8. Test library

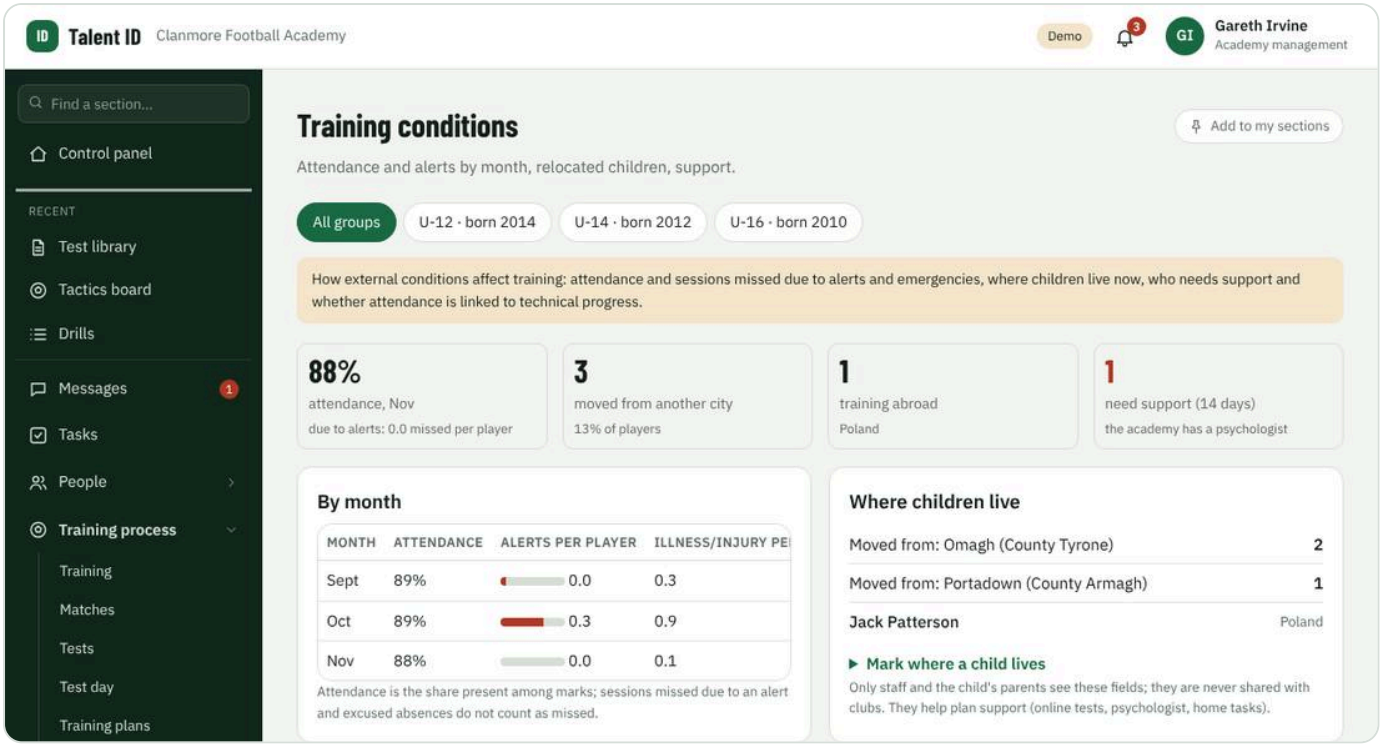
The protocol for each test (how to run it, how many attempts, which result counts) and peer norms. When every coach uses the same protocol, results are comparable.



Test library

3.9. Training conditions

Attendance and alerts by month, relocated children and support — an argument for grant-makers and sponsors about the conditions the academy works in.



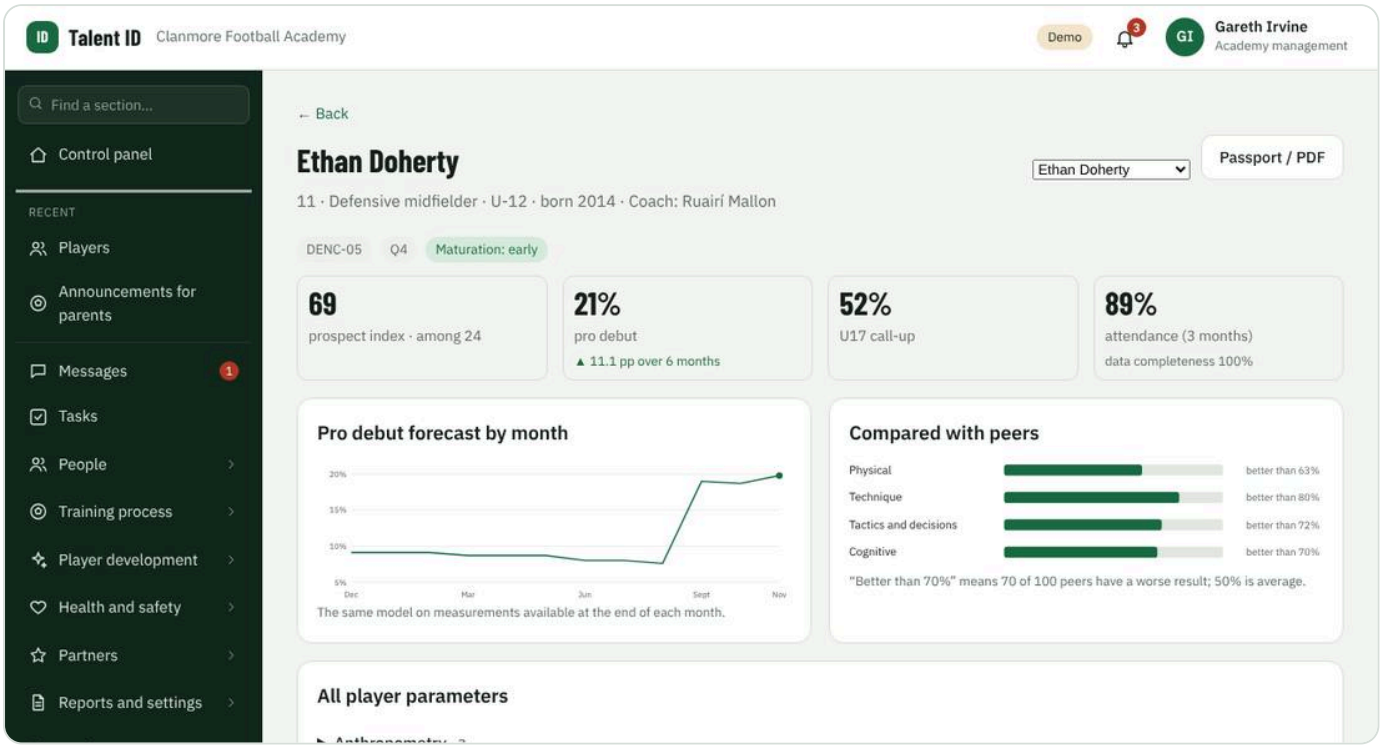
Training conditions

4. Player development

This block is what sets Talent ID apart from ordinary club apps: you see not only results but also how to read them with an adjustment for maturation.

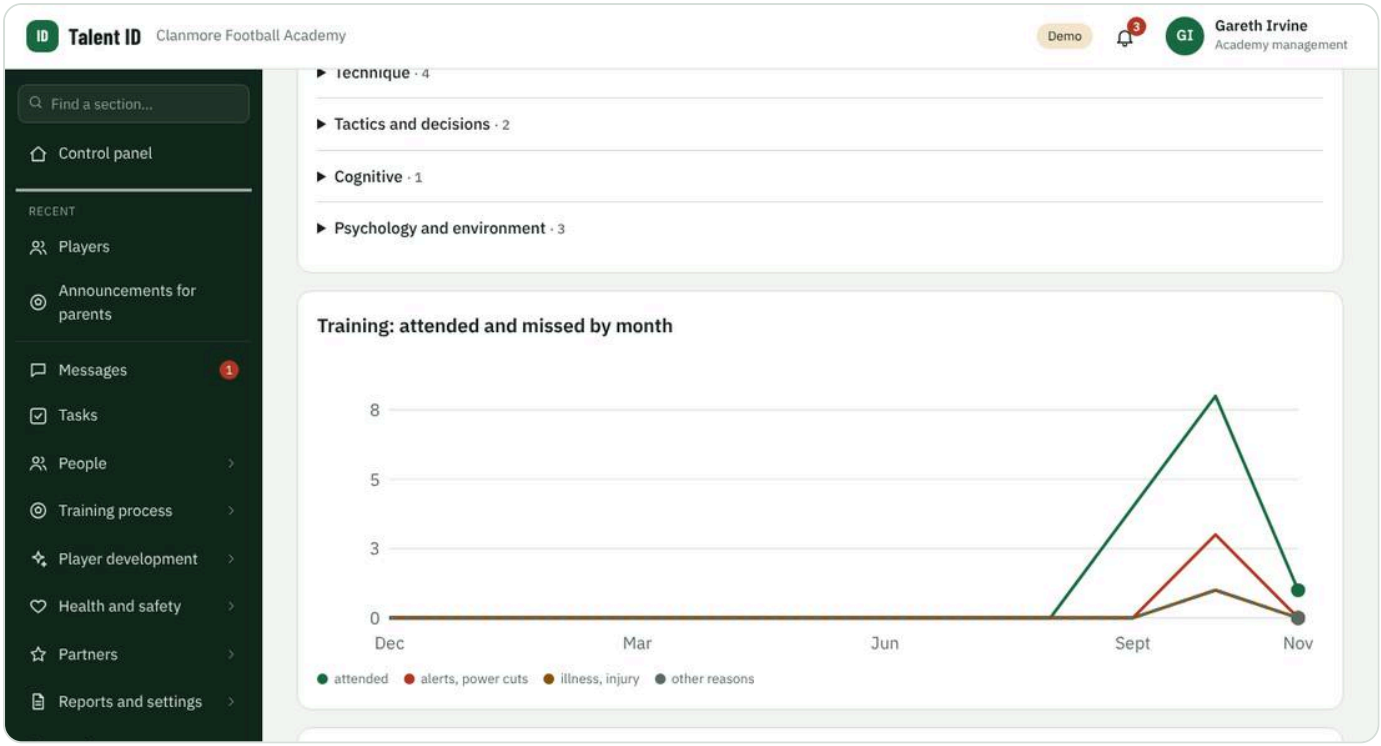
4.1. Player card

Opens when you click a name in any list.



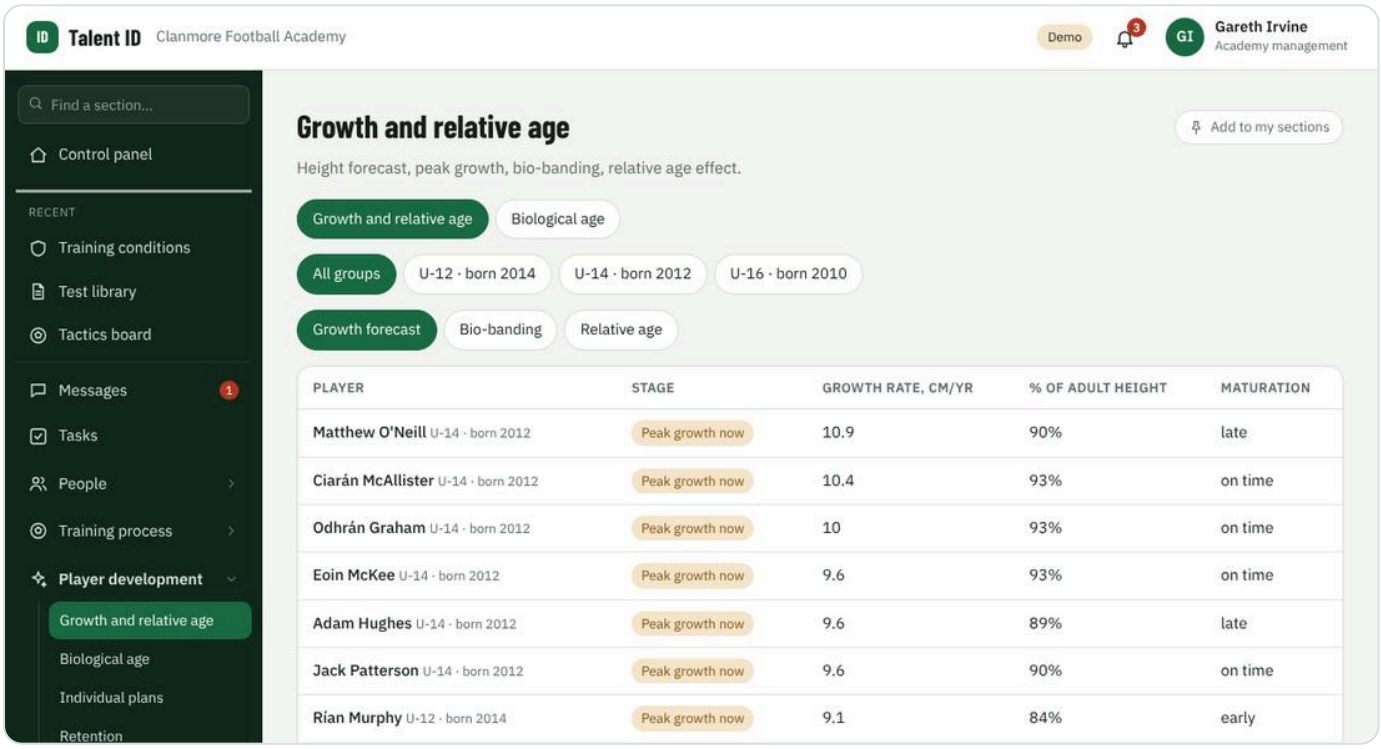
Player card

- **At the top:** shirt number, position, group, coach; tags for birth quarter (Q1–Q4) and maturation tempo.
- **Key figures:** prospect index, probability of a professional debut and of a national team call-up, attendance and data completeness.
- **“Pro debut forecast by month”** shows how the forecast has changed; **“Compared with peers”**: physical, technical, tactical, cognitive (“better than 70%” = better than 70 out of 100 peers).
- **“All player parameters”:** anthropometry, physical, technical, tactical, psychological — value, change over 3 months, rank among peers and date measured. The “bio age” tag marks a comparison adjusted for maturation.
- **“Passport / PDF”**: the development passport for parents or for a transfer.



Player card: tests and attendance

4.2. Growth and relative age

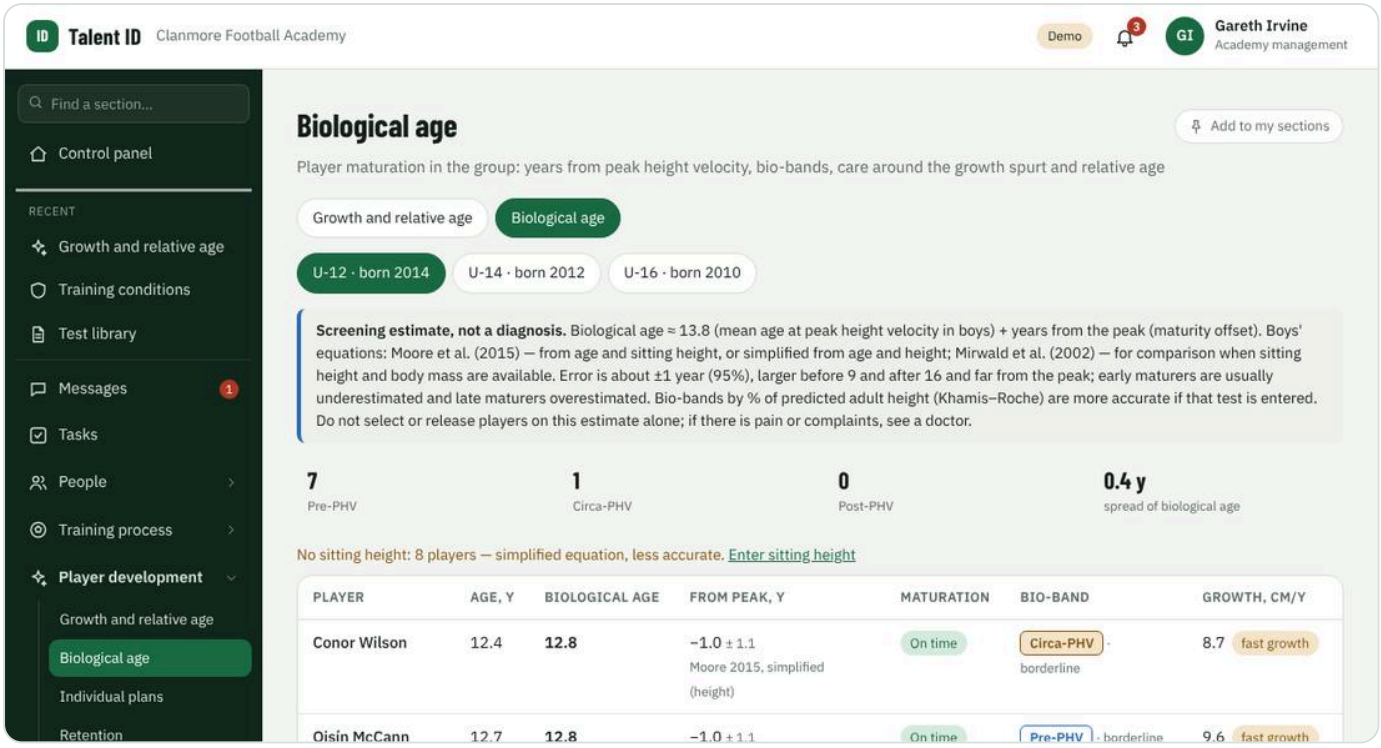


Growth and relative age

- **“Growth forecast”:** stage (before the peak, peak growth now, after the peak), growth rate in cm per year, percentage of adult height and maturation tempo (early, on time, late).
- **“Bio-banding”:** groups A–D by percentage of adult height — for tournaments and drills among children of the same biological age.
- **“Relative age”:** players by birth quarter; a skew towards January–March is a sign that the academy is filtering out late developers.

4.3. Biological age

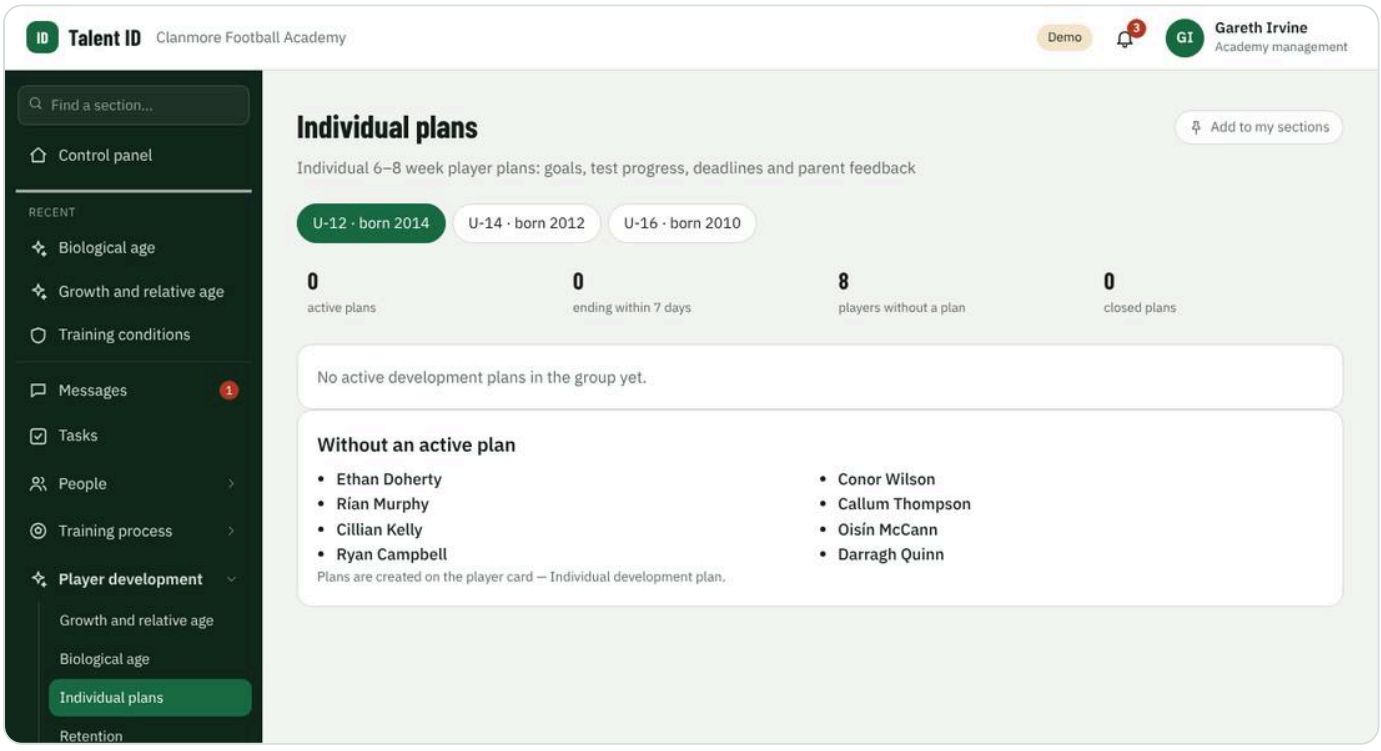
Maturation of the group's players: years before or after peak growth, bio-groups and warnings to take care during the peak. The calculation needs height, weight and date of birth; the parents' heights make the forecast more accurate.



Biological age

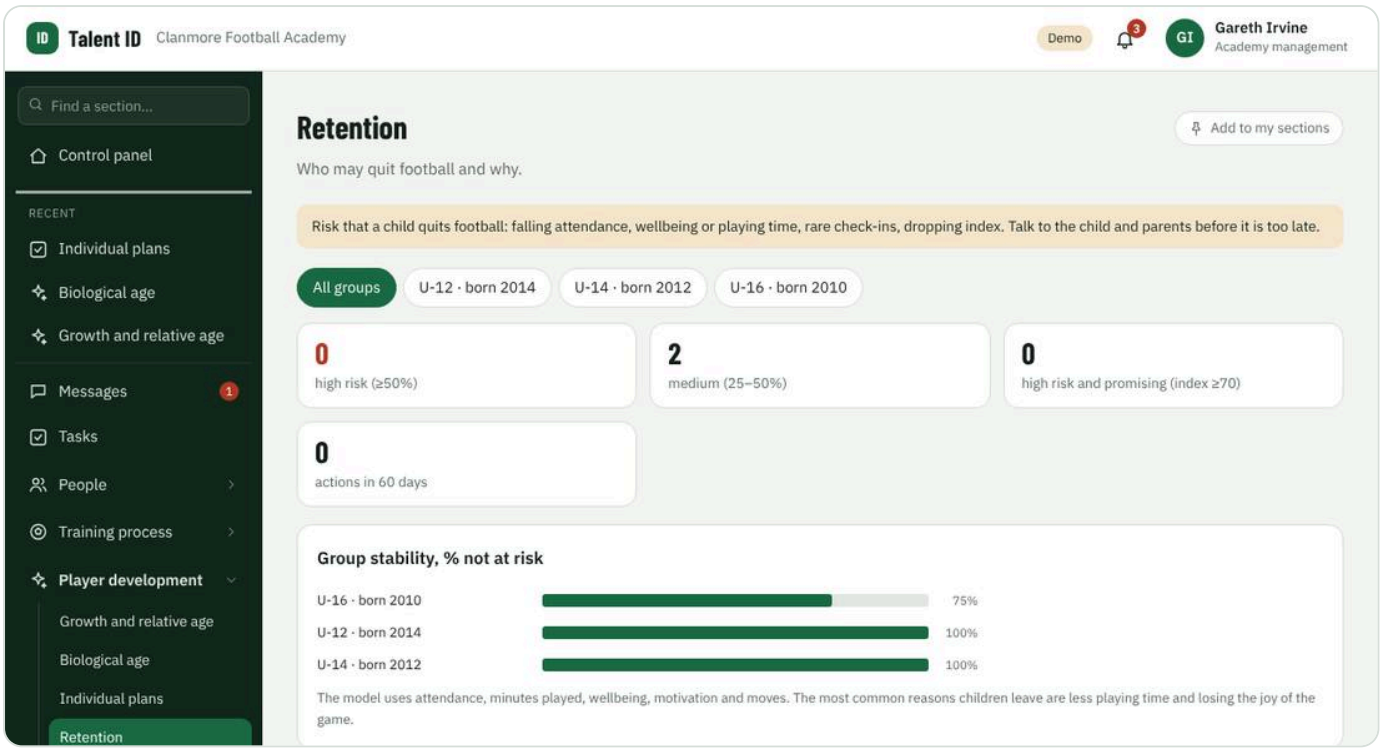
4.4. Individual plans

Player plans over 6–8 weeks: goals, progress in tests, deadlines and parents' feedback.



Individual plans

4.5. Retention

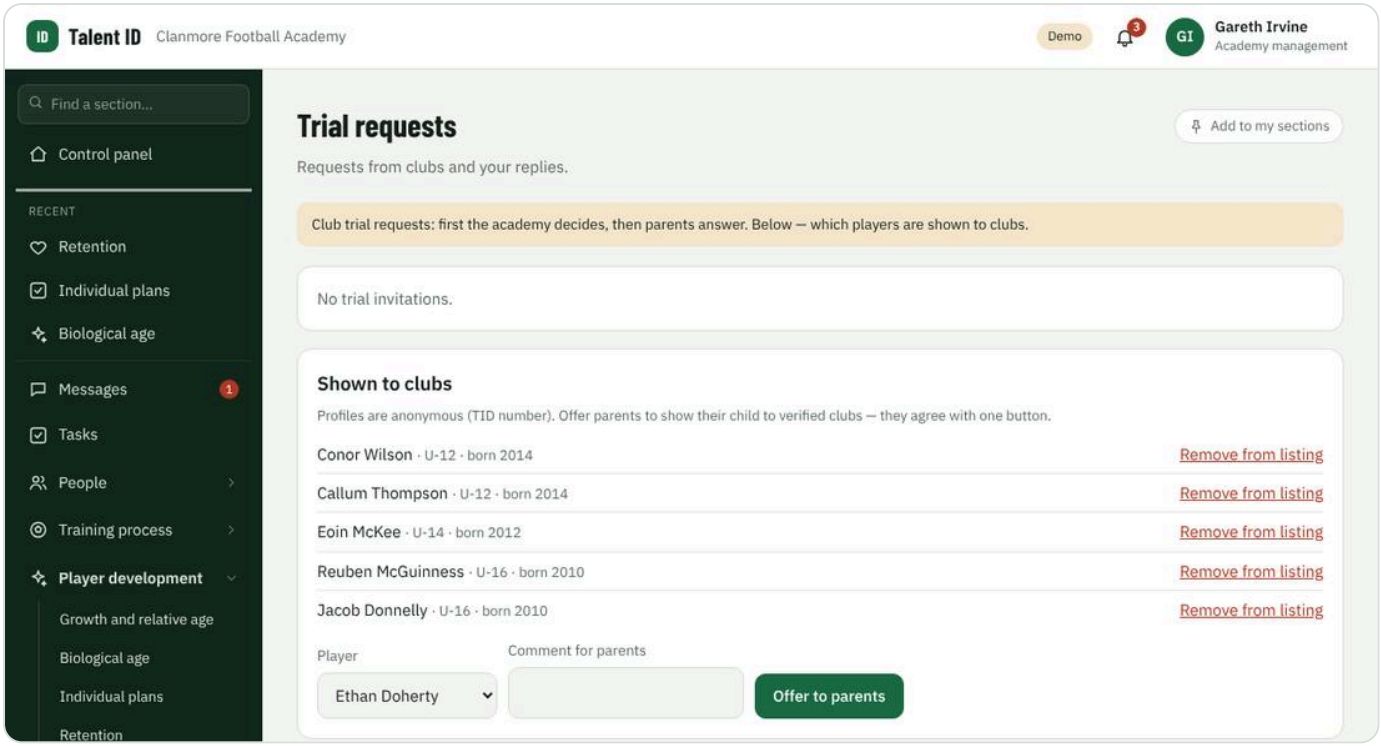


Retention

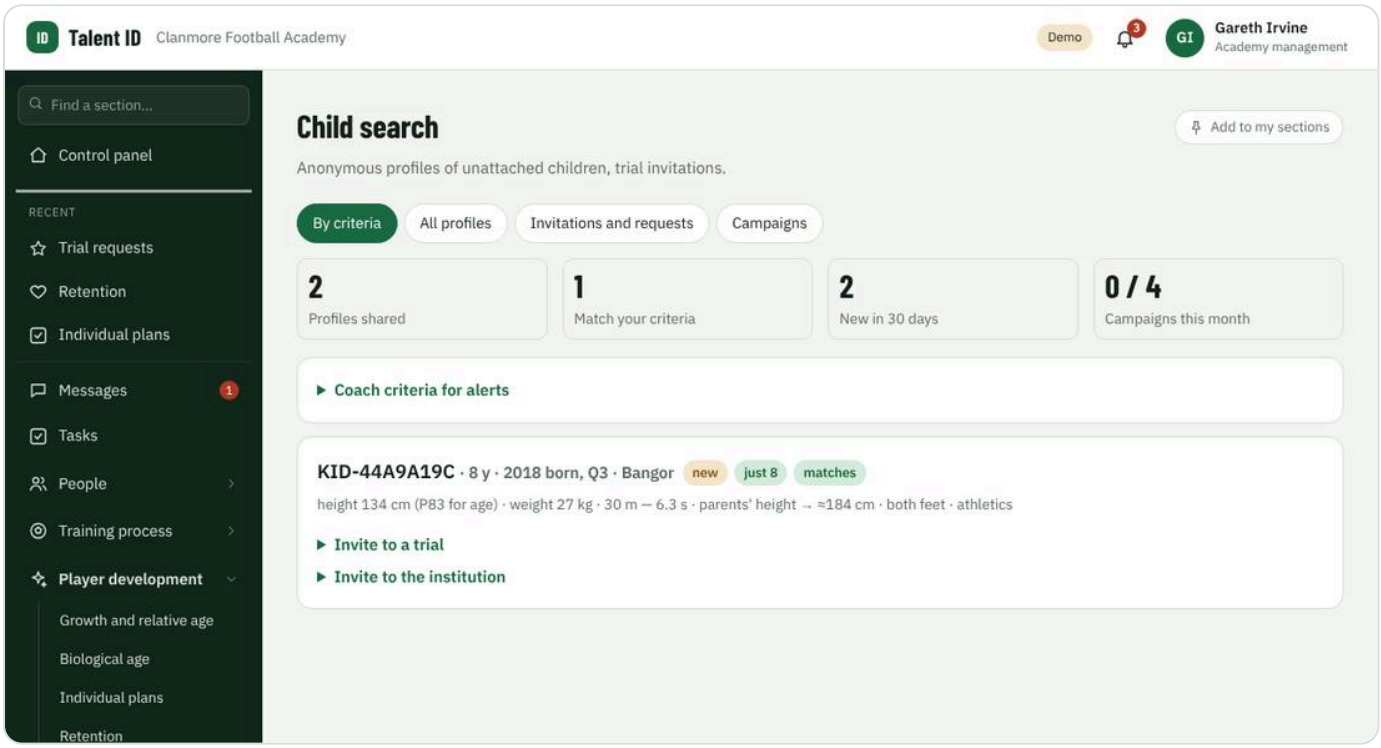
- The model takes into account attendance, playing minutes, wellbeing, motivation and moving home.
- The cards at the top show how many children are at high (≥50%) and medium (25–50%) risk, how many of them are promising, and how many actions have been taken in 60 days.
- The table shows each child's risk, the reason and action buttons: **"Talk"**, **"Indiv. plan"**, **"All good"**. A recorded action is added to the counter.

4.6. Trial requests and child search

- **"Trial requests"**: requests from professional clubs about your players, and your replies.
- **"Child search"**: anonymous profiles of children without a club (year and quarter of birth, town, height, 30 m, height forecast) and invitations to a trial. With the "Elite" plan you get notifications about new profiles that match your criteria.



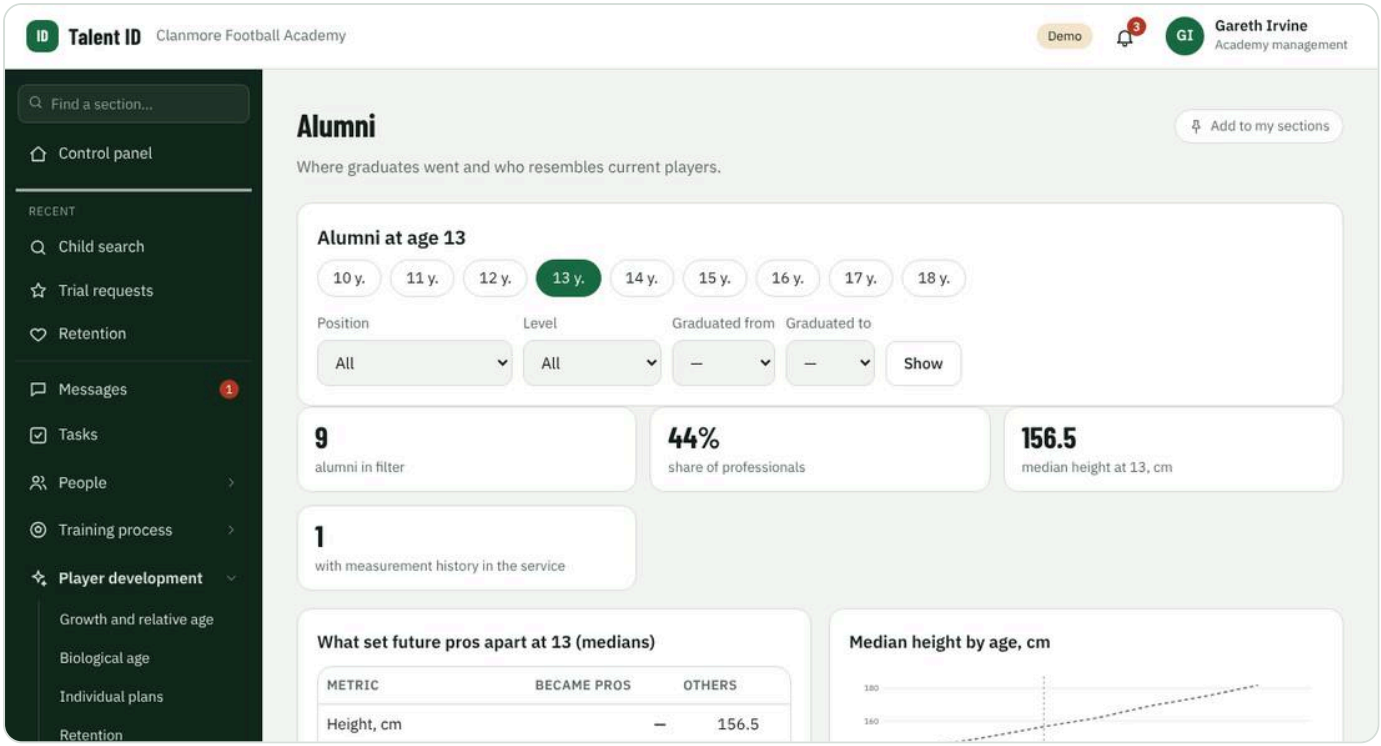
Trial requests



Child search

4.7. Alumni

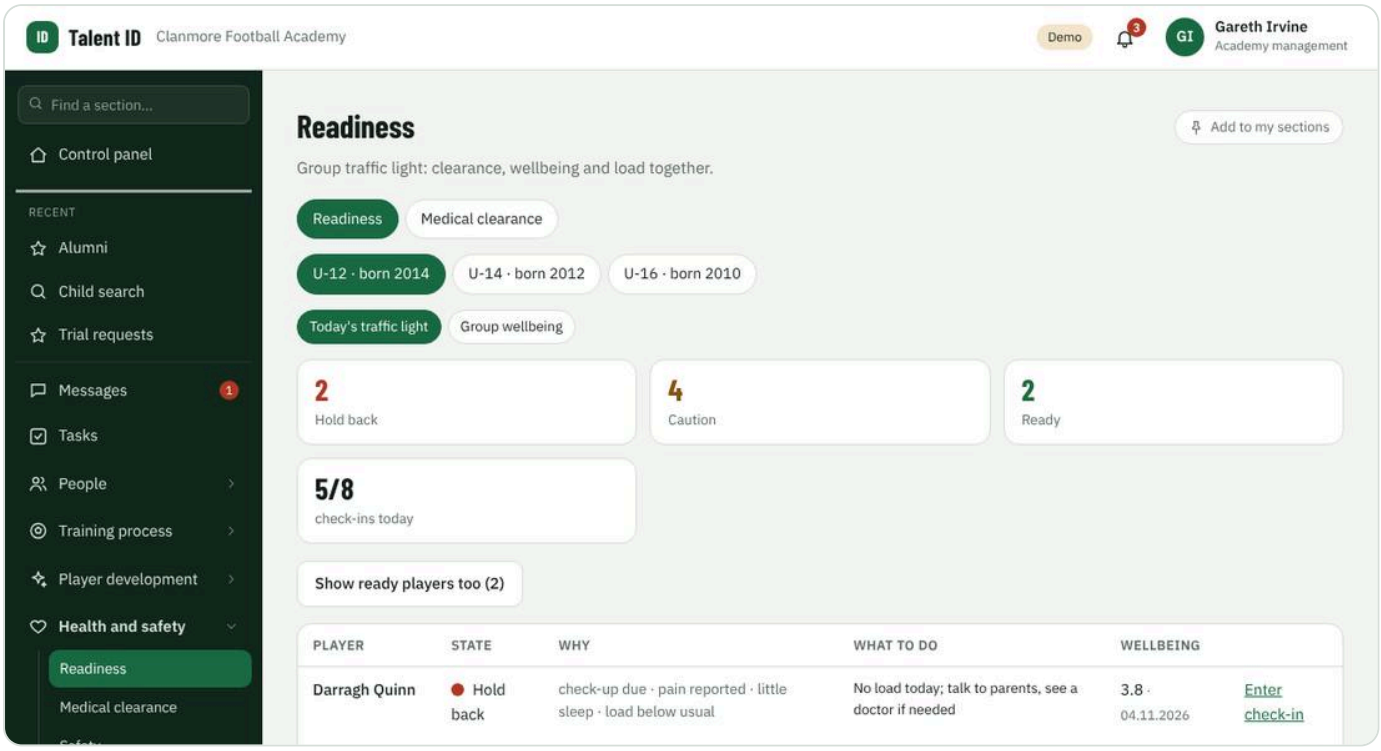
Where former players have gone, and which of them resemble your current players (“look-alikes”). An alumnus’s profile at the time they left helps you see whose path a younger player is following.


Talent ID
Clanmore Football Academy
Demo
3
GI
Gareth Irvine
Academy management
Find a section...
Control panel
RECENT
Child search
Trial requests
Retention
Messages
1
Tasks
People
Training process
Player development
Growth and relative age
Biological age
Individual plans
Retention
Alumni
Where graduates went and who resembles current players.
Add to my sections
Alumni at age 13
10 y.
11 y.
12 y.
13 y.
14 y.
15 y.
16 y.
17 y.
18 y.
Position
Level
Graduated from
Graduated to
All
All
—
—
Show
9
alumni in filter
44%
share of professionals
156.5
median height at 13, cm
1
with measurement history in the service
What set future pros apart at 13 (medians)
METRIC
BECAME PROS
OTHERS
Height, cm
—
156.5
Median height by age, cm
180
160
Alumni

5. Health and safety

5.1. Readiness

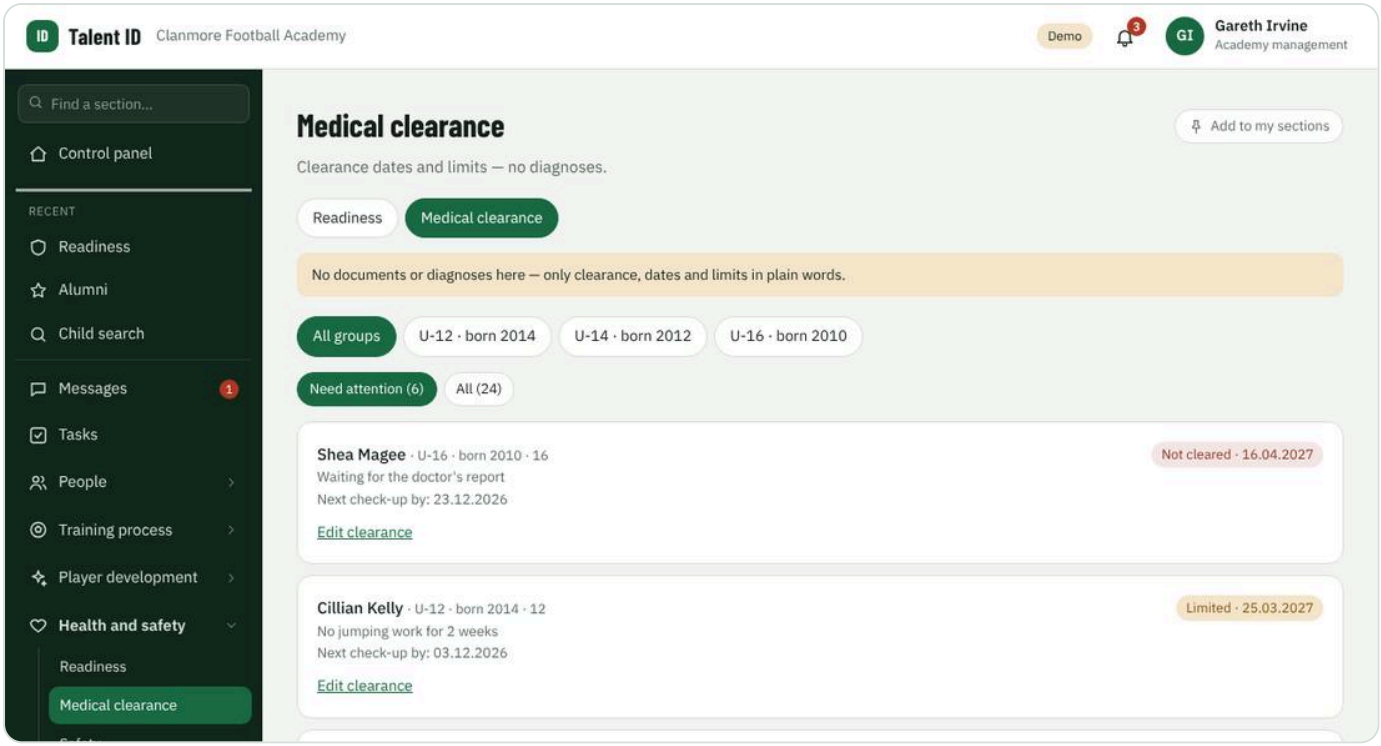
The group’s traffic light before training: medical clearance, wellbeing check-in and load together. Green — plays without restrictions, amber — reduce the load, red — do not let them train.



Readiness

5.2. Medical clearance

Clearance dates and restrictions for each player — without diagnoses. The doctor enters the date and restrictions in plain words (for example “no jumping load until 30.11”). As the date approaches, the status changes to “Check-up due”; overdue clearances appear on the “Control panel”.

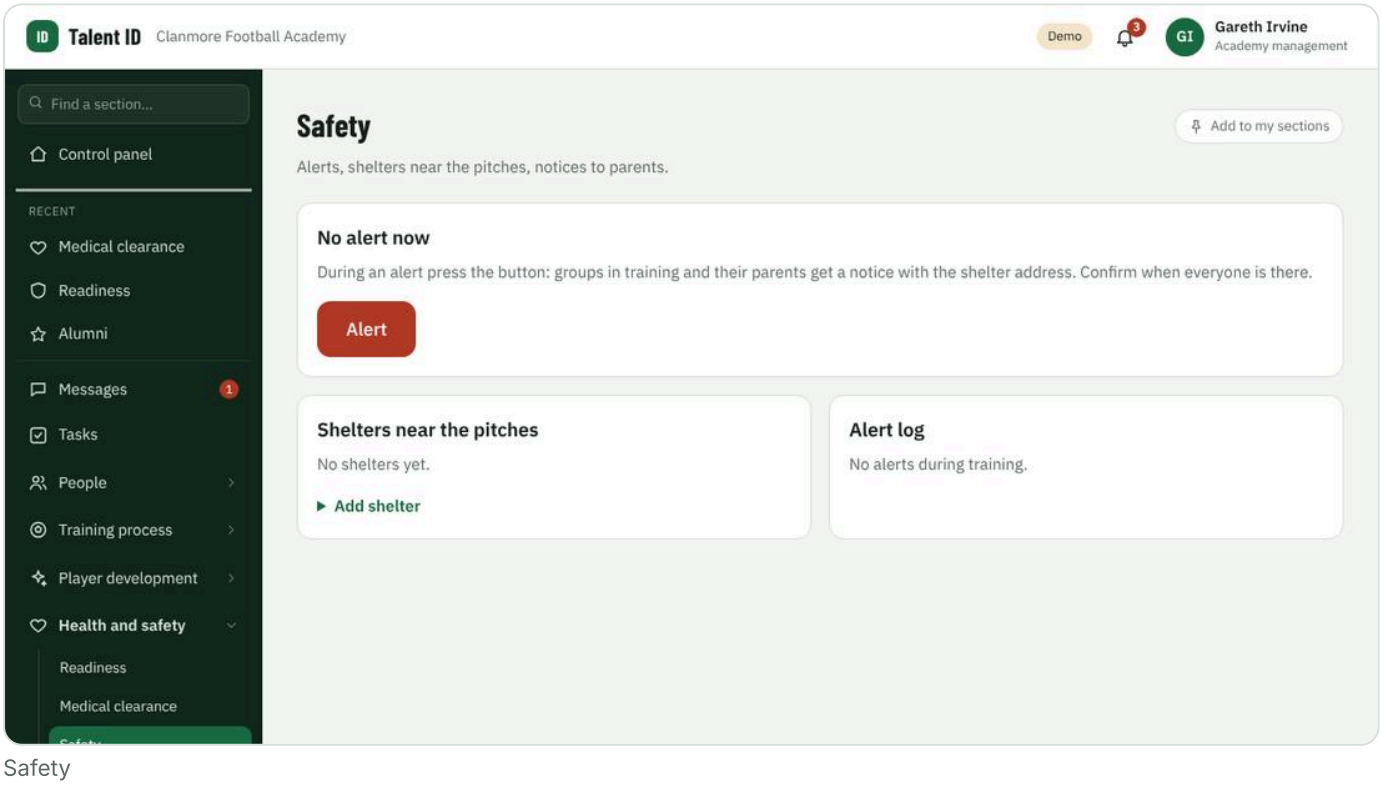


Medical clearance

5.3. Safety

Alerts, shelters near the pitches and notices to parents.

1. Under “Shelters near the pitches”, use “Add shelter” to enter the nearest shelter for each pitch.
2. In an emergency, the coach or management presses “Alert” — parents get a notice telling them where the children are.
3. Sessions cancelled because of an alert are counted in “Training conditions” and on the player card as a separate reason for absence (“alerts, power cuts”).

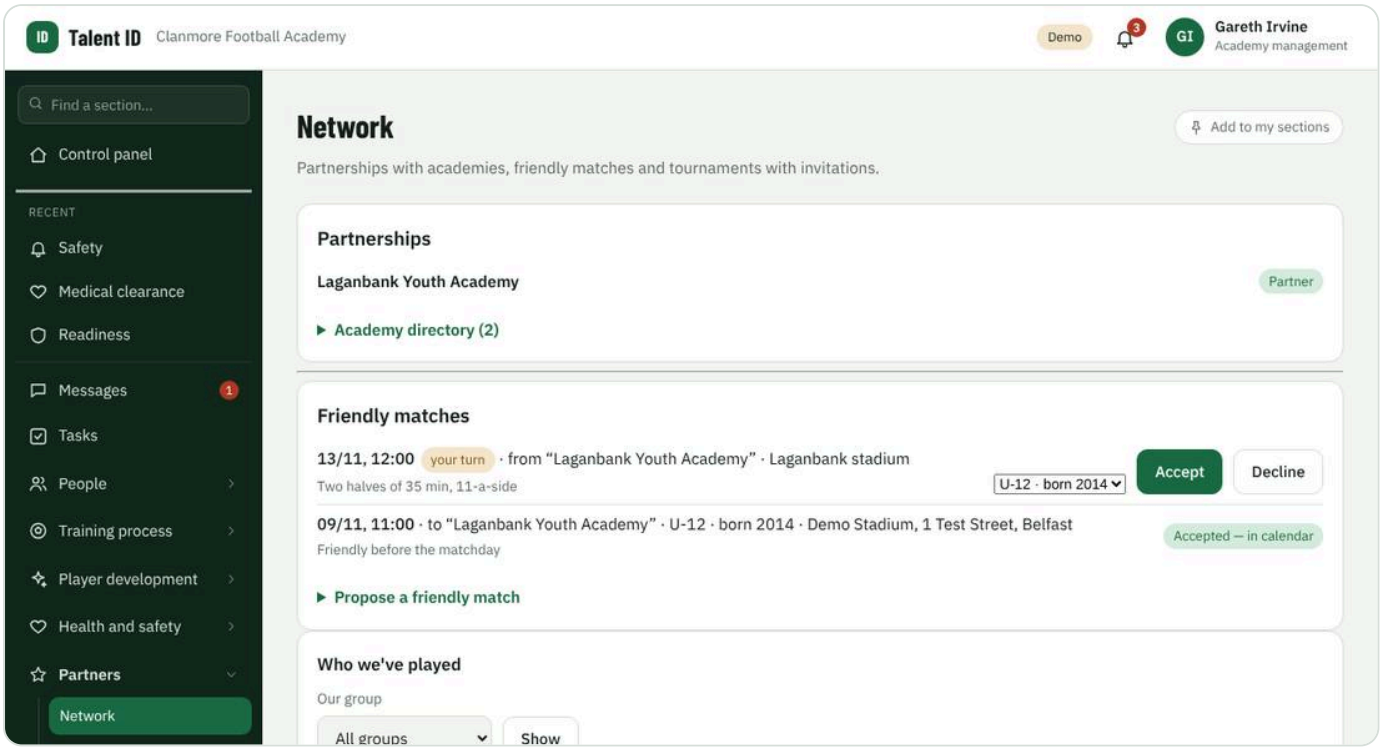


Safety

6. Partners

6.1. Network

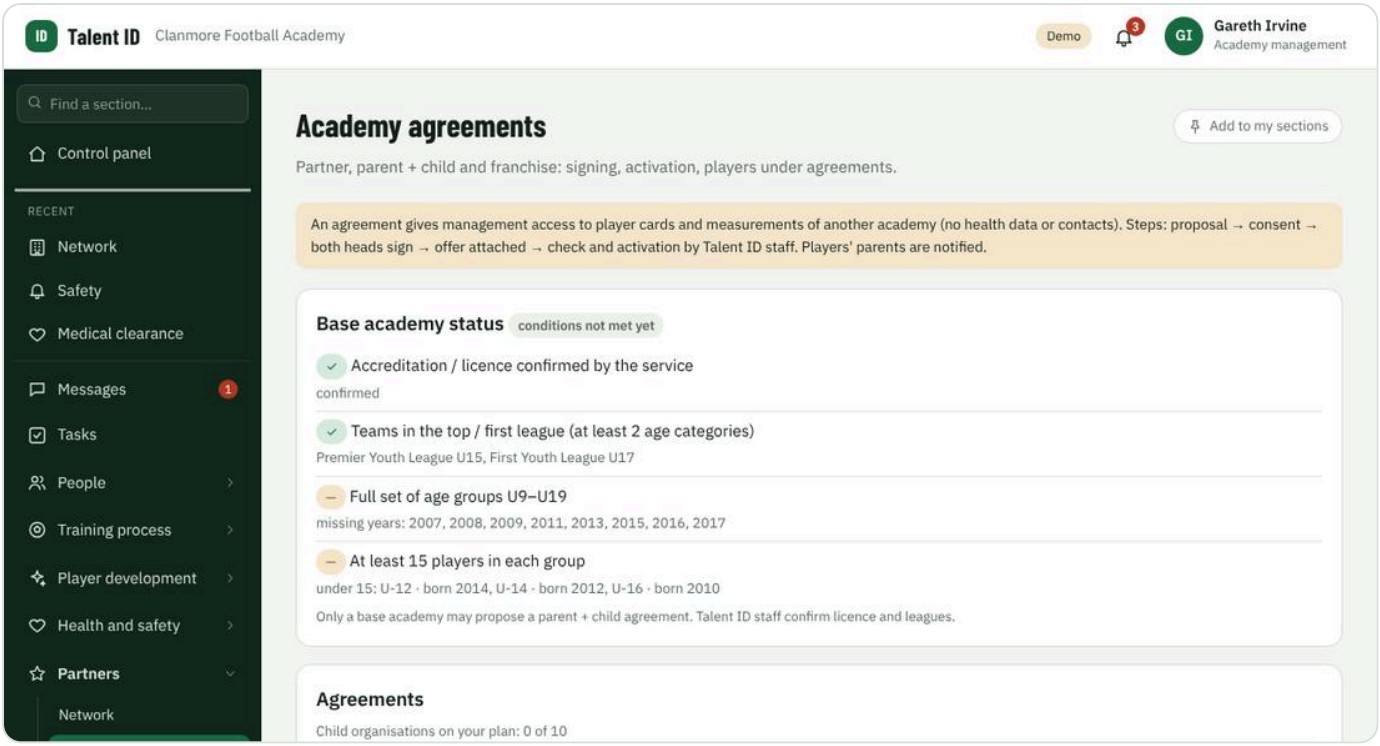
Partnerships with other academies, friendly matches and invitational tournaments. Propose a friendly — the partner academy confirms or suggests another time, and the match appears in both groups' schedules.



Network

6.2. Academy agreements

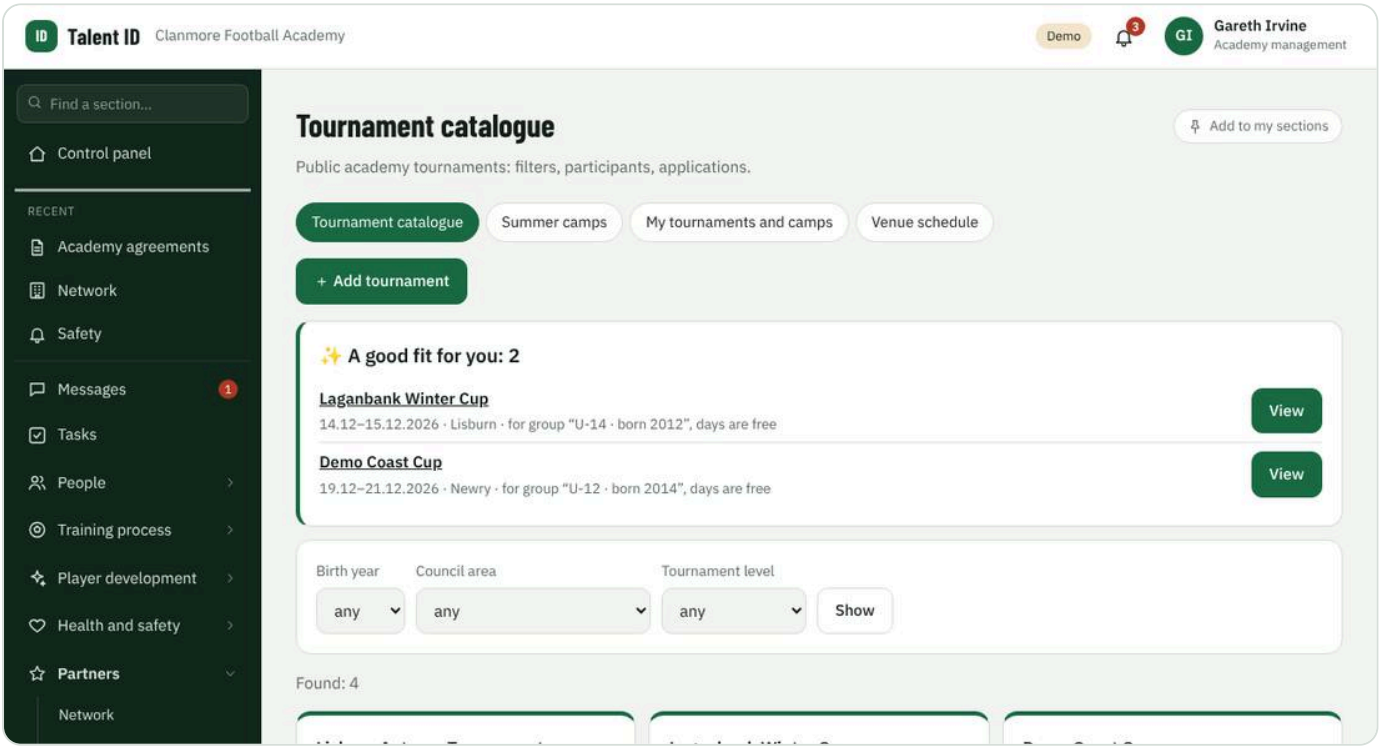
Three formats: partnership, parent and subsidiary organisation, franchise. The agreement is signed and activated in the service; you can see which players have moved under the agreement. Subsidiary organisations: "Academy" up to 2, "Elite" up to 10.



Agreements

6.3. Tournament catalogue

A catalogue of tournaments and summer camps, the academy's own tournaments, entries and fixtures. Visibility depends on your plan: your region, the whole country or all countries.



Tournament catalogue

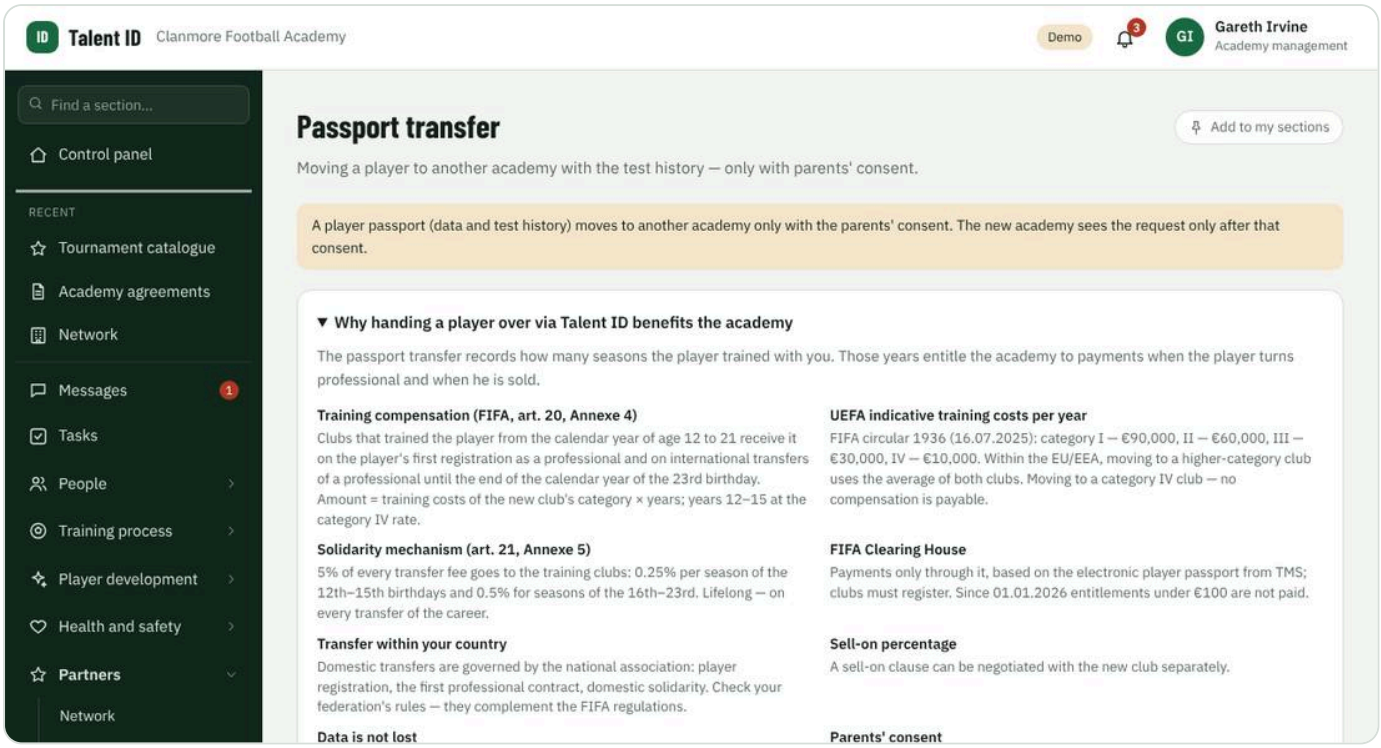
6.4. Passport transfer

A player's move to another academy together with their test history — only with the parents' consent.

1. Your academy proposes transferring the development passport to the new academy.

2. The parents receive the request and give consent in their area.
3. Only then does the new academy see the request and receive the data and test history.

The transfer records how many seasons the player trained with you: it is these years that give the academy the right to training compensation when the player turns professional (section 8.3).

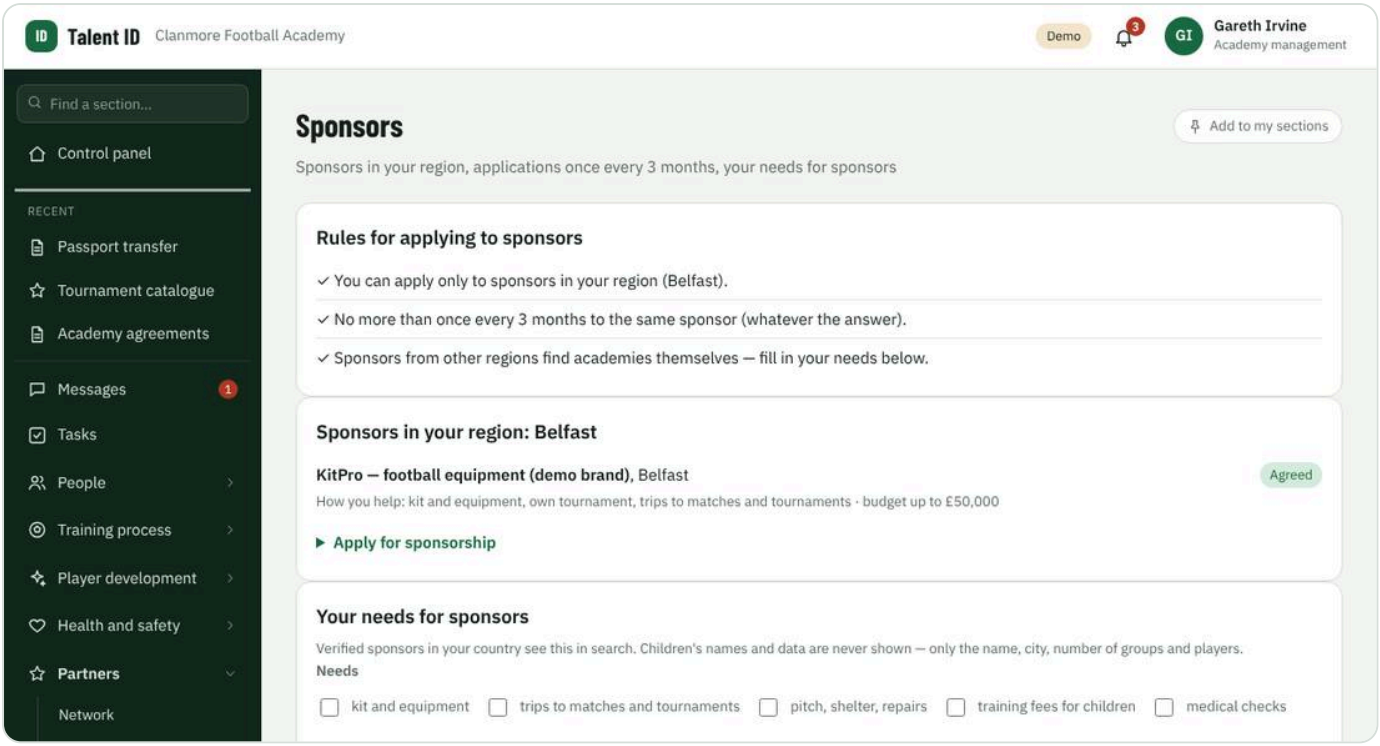


Passport transfer

6.5. Sponsors

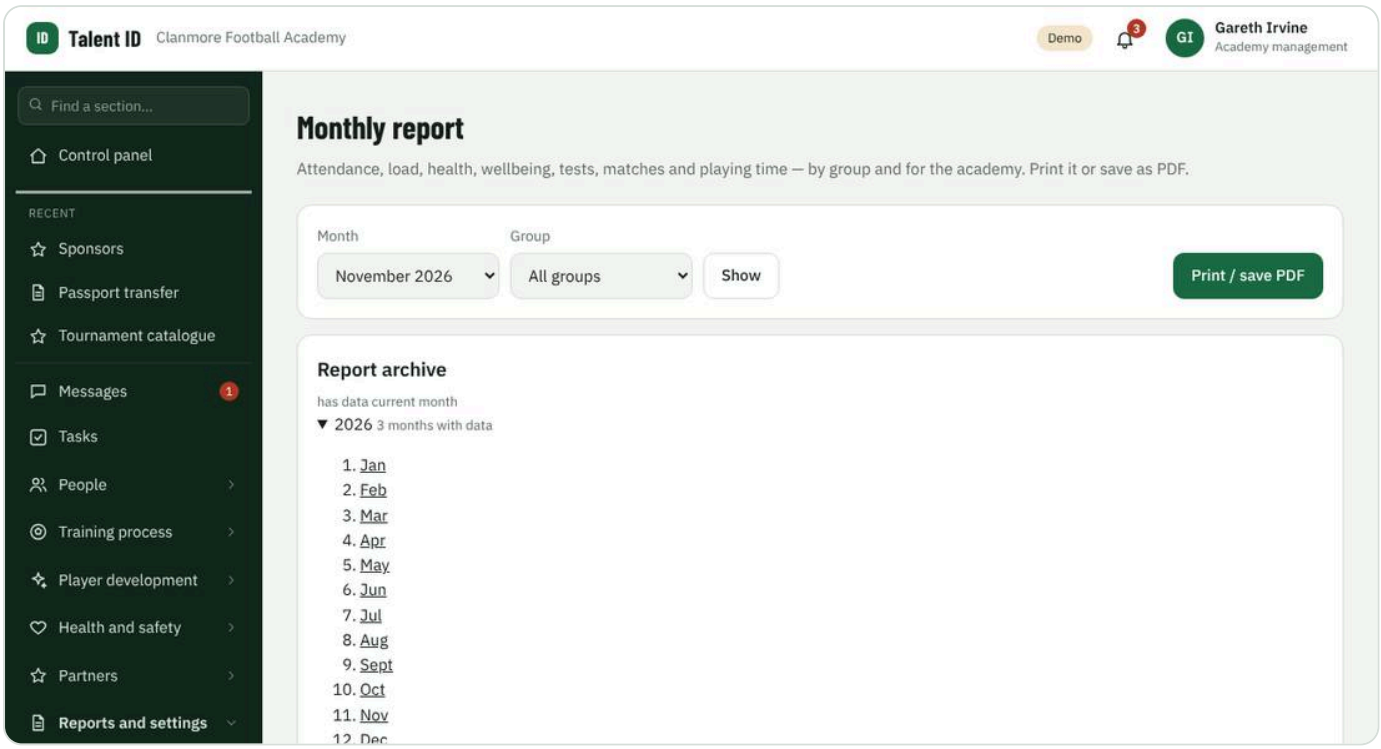
Sponsors in your region see the academy's needs and send offers.

1. List your needs: kit, travel, facilities, fees, medical care, tournaments, meals, girls' football.
2. Apply to a sponsor — no more than once every 3 months to the same sponsor, whatever the answer.
3. Sponsors' replies and offers are here too.


Talent ID
Clanmore Football Academy
Demo
3
GI
Gareth Irvine
Academy management
Find a section...
Control panel
RECENT
Passport transfer
Tournament catalogue
Academy agreements
Messages
1
Tasks
People
Training process
Player development
Health and safety
Partners
Network
Sponsors
Add to my sections
Sponsors in your region, applications once every 3 months, your needs for sponsors
Rules for applying to sponsors
✓ You can apply only to sponsors in your region (Belfast).
✓ No more than once every 3 months to the same sponsor (whatever the answer).
✓ Sponsors from other regions find academies themselves — fill in your needs below.
Sponsors in your region: Belfast
KitPro — football equipment (demo brand), Belfast
Agreed
How you help: kit and equipment, own tournament, trips to matches and tournaments · budget up to £50,000
Apply for sponsorship
Your needs for sponsors
Verified sponsors in your country see this in search. Children's names and data are never shown — only the name, city, number of groups and players.
Needs
kit and equipment
trips to matches and tournaments
pitch, shelter, repairs
training fees for children
medical checks
Sponsors

7. Reports and settings

7.1. Monthly report



Monthly report

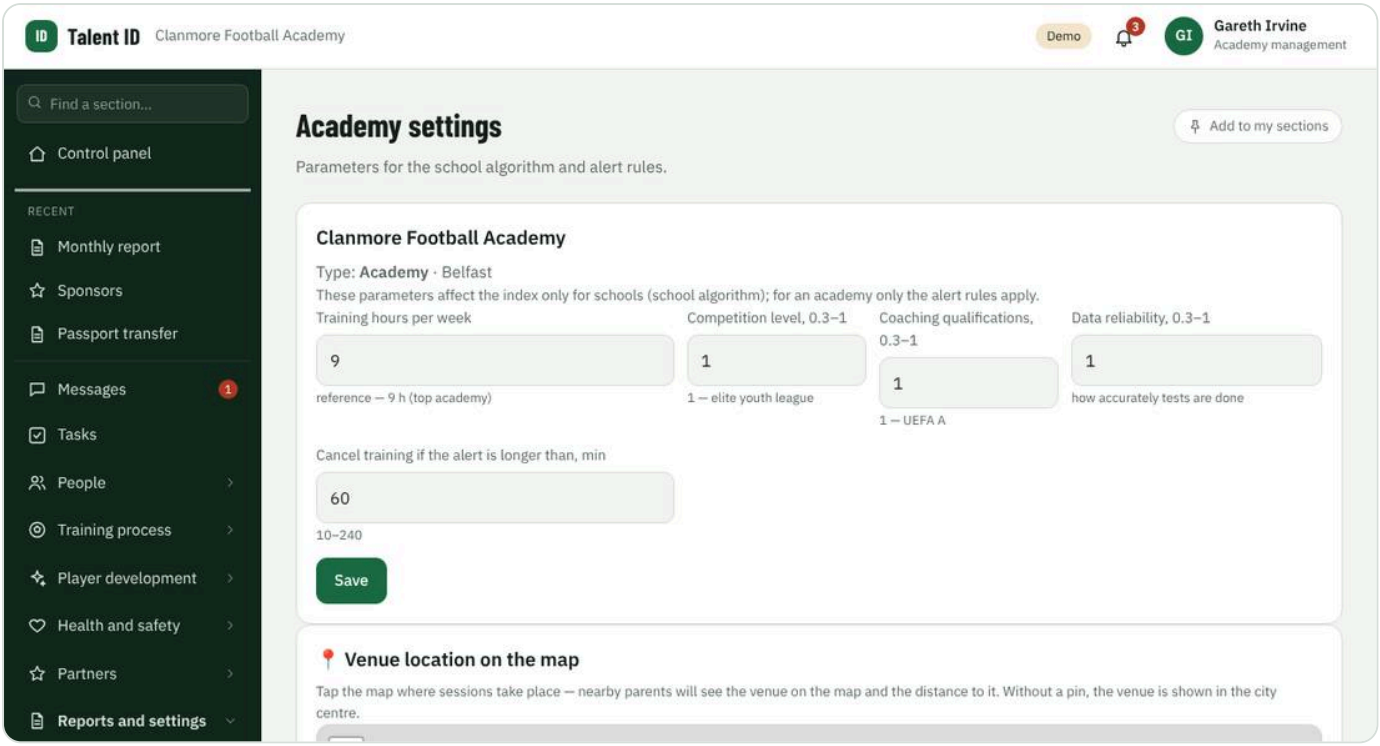
1. Choose a month and a group (or “All groups”) and click “Show”.
2. **“Report archive”** marks the months with data; the current month is shown as of today.
3. **“Summary by group”:** players, attendance, load (sRPE per player per week), ACWR > 1.3 exceedances, illnesses and injuries, check-ins, tests (better / worse), matches (W–D–L) and median playing time.
4. “Print / save PDF” or “Download CSV” — for founders, the board or sponsors.

7.2. Plan and subscription

Your current plan, use of limits (players, coaches), payments and changing plan. The first 30 days are a trial with all “Elite” features; if you move to a smaller plan, your data is kept.

7.3. Academy settings

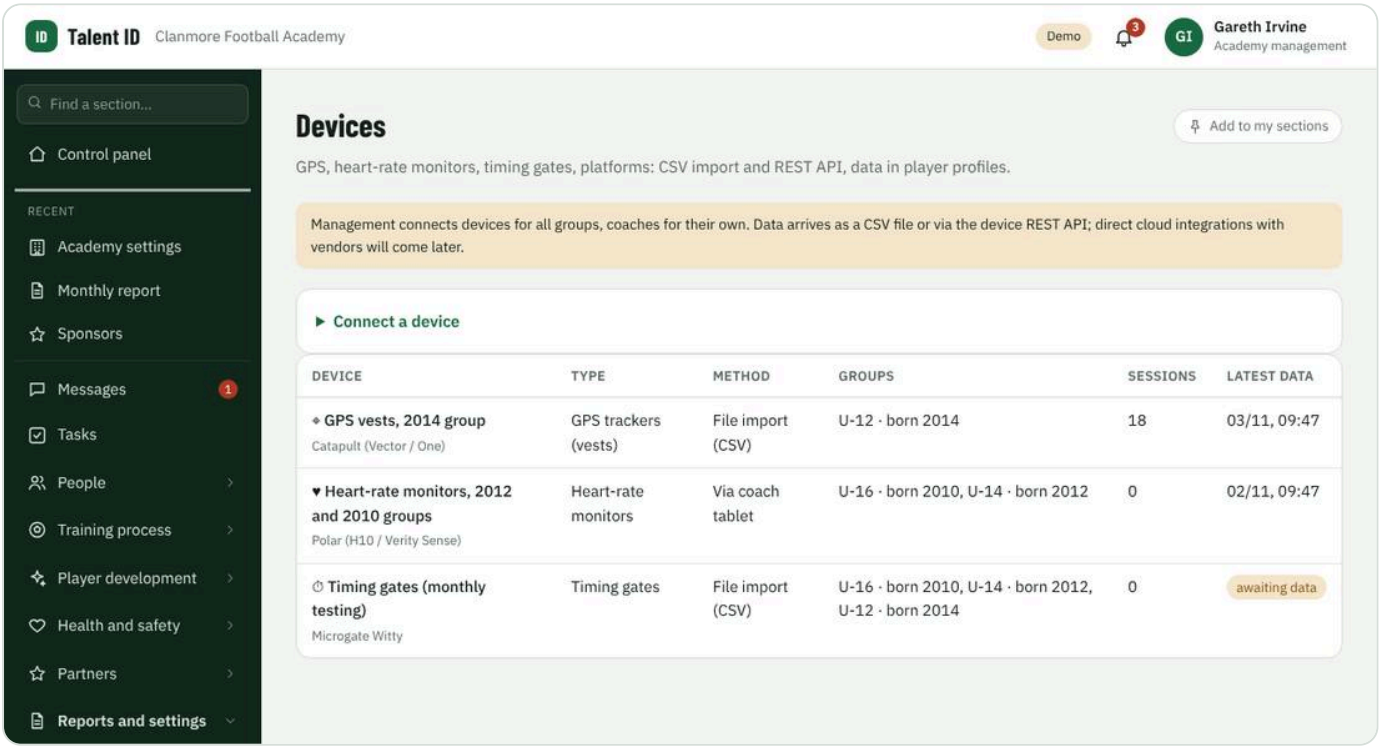
- **Venue parameters:** “Training hours per week”, “Competition level”, “Coaching qualifications”, “Data reliability”. They affect the index only for schools (school algorithm).
- **Alert rules:** after how many minutes of an alert training is cancelled (10–240 min).
- **“Venue location on the map”:** tap the map where sessions take place — nearby parents will see the academy and the distance to it.



Academy settings

7.4. Devices

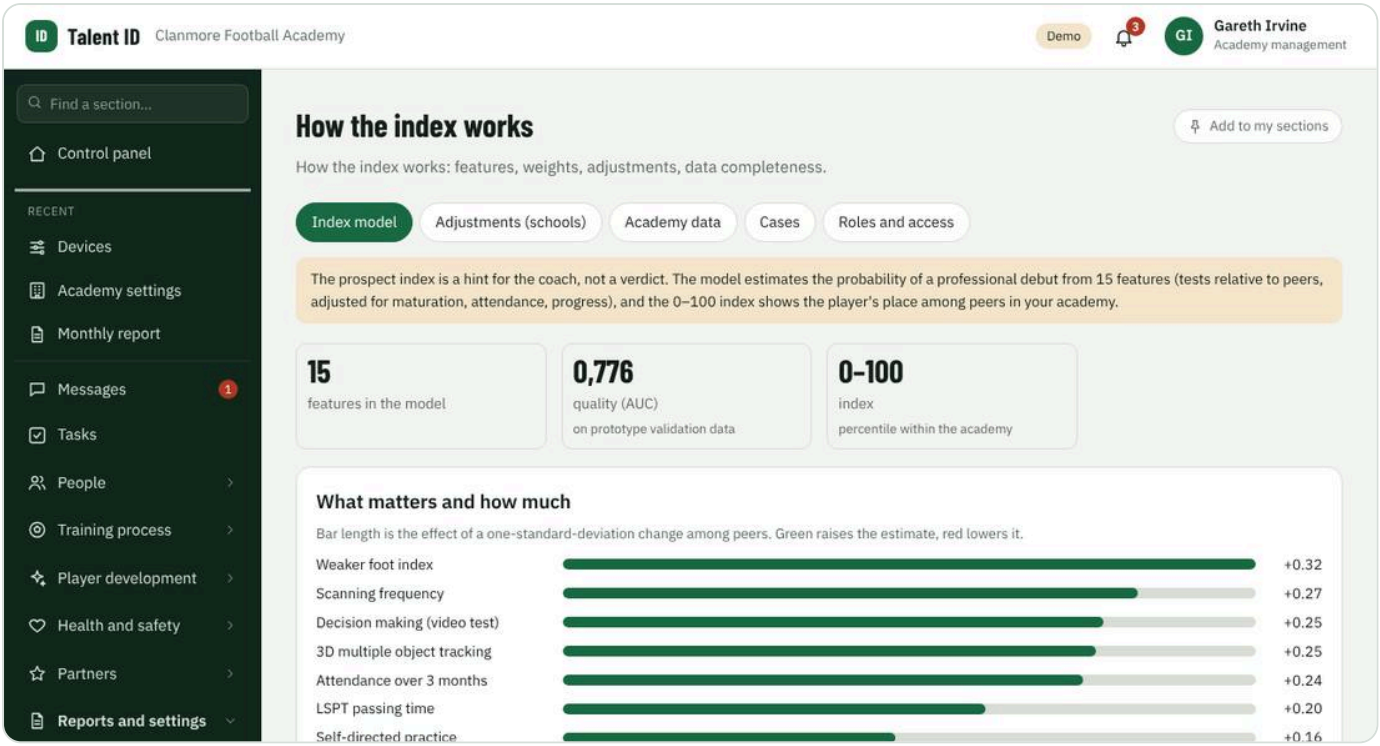
GPS, heart-rate monitors, timing gates, jump platforms: import via CSV or REST API, and the data goes into the player profiles.



Devices

7.5. How the index works

An open description of the prospect index: which features are taken into account, their weights, adjustments for maturation and relative age, data completeness. Show this section to coaches and parents when they ask “why this index?”

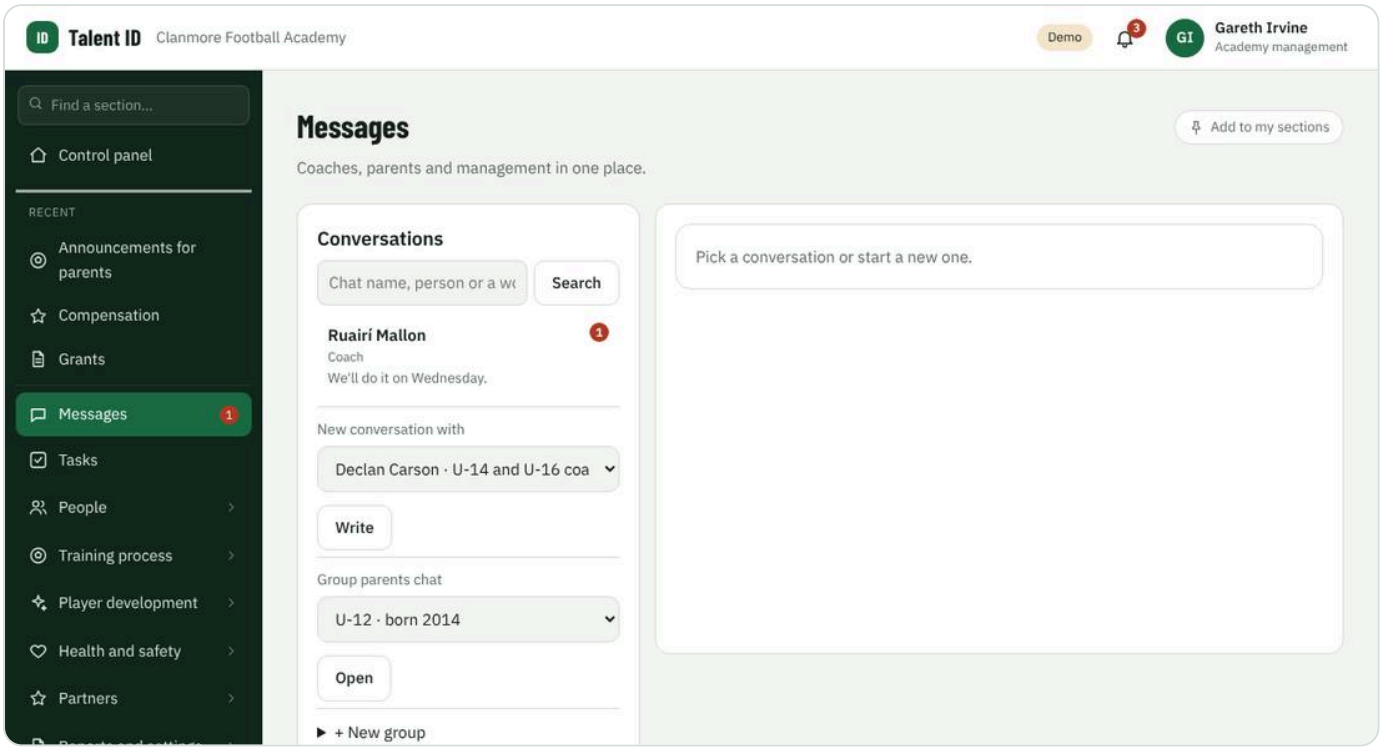


How the index works

8. Tools, messages and tasks

8.1. Messages

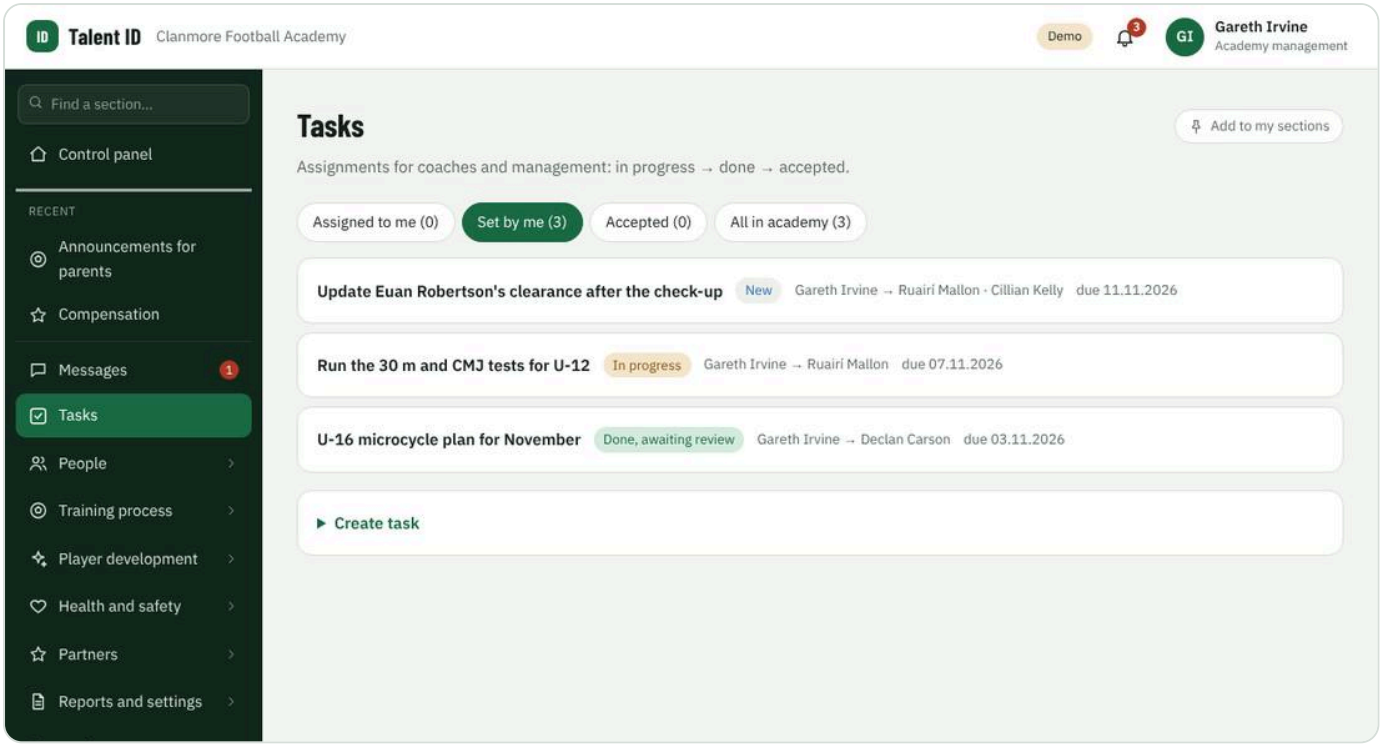
Communication between management, coaches and parents within the academy: the conversation history is kept even if the coach changes.



Messages

8.2. Tasks

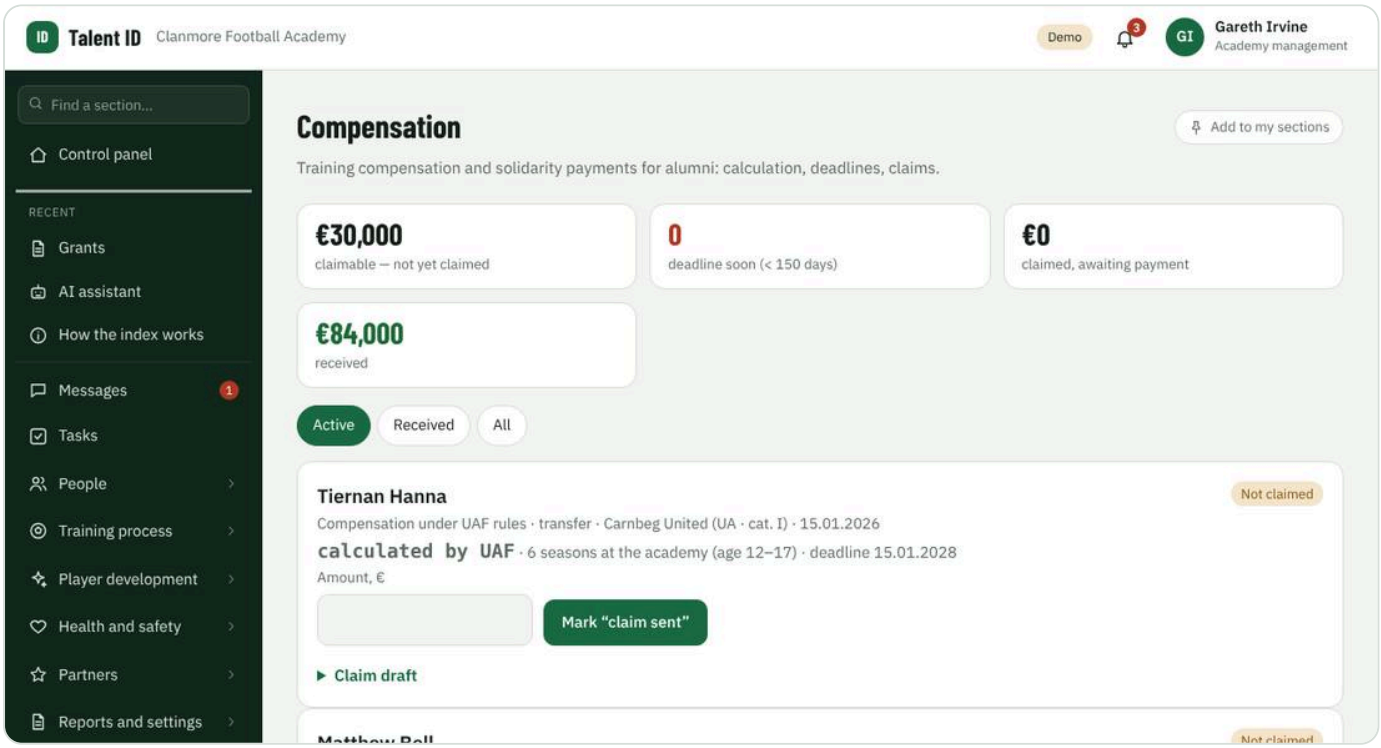
Assignments for coaches and management following the flow “in progress → done → accepted”: you set a task and a deadline, the assignee marks it as done, and you accept it.



Tasks

8.3. Compensation

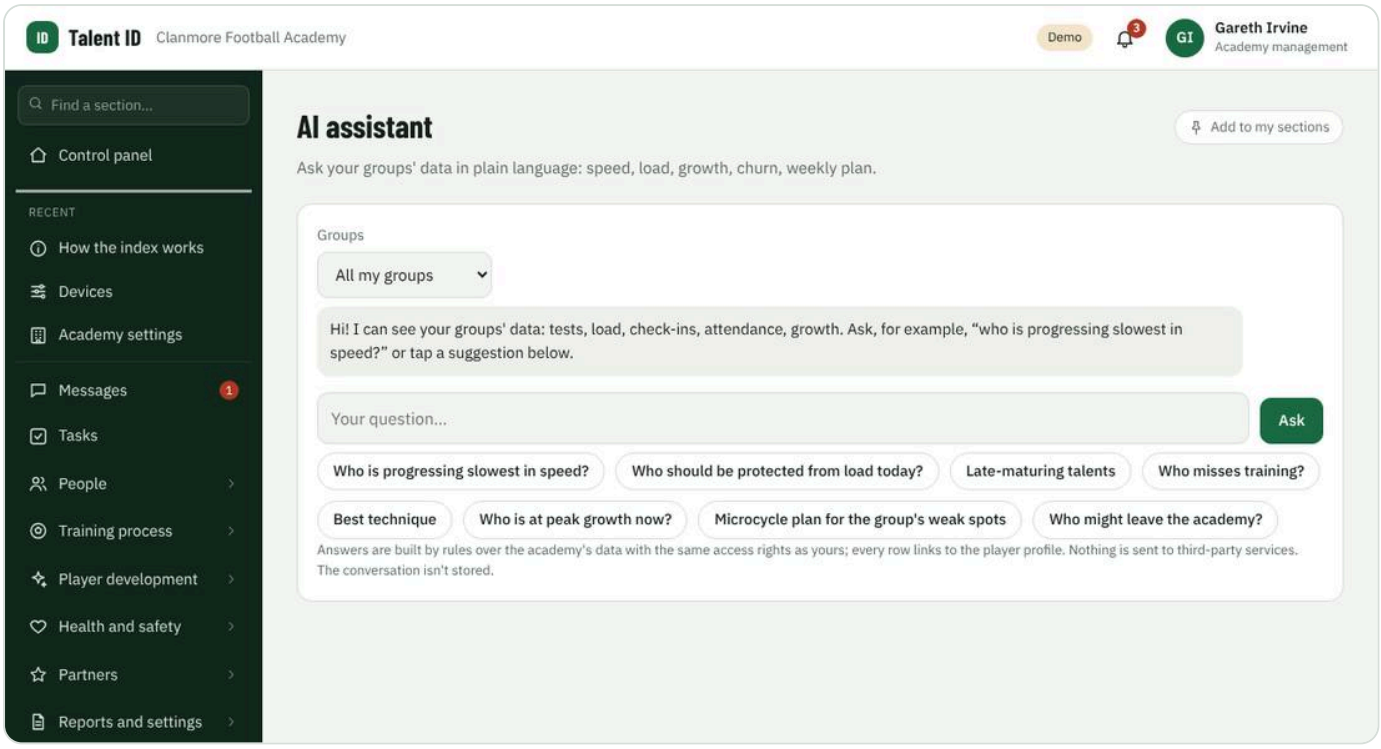
Calculation of training compensation and solidarity payments for former players: amounts, deadlines, claims. For moves within Northern Ireland, the rules of the national association (Irish FA, Irish Football Association) apply; the service shows how many seasons the player spent with you and the share under the international FIFA rules (RSTP).



Compensation

8.4. AI assistant

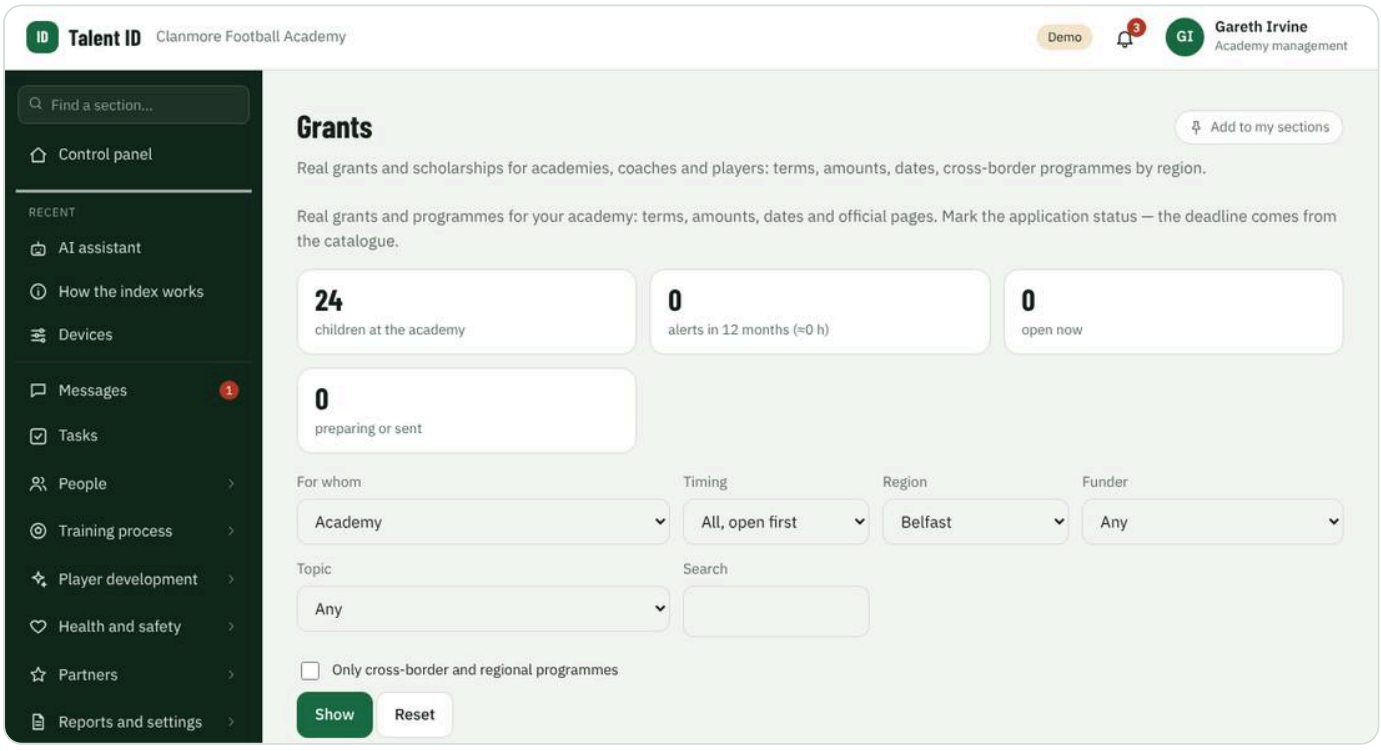
Ask questions about your groups' data in plain language: speed, load, growth, dropout, the week's plan. The assistant answers only from the academy data you have access to.



AI assistant

8.5. Grants

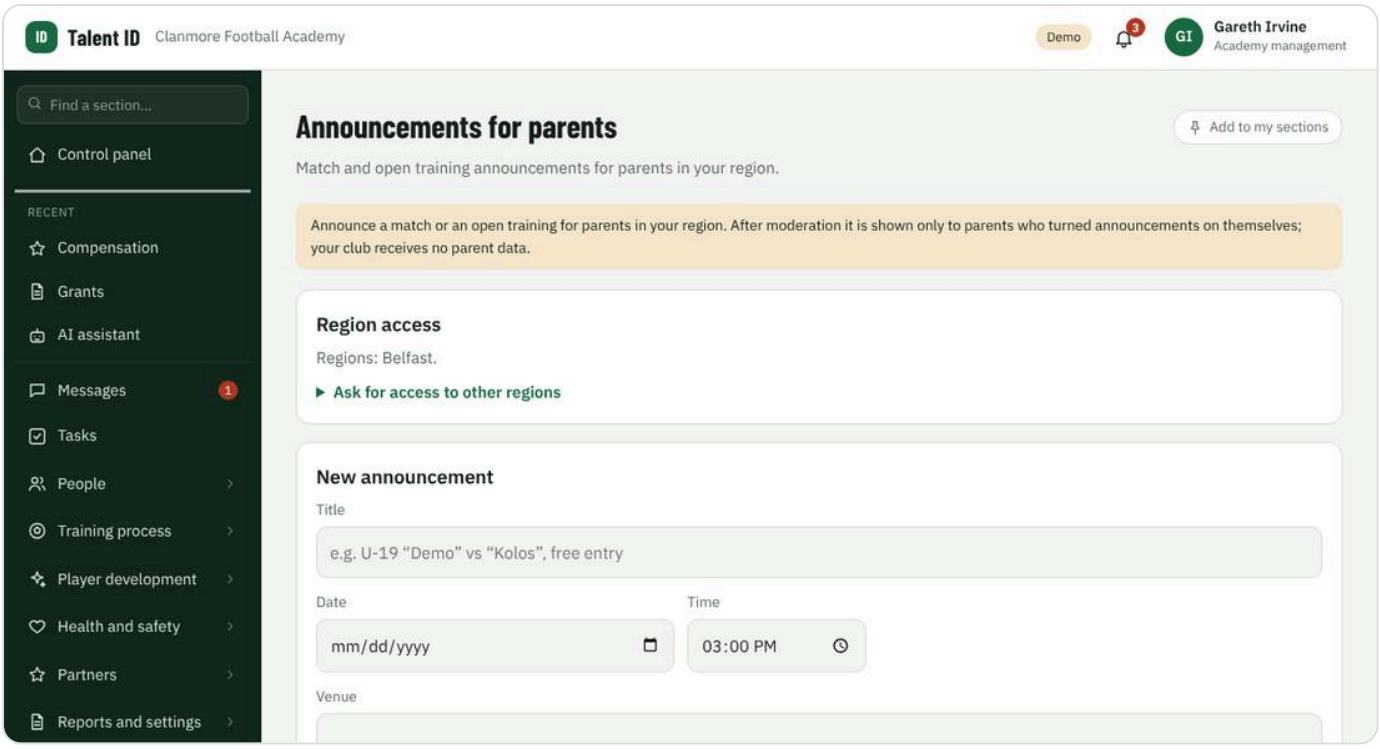
Real grants and scholarships for academies, coaches and players: terms, amounts, dates, how to apply, and cross-border programmes by region. The programmes shown are those open to Northern Ireland.



Grants

8.6. Announcements for parents

Announcements of matches and open training sessions for parents in your region — a way to attract new children. Parents see announcements only if they have switched them on themselves.



Announcements for parents

For questions to support, use “Messages” or visit talent-id.org/nir. The guides for coaches and parents are separate documents.