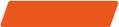




# MATCH TRACKER



# WHAT IS MATCHTRACKER?



**MATCHTRACKER IS THE MOST POWERFUL & SOPHISTICATED ANALYSIS APPLICATION FOR TOP-TIER FOOTBALL TEAMS, FEDERATIONS, ASSOCIATIONS AND OFFICIALS.**

Used for pre-match planning, live in-game analysis and post-match review, MatchTracker powers 80% of the Premier League™ as well as dozens

of top clubs and federations across the globe. With unique built-in game intelligence and next generation match state modelling, analysts and

coaches rely on MatchTracker for rigorous performance analysis and advanced tactical insights.



# ABOUT US



Catapult exists to unleash the potential of every athlete and team on Earth. Operating at the intersection of sports science and analytics, Catapult products are designed to optimize performance, reduce risk of injury, and quantify return to play. Catapult has more than 340 staff based across 24 locations worldwide, working with more than 3,200 elite teams in 137 countries globally.

SBG Sports Software, recently acquired by Catapult, is a leading developer of video and data performance analysis software for elite sports globally. From strategy

software in Formula 1 to performance analysis and live decision support tools for elite sports, our products process and synchronise multiple sources of video, audio, and data, for live visualization, precision prediction, analysis and planning, and post-event review.

Our solutions are extensively used in Formula 1, Formula E, worldwide endurance racing, domestic and international football, and several other sports. Our customers include the FIA, six Formula 1 teams (including the 7-time World Champion Mercedes AMG Petronas F1 Team), more

than half of the Formula E teams, and winners of the last 7 Le Mans 24-hour races (Audi, Porsche, and Toyota). In football, users of our software include the majority of English Premier League teams (including Manchester City, Chelsea, Arsenal, Tottenham, and Leicester City), and many other top-level clubs and international teams around the world. We are the winners of the Queen's Award for Innovation and the Yahoo Sports Technology Award for Best Product for Elite Performance.



The biggest improvement to our workflow in the last couple of years has been the acquisition of MatchTracker, thanks to its unique ability to understand both the user and the game. Its power and speed have given us more time to work in detail with our players as well as greater in-depth data analysis to inform our match strategy. It's a vital tool for all aspects of the job, from assessing the competition's playing style, to finding key game moments all the way through to player recruitment. It's been a real game changer.



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**HANNES DOLD**

**HEAD OF PERFORMANCE ANALYSIS  
1.FC KÖLN**

# BUILT-IN GAME INTELLIGENCE



## PLAYING STYLE

Analyse opponents playing style by reviewing synchronised video and data across multiple games. Assess any phase of the game and discover how playing style varies depending on match state.



## STRENGTHS & WEAKNESSES

Review tactical and technical performance across multiple games to identify both unit and individual strengths and weaknesses. Use tracking data to analyse out of possession or off the ball actions. Use this information to feed into the training plan and match day tactics.



## IDENTIFY PATTERNS & BEHAVIOURS

Use filters and data tables to study set pieces, build up play, runs off the ball and passing sequences. Assemble data sets into Collections and flag the best examples. Use charting and visualisations to spot patterns and routines. Process as many games as necessary without any time constraints or impacting productivity.

# PRE-GAME ANALYSIS





## CAPTURE DATA & VIDEO

Ingest unlimited video angles from any live source and synchronise it with multiple data streams for a complete picture in-game and post-match. Live video from SDI, HDMI or IP cameras can be integrated with popular file formats such as MP4, Quicktime & AVI. Event data from various suppliers can be ingested alongside optical tracking, LPS, GPS or other wearable tracking devices.



## MULTI-GAME REVIEW

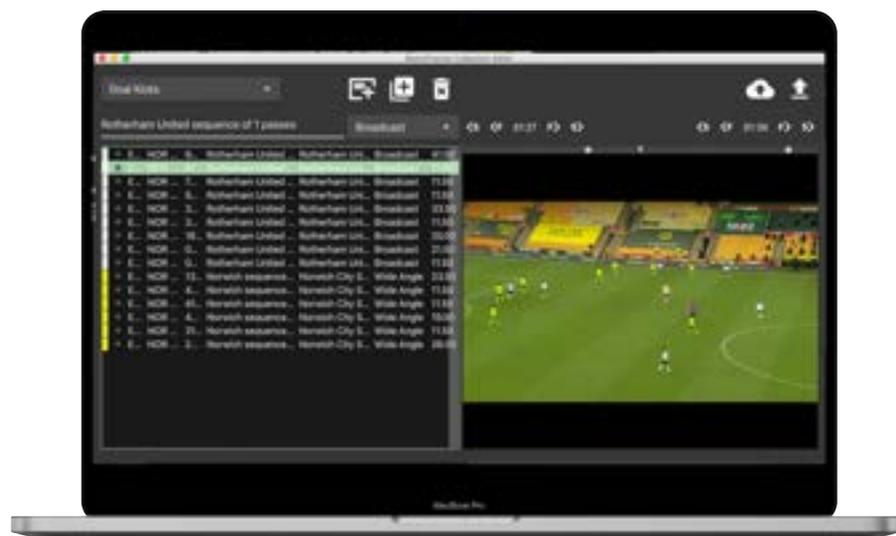
Examine more than a hundred games in detail without impacting the performance of the software. Study league wide peer analysis or historical trends instantly. Users can uniquely customise their analysis on the fly. Physical activity can be classified and broken down into phases, by possession and by game period to assess the effectiveness and impact of activity. Cross reference eventing data with any event, with fully customisable tables, and the ability to sort and filter by field.

# KEY GAME MOMENTS



## CUSTOMISABLE ALERTS

With the ability to customise Alerts, users can identify the execution of specific coaching tactics. Use Alerts to find opportunities in-game like line-breaks which were not realised or defensive disruptions that were not exploited. Alerts are based on combined event and tracking data analysis. They can relate to an event or be completely separate to a match event.



## COLLECTIONS

Collect groups of events together for further analysis and share with specific members of your team. Any event, alert, chart or stat can be quickly added to a collection. Multi-select rows in a table or drag and drop a stack from a bar chart. Edit, refine, re-order and share collections as an XML or via HUB.



## DESIGN WORKBOOKS

MatchTracker UI is an intuitive dashboard set up as a Workbook. Workbooks are clusters of customisable pages which display analysis windows. Each window can be customised in terms of the analysis performed, data extracted and how that data is visualised. Use Workbooks to generate data and video exports. Save these as templates for automatic generation of data for live games or loaded matches. With Workbook templates, automate tagging for dozens of games in seconds, or clip player and coaching videos from any angle and share as MP4.

# SOPHISTICATED TAGGING





## TAGGING TEMPLATES

User tagging allows the analyst to freestyle tags for that extra bit of nuance, whilst knowing that every definable tag has already been automated. MatchTracker has the full tagging capability of Focus built-in and you can share tagging templates between the applications. Multiple users can tag on the same game, both live and after the event. Save time with definable hotkeys and activation links which trigger multiple actions with a single click.

# LIVE MATCH ANALYSIS



## TRACKING ANIMATIONS

Build a clear picture of performance with graphs and charts with hundreds of new metrics and KPI's. Live pitch views have dozens of visual measurements that can be displayed over the tracking data.

## ANNOTATIONS & PRESENTATIONS

Deliver impactful half-time presentations and 1-on-1 feedback with fully annotated live, data-driven video clips.

## AUTOMATED TAGGING

Design dashboards and generate automatic tags and alerts.

## GRAPHS & CHARTS

A sorted bar chart is a great way to compare two teams performance against a specific data point.

## VIEW ALL ANGLES

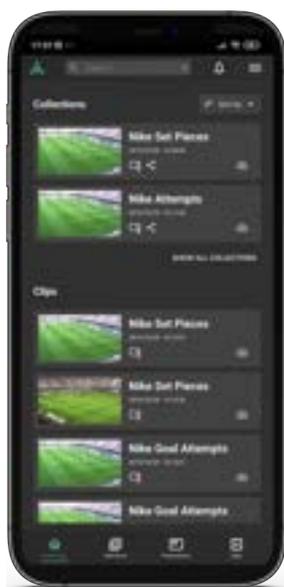
Seamless integration with Focus allows all available live angles to be brought into MatchTracker.

## PITCH MAPS

Enhance analysis, presentations and reports with live pitch maps, and export them as MP4. All windows have a pitch map and charting mode so that charts can be created in a couple of clicks from any field or parameter. All data with positional parameters can be displayed on a pitch map.

# SHARE INSTANTLY





## HUB

Distribute your analysis through HUB - a native App on Windows, MacOS and iOS. Share documents and annotated videos with the full team and sync to your device for offline review. Publish from MatchTracker and Focus in-game and quickly send post-match clips and reports. Keep your essential analysis and training library to hand when on the road.



## PRESENTATIONS, AUTOMATED DATA DRIVEN CLIPPING & PACKAGES

Quickly find the right game moments and camera angle to deliver half-time presentations with high visual impact. Add spotlights, notes to clips and annotate video to share insights with players and staff. Generate player reports and player clips in an instant for individual feedback. Share matches, dashboards, workbooks and playlists with our easy to use Packages feature. Export XML's, CSV's, video, animations and graphics effortlessly for inclusion in reports or databases. Simply wrap up and share match video and data with your coach using Packages.

# OFFICIALS & FEDERATIONS

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With more and more data available in top competitions, federations are using the same applications and techniques as teams to analyse performance and review incidents.

MatchTracker for Officials

is a dedicated version which allows referees and competition management to prepare for upcoming fixtures as well as provide materials for training sessions.



The deployment of Catapult products within the PGMOL has proven an invaluable asset to our workflow and productivity, including overcoming specific challenges with remote working. MatchTracker and hub are both highly responsive and intuitive products, which serve as vital elements in maximising our analysis and insights for training and assessment.



**MIKE ADAMSON**

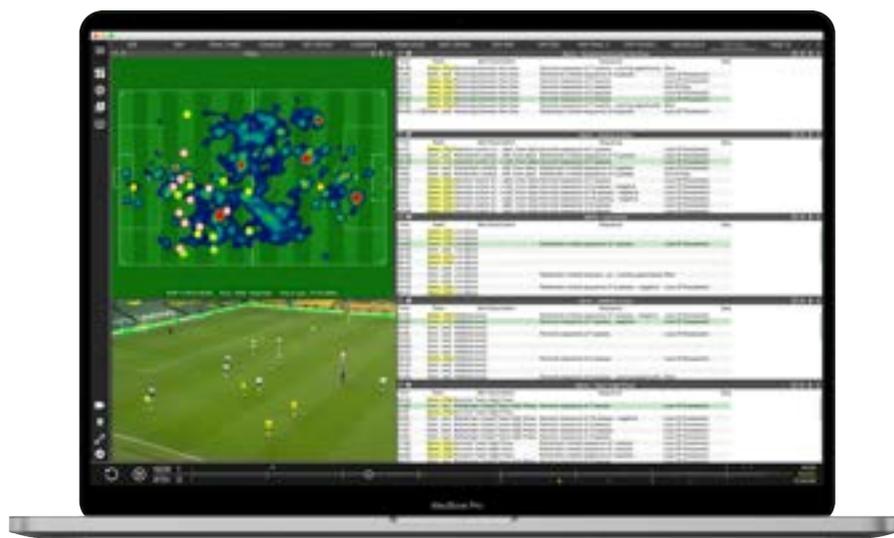
**HEAD OF SYSTEMS & ANALYSIS  
PROFESSIONAL GAME MATCH OFFICIALS LTD (PGMOL)**

# OFFICIALS & FEDERATIONS



## VAR ANALYSIS

As VAR plays an ever-increasing role in officiating, it is vital for any referee to understand what the VAR was able to see at any point in question. MatchTracker allows weekend games to be quickly reviewed and all VAR incidents to be pulled together displaying every available angle for precision and clarity.



## GAME MANAGEMENT

Get ahead of the game by researching the performance and behaviours of teams and individual players. MatchTracker delivers all the relevant video and data you need in an accessible format which can be synchronised with your laptop or tablet.

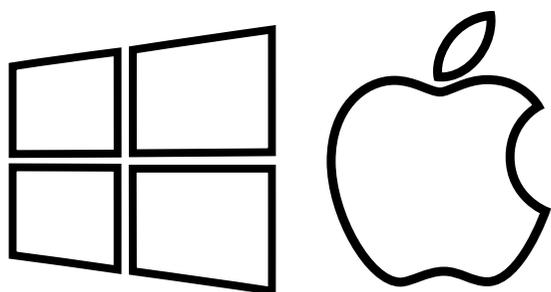


## POSITIONING

Positioning is a key component to being able to judge incidents. MatchTracker Officials creates position-based metrics for every relevant event. Positioning animations and visualisations help with training and development.

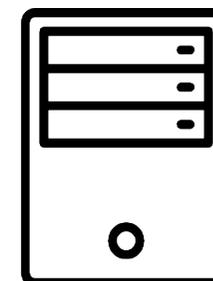
# HARDWARE REQUIREMENTS





## OPERATING SYSTEMS

MatchTracker is available on macOS 10.13 (High Sierra) or later, and Windows 10 Pro operating systems. To review multiple games and play 4 or more HD video angles we recommend a minimum of 8th Gen Intel i7 CPU with 16GB RAM.



## SERVER

For live data collection, an app on a laptop connects to any event and tracking data sources available. The application does not require many resources and can be run on the same device as Focus and MatchTracker, or on a separate device or virtual machine. Minimum recommended hardware: 4GB RAM, Intel i5 CPU and 100GB of disk storage.

