

SPORTS, COACHING AND TRAINING PLATFORM

AthleteBridge

One governed record for the
squad, the season, the
training and the athlete.

ROSTERS AND SQUADS

FIXTURES AND STANDINGS

PROGRAMS AND DRILLS

COACHING SESSIONS

PERFORMANCE AND AI



Pre-launch. Launching 2026, waitlist open. No users, clubs, results or revenue are claimed anywhere in this document.

ATHELETEBRIDGE.COM

01 The short version

AthleteBridge answers four questions a club asks every week — who is on the team, when do we play, what are we training, and is any of it working — from a single connected record.

Most clubs, academies and coaching businesses run on five tools that do not speak to each other: a spreadsheet for the squad, a group chat for fixtures, a notebook or a video folder for training plans, a calendar for coaching sessions, and nothing at all for whether an athlete is actually getting faster or stronger. The roster is wrong the day after it is updated, the league table is somebody's second job, and an athlete's progress lives in a coach's memory.

AthleteBridge replaces that with one model. A team carries a sport, a season, an age group and a home venue. Members sit on it with a role, a status, a position, a shirt number and a physical profile. Fixtures are played between teams; recording a result completes the fixture and recomputes the competition table on its own. Coaches build training programs made of drills with sets, reps and rest, and publish them through a governed lifecycle. Coaching sessions run from requested through confirmed to completed, ending in written feedback and a rating. Athletes log workouts and record typed performance readings that accumulate into a trend a coach can read.

Because every one of those records lives in one workspace, the parts that usually cost extra are simply there: role-based access control on every action, strict separation between organisations, an attributable audit trail, single sign-on, file storage for demonstration videos, notifications and billing. On top of it sits a coaching decision engine that reads real logged training and drafts a program or calls a deload, and records every decision it makes in a ledger nobody can edit.

THE PROMISE

Record the result once. The table, the athlete's history and the audit trail all follow — and nobody retypes anything.

In four numbers

1

Connected record

Squads, fixtures, standings, programs, drills, sessions, workouts and performance readings share one model, not five exports.

3-1-0

The table fixes itself

Record a fixture result and the competition table recomputes: played, won, drawn, lost, goals for and against, points, ordered by points then goals for.

Day 1

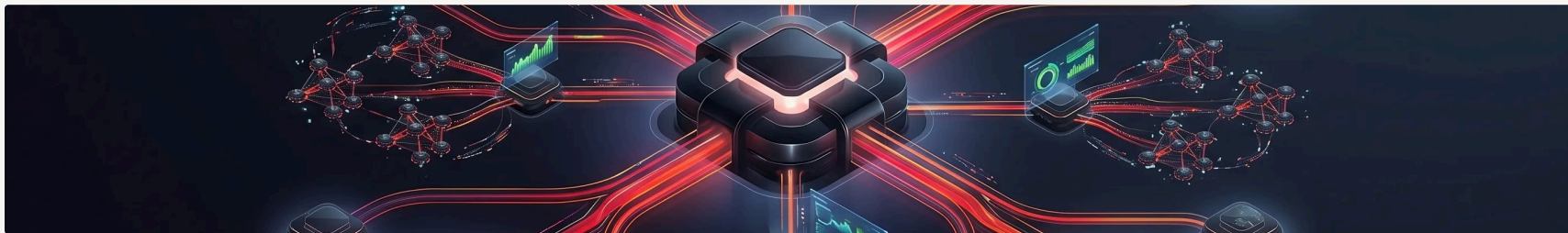
Governance included

Six seeded roles, workspace isolation asserted on every write, soft deletes and an audit trail — not an enterprise upsell.

Free

Forever tier

One squad can run a whole season at no cost, with the same data model the paid tiers use.



Club secretaries and team managers

They own the squad list and the calendar, and they are the person blamed when the table is wrong. AthleteBridge keeps one roster everyone reads and computes the table from recorded results, so Tuesday evenings stop being spreadsheet evenings.

Academy directors running many squads

Multiple teams, age groups and coaching staff under one workspace, with governed access between them — and training programs that stay with the academy when a coach leaves rather than walking out of the door in their notebook.

Head coaches and independent coaching businesses

Author a program once, publish it, reuse it as a template, and run the sessions around it through a real booking lifecycle that ends in feedback and a rating rather than a message thread.

Strength-and-conditioning and performance staff

Typed readings for speed, endurance, strength, agility, accuracy, weight and heart rate — plus workout logs with perceived exertion and load — turn athlete development from an opinion into a chart, for team sports and not only endurance.

Esports team managers

The same roster, fixture, program, session and performance primitives serve a competitive gaming team, including a tournament bracket for knockout competitions, so physical conditioning and in-game work sit in one record.

Athletes and the parents who back them

One place for the schedule, the plan, the sessions and the numbers — and an honest development record for a trial, a scholarship or a selection application, rather than times remembered from a notebook.

Federations and league operators

Multi-club competition with tenant-scoped data, automatic standings from recorded results and per-club governance, priced on an annual contract rather than a per-seat licence.

What breaks today

None of these problems are exotic. They are the ordinary friction of running a sporting organisation on tools that were never designed to know about each other, and every one of them costs a volunteer or a coach hours they would rather spend coaching.

The squad list is wrong the day after you publish it

Someone is injured, someone transfers, someone is suspended — and three coaches are working from three versions of a spreadsheet that arrived by email.

- One roster with a live status per member: trial, active, injured, suspended, released. Change it once and everyone reads the change.

The league table is somebody's unpaid second job

Results arrive by text message, get retyped into a spreadsheet, and a single mistake produces a complaint from another club.

- Record the result on the fixture. The fixture completes and the table recomputes itself on a 3-1-0 model — nobody ever edits the table by hand.

Coaching method leaves when the coach does

A season of training plans lived in one person's notebook. They move on, and the next coach starts from a blank page.

- Programs and drills are authored inside the workspace, published through a governed lifecycle and can be marked reusable templates the organisation keeps.

Nobody can answer whether an athlete is actually improving

A parent asks the question and the honest answer is “they are working hard”, because no measurement was ever recorded against a date.

- Typed performance readings and workout logs accumulate per athlete from the first session, and read back out as trend charts on a profile a coach and an athlete both see.

What breaks today

Coaching is arranged in direct messages

Forty-five minutes an evening spent confirming tomorrow's sessions across two chat apps, and no record of what was agreed or how the session went.

- A session is a booked engagement with a format, a time, a duration and an optional program, moving through requested, confirmed and completed, with cancellation and no-show branches and feedback plus a rating at the end.

Chasing availability before every fixture

The squad is picked from guesses because half the players never replied to the message, and the reply that did arrive is buried in a thread.

- Athletes and staff answer yes, no or maybe per fixture or session, and a coach reads a live availability panel with a reminder nudge before picking a side.

Esports runs on a completely separate set of tools

The physical coach uses one app and the esports staff use another, so nothing connects gym work to in-game performance.

- One sport-agnostic model. An esports roster is a team, a scrim is a fixture, and a tournament bracket sits alongside league standings on the same engine.

Access is all-or-nothing, and much of the data is about minors

Giving a committee member the squad spreadsheet hands them injury notes and private coaching feedback about children as well.

- Six roles are seeded into every workspace, and what a role cannot reach is simply not granted to it — a club observer sees squads, fixtures and the table, and nothing about an individual athlete.

AthleteBridge is one product, not a suite. These are the parts of it, and they all read and write the same workspace record.

ROSTER

Teams, squads and members

A team carries a sport, a four-state lifecycle, an age group, a season, a home venue, a head coach and tags. Members are a membership plus a sporting profile: role, status, position, shirt number, height, weight and dominant side. Archiving and releasing are soft deletes that keep the record.

COMPETITION

Fixtures, results and standings

Friendlies, league games, cup ties, tournament fixtures and scrimmages between a home team and an optional away team, with competition, round, venue and kick-off. Recording a result completes the fixture and recomputes both teams' rows in the table.

TRAINING

Programs, drills and templates

A program has a sport, a level from beginner to elite, a week count and a publish lifecycle of draft, published and archived, with invalid transitions refused. Drills carry sets, reps, work and rest, a week and an order, plus an optional demonstration video. Proven programs become reusable templates.

COACHING

Sessions with a real lifecycle

Book a session in person, online or hybrid, optionally against a program, with a location or meeting link and a duration. It runs requested, confirmed, completed, with cancellation and no-show branches, and finishes with written feedback and a one-to-five rating.

AVAILABILITY

Who can actually play

Athletes and staff respond yes, no or maybe to a fixture or a session invitation, upserted once per person per event. Coaches read a live availability panel and can trigger a reminder before naming a side.

PERFORMANCE

Workout logs and typed readings

Log a workout as planned, completed or skipped with duration, perceived exertion, total load, free-form metrics and notes. Record readings typed as speed, endurance, strength, agility, accuracy, weight, heart rate or a custom label, each with a value, a unit and a timestamp.

INSIGHT

Workbench, profiles and coach analytics

A performance workbench with trend sparklines, range scales and a signed change against the previous reading. Athlete profiles with metric line charts and workout and session history. A coach analytics dashboard of honest aggregates — session counts, average rating, completion rate, weekly load trend and a standings snapshot.

INTELLIGENCE

The coaching decision engine

Ask for a multi-week program and get a real draft with weeks, drills and sessions. Point it at an athlete and get a progression, deload, at-risk or maintain call with a rationale, a confidence and a recommended load change. Every decision lands in an append-only ledger a coach can override in the open.

GOVERNANCE

Access, isolation and audit

Role-based access checked on every operation at the edge, every write confined to your own workspace, six seeded roles, an attributable activity trail, single sign-on, notifications, file storage for drill media and billing — inherited from the platform, not rebuilt per product.

05 Put to work

Sixteen situations a club, an academy, a coaching business or an esports organisation runs into, and what happens in AthleteBridge when it does. These are illustrative scenarios for a pre-launch product, not customer stories.





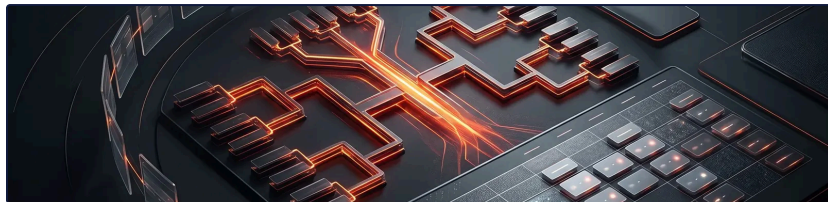
TEAM MANAGER

Keep one squad list that is right on Wednesday

The bind. The roster went out by email on Monday, two players have picked up knocks since, and by midweek three coaches are each working from a different version.

Create the team with its sport, season, age group and home venue, then add members — players with a position and a shirt number, plus coaching and support staff with their roles. Each member carries a status you change as reality changes: trial, active, injured, suspended, released. Releasing someone or archiving a team is a soft delete, so the record survives with a terminal status and a timestamp rather than vanishing.

- One roster, current everywhere, with the history of who was in the squad and when still intact.



CLUB SECRETARY

Let the league table maintain itself

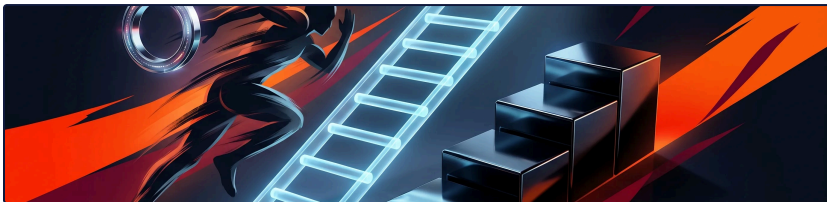
The bind. Results come in by text on a Saturday evening, get retyped into a spreadsheet on Sunday, and one transposed score becomes a complaint from a rival club on Monday.

Schedule fixtures across the season with a type, a competition name, a round, a venue and a kick-off time. When a match finishes, record the result on the fixture. That marks it completed and recomputes the standings for both teams — played, won, drawn, lost, goals for and against, and points on a three-one-nil model, ordered by points then goals for.

- The table is always derived from recorded results, so it cannot drift from reality and nobody has to defend it.

05 Put to work

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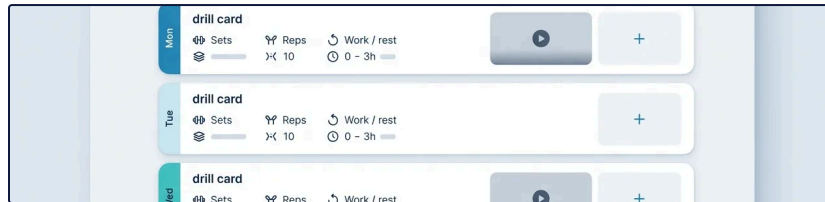
PLAYER

See what is next and exactly where you stand

The bind. Fixtures are announced in a chat group, results are announced somewhere else, and the standings are a screenshot of a spreadsheet from a fortnight ago.

A player follows their team's fixture list across friendlies, league games, cups and tournaments, sees results land as they are recorded, and reads a live competition table that recomputes from those results. The same view serves a Sunday-league striker and a ranked esports player, because both are reading the same competition engine.

- What is next, what happened, and where the team sits — all current, none of it hand-maintained.



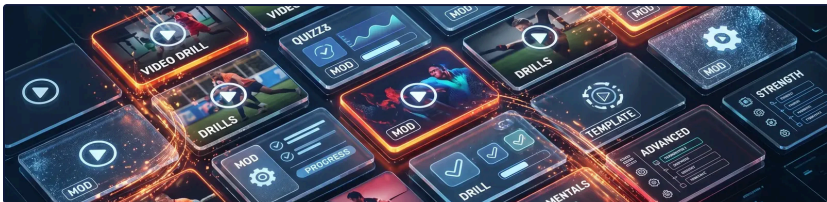
HEAD COACH

Author a training program once, properly

The bind. Every season starts by rebuilding roughly the same plan from memory, and half-finished drafts reach athletes before they are ready.

A program starts as a draft with its sport, level and week count. Add drills with sets, reps, work and rest durations, a week number and an order, each with an optional demonstration video uploaded in the same screen. Athletes cannot see a draft. When it is ready, publish it; pull it back to draft to edit; archive it at the end of the season. Invalid transitions are refused by the service rather than merely hidden by the interface.

- A finished plan reaches athletes only when a coach says so, and the same plan can be marked a reusable template for next season.



ACADEMY DIRECTOR

Keep the coaching method when the coach moves on

The bind. A coach leaves and takes a season of training design with them, because it never existed anywhere except their notebook.

Drills are captured in the workspace with their sets, reps, durations and demonstration videos, and assembled into programs that can be flagged as templates. Teams and programs carry tags from the shared workspace tagging service, so the right drill or plan is findable months later. A new squad starts from a proven plan rather than a blank page.

- Coaching intellectual property belongs to the academy and survives staff turnover.



COACHING BUSINESS

Run coaching sessions like a business, not a message thread

The bind. Tomorrow's sessions are agreed across two chat apps every evening, and there is no record of what was arranged or how it went.

Book a session with an athlete — a title, a format of in person, online or hybrid, a location or meeting link, a scheduled time and a duration, optionally tied to a program. It moves through requested, confirmed and completed, with explicit cancellation and no-show branches. On completion the coach records written feedback and a one-to-five rating, which feeds the coach analytics dashboard.

- Every session leaves a trace, and a coach's track record is a number they can show rather than a claim they make.



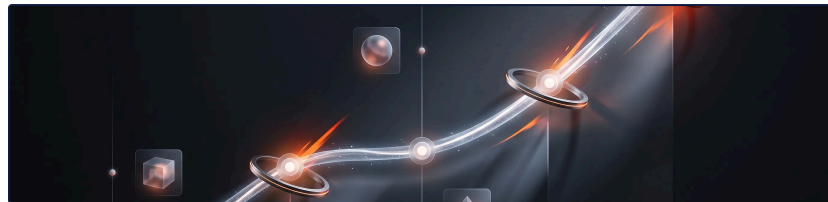
ATHLETE

Book the extra session you actually need

The bind. You want a technique block with a specific coach and the only route is asking a parent to text them.

Request a session with the coach directly, in person or online, optionally against the program you are following. The coach confirms it, it happens, and it is completed with feedback and a rating attached. The whole lifecycle is validated in the service, so cancellations and no-shows are recorded honestly rather than quietly dropped.

- Extra coaching becomes a booking with a record, not a favour negotiated over messaging.



ATHLETE

Log the work so the improvement is provable

The bind. You train hard and keep times in a notebook, but you cannot tell whether the curve is going up, and neither can your coach.

Log each workout with its status, when you did it, the duration, a perceived-exertion rating from one to ten, the total load, free-form metrics and notes, optionally against the program you were following. Record typed readings alongside them. Both feed the same athlete record a coach reads, so there is one version of what happened.

- A season of effort becomes a data series instead of a memory, readable by the athlete and the coach at once.



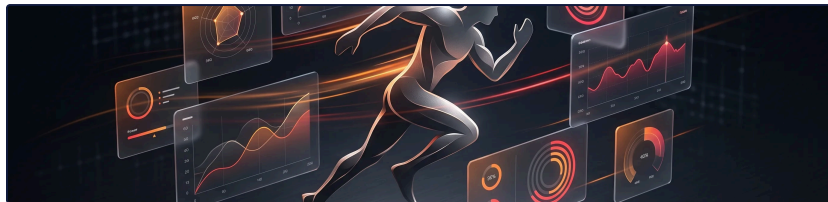
PERFORMANCE COACH

Prove the training worked, with numbers

The bind. You believe the block worked. You cannot demonstrate it to a director, a parent or a selection panel.

Record typed readings per athlete — speed, endurance, strength, agility, accuracy, weight, heart rate or a custom label — each with a value, a unit, a timestamp and a source. The performance workbench reads them back as hero tiles with trend sparklines, a minimum-to-maximum range scale and a signed change against the previous reading, next to a paginated workout history.

- Development is evidence: a sprint time across a season, not a sentence about hard work.



ATHLETE AND PARENT

One profile that tells the whole athlete story

The bind. A scholarship or selection application asks for a development record and you are writing times down from memory.

The athlete profile brings identity and physical details together with metric trend line charts and range filters, an improvement summary, the workout history and the coaching sessions attended with their read-only ratings. It is the page a coach opens before a session and a manager opens before naming a squad.

- One honest, exportable record of who the athlete is and how far they have come.



HEAD COACH

Coach on aggregates you can trust

The bind. Dashboards in this category tend to invent a wellness score. A number nobody can source is worse than no number.

The coach analytics dashboard aggregates only what the workspace actually recorded: total sessions, average session rating, completion rate, a session-status breakdown, average rating by coach, a weekly training-load trend and a league standings snapshot. It deliberately omits any composite wellness, readiness or injury index, because those figures would have to be fabricated to render them.

- Every figure on the screen traces to a record someone entered, which is exactly why it can be used to make a decision.



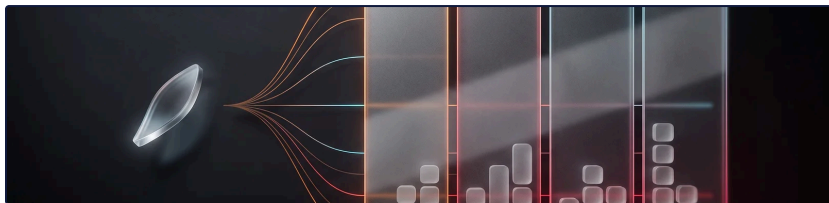
ESPORTS MANAGER

Run a gaming competition on the same engine

The bind. The roster is a spreadsheet with six tabs, scrims are scheduled in a chat server, and nothing links gym work to in-game form.

An esports team is a team with its sport set to esports, a roster of players and staff, and fixtures typed as tournament or scrimmage. Recording a result completes the fixture and recomputes standings exactly as it does for a football league, and tournament-type fixtures render as a bracket grouped by round from the round of N through to a final with a champion card driven by a real completed match.

- Physical conditioning and competitive gaming live in one workspace, on one competition spine.



HEAD COACH

Commission a multi-week program and keep the last word

The bind. Turning “the under-16s need six weeks of speed work” into real sessions with sensible volume and a deload in the right place is an evening you never get back.

In the AI Operations screen, give the decision engine a target — one team or one athlete — a sport, a level, a length between one and twelve weeks, your goals in plain language and any constraints. It writes a real program into the workspace: the program itself, one drill row per drill per week in order with sets, reps, work and rest, and, for a single named athlete, a session per week. It arrives as a draft, tagged as AI-generated, carrying a reference to the decision that produced it.

- Hours of programming become minutes of reviewing, and no athlete sees the plan until a coach publishes it through the normal lifecycle.



PERFORMANCE COACH

Get a second opinion on when to back off

The bind. Effort is visible and accumulating fatigue is not, and the price of calling it wrong is a soft-tissue injury and eight weeks lost.

Point the engine at an athlete and their program. It reads their most recent workout logs and typed readings, reduces them locally to counts, average effort, average load and per-metric trends, and returns one of progression, deload, at-risk or maintain, with a rationale that must reference those trends, a confidence, a weekly load change capped at fifty per cent either way and up to five short flags. With nothing logged it refuses rather than guessing.

- A defensible second opinion stamped on the program as the current read, which a coach can accept or override.



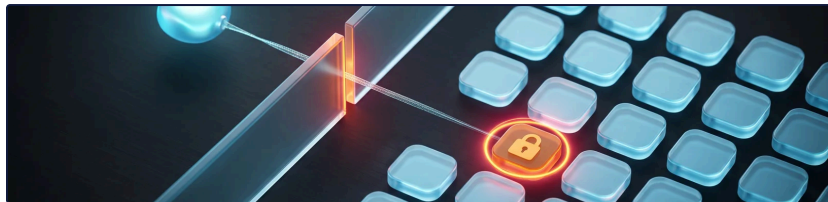
PLATFORM ADMINISTRATOR

Give six roles exactly what their job needs

The bind. Handing a committee member the squad list also hands them injury status and private coaching feedback about children.

Every workspace is seeded with six roles — club director, team manager, head coach, performance analyst, athlete and club observer — each granted admin, editor or viewer on the specific resources their job requires. What a role must not reach is simply not granted: a team manager holds no access to coaching sessions, because reading a session means reading private coach-to-athlete feedback; an athlete holds no access to performance readings, because readings are workspace-scoped and would expose every squadmate's history.

- Safeguarding-shaped access control on day one, without an administrator hand-building a permission matrix.



TECHNICAL OPERATOR

Point your own agent at the club

The bind. Your operations already run through an agent or a script, and you do not want to move that work inside somebody else's chat box.

AthleteBridge publishes a Model Context Protocol server exposing the season as thirty-three typed tools — squads, members, fixtures and results, standings, programs and drills, the session lifecycle, workout logging, readings and a health probe — alongside the shared platform modules for files, tags, conversations and export. Calls run as the connecting actor and are checked exactly as a request from the web app would be, and destructive tools such as archiving a squad or cancelling a session refuse to execute without an explicit confirmation flag.

- Automation that cannot exceed the authority of the person who connected it, and cannot quietly delete something on a loop.

06 Built AI-native

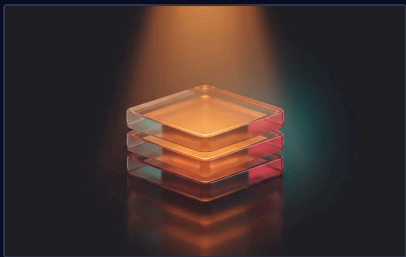
An AI that writes training records, not chat replies.

Most sports software has bolted a chat window onto the side of a scheduling app. AthleteBridge put the AI inside the training record instead. When the decision engine designs a program it does not return text for a coach to retype: it writes a real program row, a real drill row for every drill in every week with its sets, reps, work and rest, and — when the program was commissioned for one named athlete — a real session booked at the right weekly offset. Those are the same records a coach creates by hand, so everything that already applies to a program applies here: the drill list, the video attachment, the edit screens, the access rules and the publish lifecycle.

The decisions start from records rather than from a prompt. For a load call the engine loads the athlete's most recent workout logs and most recent typed readings, workspace-scoped and excluding anything soft-deleted, then reduces them locally to numbers: how many workouts were logged and in what state, average perceived exertion and average load each with a trend computed by comparing the first half of the window against the second, and per reading type the sample count with earliest and latest values. That arithmetic happens before any model is called. Free-text workout notes, athlete names and contact details never leave the workspace, and what is stored on the record afterwards is the same set of numbers.

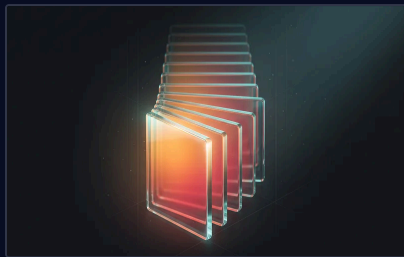
The safeguard is structural rather than a warning label. A generated program is created as a draft, tagged AI-generated, and reaches athletes only when a coach promotes it through the same lifecycle a hand-written plan uses. A load call must come back as progression, deload, at-risk or maintain with a rationale, a confidence and a load change capped at fifty per cent, and a program is accepted only if it holds real drills — anything else is refused before it touches your data, with the failed attempt still written to the ledger. And a coach who disagrees does not edit the engine's answer: they append a new entry that names the one it supersedes, so both readings survive the disagreement.

06 Four pillars



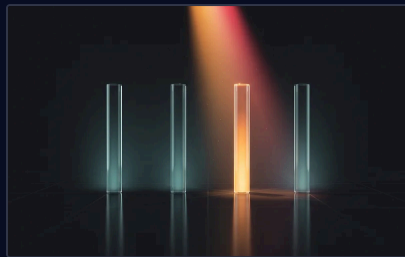
Decisions become real training plans

The engine produces programs, drills and sessions you can open and edit, not a message to copy out. The same permissions, the same review, the same publish step.



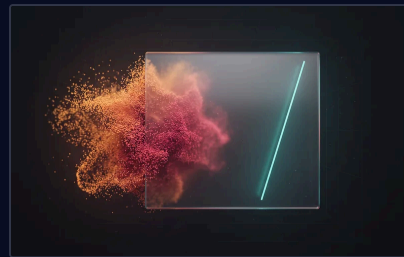
Every decision is on the record

One entry per attempt, written once and never rewritten — which model ran, what it decided, how long it took, and the failures too. Corrections are appended alongside, never over the top.



Choose the model your club runs on

Seven models across four providers. Set a workspace default once, or name a model for a single request. A named choice is honoured or it errors — it is never silently swapped for something else.



Numbers leave, athletes do not

Prompts carry counts, average effort and load trends. Workout notes, names and contact details are never sent to a model, and the stored record holds those same numbers rather than text.

AI-drafted multi-week programs

Give a goal, a sport, a level and a window of one to twelve weeks, for a squad or a single athlete. Back comes a draft program with each week's drills — sets, reps, work and rest — and, for an individual, the weekly sessions to match.

The evening a coach normally spends turning intent into sessions becomes a review of something already written into the workspace.

Progression, deload and at-risk calls

Point it at an athlete and it reads their recent workouts and readings, then classifies progression, deload, at-risk or maintain with a rationale, a confidence, a suggested weekly load change and up to five flags.

The hardest call in coaching gets a second opinion drawn from what the athlete actually logged, not from how they looked on Tuesday.

Refusal when the evidence is thin

An athlete with no logged workouts and no recorded readings gets an error rather than an assessment. The engine will not manufacture an opinion from an empty window.

An opinion with nothing behind it is worse than no opinion, particularly when it shapes how a young athlete trains.

Coach override, kept beside the original

A coach replaces the engine's call with their own plus a required note. The original entry is never edited; the override is a new entry naming what it supersedes and is applied to the program the same way.

Months later you can still see the engine's call, the coach's correction and the reason, all three standing.

Structured validation before anything is written

A load call must return a valid classification, a rationale, a bounded confidence and a load change capped at fifty per cent either way. A program is accepted only if it holds at least one real drill.

A half-understood plan never quietly becomes somebody's training week; the attempt fails loudly and is recorded.

Seven models, one workspace default

A readable catalogue of provider and model pairs, each tagged with what it is good at and which is the platform default. Set your workspace's model once, read it back, change it when you like.

Model choice is configuration, not architecture — a club can move without waiting for a release.

Per-request model override

Name a provider and model for a single decision and that model runs. Resolution is per request, then per workspace, then the platform default order.

Use a heavier model for a season-long program design and a cheaper one for a routine weekly check.

No silent fallback

If you named a model and it is unavailable you get a clear error, not a different model's answer presented as if it were the one you chose. Cross-provider failover applies only when nobody expressed a preference.

A decision about an athlete should never be attributed to a model that did not make it.

Four provider adapters

Google Gemini, OpenAI, Anthropic and OpenRouter are all properly wired, each mapping the request onto that provider's format and reporting what the call consumed back onto the record.

The ledger stays comparable across models, so switching provider changes who answers, not how AthleteBridge behaves.

Append-only decision ledger

One entry per attempt with the trigger, the provider and specific model, a short non-identifying summary of the input, references to the records considered, the decision, token counts, latency and status.

A club that lets software influence how children train can answer, months later, exactly what was decided and on what evidence.

Failures recorded with equal care

A provider that times out or rate-limits produces a failed entry with the error. A model that returns something unparseable produces an entry that succeeded at the provider and captures the parse error.

A ledger that only records successes is a marketing artefact; one that records failures is an audit trail.

AI Operations screen

A model card for picking the workspace default, a generate-a-program card, an assess-an-athlete card, an agent activity feed and a focused decision card with the payload, the provenance and an override action.

The engine is driven from a screen a coach can use, not only from an integration.

In-app assistant with page context

An assistant on every signed-in screen that already knows which team, fixture, program or athlete the current route is showing, so a short instruction resolves without pasting a reference. It confirms before anything destructive.

Touchline admin is short and urgent; one sentence should be enough to record a result or add a late arrival.

A domain guide, not a command list

The assistant is grounded on a written guide to how a club actually works — a member needs a team, a drill needs a program, a session needs both a coach and an athlete resolved to squad members — checked against the live schema.

It asks you for what is missing rather than inventing it, and it does not need you to know the syntax.

Thirty-three MCP tools

Squads, members, fixtures and results, standings, programs and drills, the session lifecycle, workout logging, readings and health, plus shared platform modules — as typed tools with real argument schemas.

Bring the agent you already use rather than moving your operations into somebody else's assistant.

AI-authored changes announce themselves

When the engine creates a program or applies an adjustment, the change is published with a marker saying it was AI-generated and which decision produced it.

Anything downstream can tell an AI change from a coach's edit without going digging.

What keeps it in bounds

Numbers-only prompt boundary

What leaves the workspace is aggregate: counts, averages, trends, sample counts and first and latest values. Free-text workout notes, athlete names and contact details are never included, and the stored summary holds the same numbers.

The AI drafts, a coach publishes

AI-authored programs are created as drafts, tagged AI-generated, and reach athletes only when a coach promotes them through the ordinary publish lifecycle. A load adjustment is stamped as the engine's current read, never applied silently.

Separate permissions for AI actions

Reading the decision history, changing the workspace model and asking for a decision are distinct permissions scoped to the workspace. If a person cannot publish a program by hand, the AI cannot publish one for them.

Runs as the person who asked

An AI action carries the requesting actor's identity and roles. The engine has no privileged path of its own and cannot reach data its caller could not reach.

Immutable by construction

There is deliberately no operation that can update or delete a ledger entry. Corrections are appends. The decision and its provenance are written in the same insert, so neither can exist without the other.

Bounded outputs

Confidence is clamped, weekly load change is capped at plus or minus fifty per cent, classifications are drawn from a fixed set, and a program must contain real drills. Out-of-range answers are refused rather than trimmed.

What keeps it in bounds

Model provenance on every decision

Each entry records which provider and which specific model actually answered, along with token counts and latency, so a decision can always be attributed correctly.

Human disagreement is first-class

An override is recorded against the person rather than a provider, carries a required note, points explicitly at the entry it supersedes, and is applied to the program the same way an engine decision is.

Tenant isolation on AI reads

Every read the engine performs is workspace-scoped and excludes soft-deleted records, so a decision can never be informed by another organisation's athletes.

The AI is asked, never autonomous

Every decision so far is requested by a person. There is no scheduled job that drafts or adjusts training on its own — a recurring loop is designed but deliberately not built until per-workspace switches and caps exist.

No bring-your-own-key today

Provider credentials are held per environment by the platform and injected at deployment; customers do not supply their own. A provider whose key is not yet provisioned reports itself unavailable rather than taking the service down.

Cost visibility is honest about its gap

Token usage and duration are captured per decision and cost is a field waiting to be populated, but nothing totals spend and no limit blocks a decision yet. Per-workspace AI budgets and admin cost views are still to be built.

06 Reachable from, and in numbers

REACHABLE FROM

- The AI Operations screen in the web console — model card, generate a program, assess an athlete, agent activity feed and a decision card with override
- The in-app assistant, present on every signed-in screen and carrying the current route as context
- The coaching decision API, callable from your own systems for program generation, load assessment, override and history
- Program screens, where an AI-drafted plan appears as an ordinary draft with its drills
- Athlete and performance screens, where a stamped assessment sits against the program
- The decision ledger, readable newest-first and scoped to your workspace
- The Model Context Protocol server, for agents you bring yourself
- Platform events, where AI-authored changes are announced with an AI-generated marker

IN NUMBERS

- Three coaching decision operations: generate a program, assess an athlete's load, and override a decision
- Four classifications a load call may return: progression, deload, at-risk or maintain
- Seven selectable models across four providers, with Gemini 2.5 Flash as the platform default
- Programs of one to twelve weeks, for a single squad or a single athlete but never both at once
- Weekly load change capped at plus or minus fifty per cent, with confidence bounded between zero and one
- Up to five short flags returned alongside a load call, such as overtraining risk or consistent progress
- Thirty-three typed Model Context Protocol tools covering the season, with destructive tools gated behind an explicit confirmation
- One ledger entry per attempt, including the failed ones, and no operation anywhere that can edit or delete one

What the AI does not do yet

STATED PLAINLY

What the AI does not do yet, stated plainly. There is no injury-risk model and no predictive alerting — the engine classifies an athlete when you ask it to, but nothing watches for a load spike or a plateau and tells you first. There is no wearable or device ingestion, so readings are typed in rather than flowing from a heart-rate monitor or a GPS tracker. Nothing runs on a schedule: every decision so far was requested by a person, and the recurring coaching loop is designed rather than built. Per-workspace AI budgets, spend totals and cost caps do not exist — usage and duration are recorded, but

no limit stops a decision. You cannot bring your own provider key, and a provider whose credentials are not yet provisioned reports itself unavailable. External agents can build a program by hand through the tool surface but cannot yet commission one from the engine. And our published AI terms still describe automated decisioning as optional and future, which understates what the engine now does; that wording is being corrected, and it matters because a decision shaping a minor's training is an automated decision about them.

Six roles are seeded into every AthleteBridge workspace automatically. What a role must not see is not hidden in the interface — it is simply never granted, and much of the withheld data concerns minors.

Club Director

Runs a multi-team club or academy end to end and answers for how athlete data is handled.

The only role with full administrative reach across the whole product, and even it reads the table and the AI ledger rather than administering them, because neither is editable by design.

-
- Create and archive squads
 - Schedule fixtures and record results
 - Set the workspace AI model
 - Manage every roster row
 - Administer programs, drills and sessions
 - Read the decision ledger

Team Manager

Keeps the squad list accurate and the calendar honest; typically the club secretary or an esports team manager.

Owns the roster and the fixture calendar with full rights, and is deliberately given no access to coaching sessions, workout logs or performance readings — a secretary has no reason to read private feedback about a young athlete.

-
- Add, update and release members
 - Schedule fixtures, record results
 - Read the standings table
 - Create and edit squads
 - Chase availability and send reminders
 - Read programs and drills

Head Coach

Authors the training, runs the sessions and tracks how athletes are progressing.

Administers programs and drills through the publish lifecycle, drives the session flow including feedback, logs work and records readings — while squad composition stays read-only, because restructuring the roster belongs to the manager and director.

-
- Create and publish programs
 - Confirm and complete sessions
 - Schedule fixtures and results
 - Add and remove drills
 - Log workouts, record readings
 - Read squads and rosters

Performance Analyst

Turns training into evidence: strength-and-conditioning and sports-science staff.

Records the workouts and readings that evidence development and reads the squads, programs and fixtures that give them context — with coaching sessions withheld, because reading a session means reading every private feedback note in the workspace.

- Log workouts
- Record performance readings
- Read rosters and athlete profiles
- Read programs and drills
- Read squads and fixtures
- No access to session feedback

Athlete

Follows the plan, answers availability, books coaching and logs their own training.

A first-class user rather than a record in somebody else's system, with write access to their own training and bookings and no write access to rosters, fixtures or programs.

- Log completed workouts
- Respond to availability requests
- Book and update sessions
- Read the published program
- Read squad, fixtures and table
- No access to readings

Club Observer

Committee members, sponsors and parent supporters — the club's widest audience.

The narrowest role by design: squads, the fixture calendar and the competition table, and nothing whatsoever about an individual athlete.

- Read squads
- Read the fixture calendar
- Read the standings table
- No athlete profiles
- No sessions or feedback
- No workouts or readings

Under the hood

AthleteBridge is API-first. Every entity in the product — teams, members, fixtures, standings, programs, drills, sessions, availability responses, workout logs, performance readings and AI decisions — is reachable through one GraphQL API, and the web console is a client of that API like any other. Integrations, custom reports and partner workflows are first-class rather than a nightly CSV export.

Authentication and authorisation are enforced at the API edge, not inside the product. Every query and mutation carries an access-control declaration that the gateway checks against the caller's roles before the request is forwarded, so a missing permission is refused before any product code runs. Every write is confined to the caller's workspace and asserts that exactly one row was affected, which is what makes a guessed identifier from another organisation useless.

The domain logic that matters lives in the service rather than the screen. The program publish lifecycle, the session lifecycle and the standings recomputation are state machines and derivations enforced server-side, so every client — the web console, an agent over the tool protocol, or your own integration — inherits correct behaviour rather than reimplementing it. Large collections are read with cursor-based pagination throughout.

THE SPLIT THAT MATTERS

Binary media never enters the product's own record. A drill's demonstration video is stored in the shared platform file service and referenced by identifier, with signed-URL access. That keeps the sporting record small, fast and portable, and means media retention, quota and access are governed once for every product rather than reinvented here.



Roster and competition

Teams with a four-state lifecycle, members as membership plus sporting profile, fixtures across five types with competition context, and standings derived automatically from recorded results on a three-one-nil model ordered by points then goals for.

Training lifecycle

Programs with a validated draft, published and archived lifecycle including pull-back to draft, reusable templates, and drills ordered by week with sets, reps, work and rest plus an optional video reference.

Coaching and availability

A validated session lifecycle with cancellation and no-show branches, completion capturing feedback and a one-to-five rating, and availability responses upserted once per person per fixture or session with a reminder trigger.

Performance capture

Workout logs with status, timing, duration, perceived exertion, total load, free-form metrics and notes, and typed readings across eight categories including a custom label, each with value, unit, timestamp and source.

Read-side visualisation

Trend sparklines with range scales and signed deltas, metric line charts with range filters on athlete profiles, and coach analytics computed from real sessions, workouts and results with no fabricated composite indices.

Coaching decision engine

A provider-agnostic gateway across four model providers with per-workspace and per-request selection, structured output validation, an append-only decision ledger and a human override path that supersedes rather than edits.

Tenancy and access

Six seeded workspace roles plus organisation and billing presets, access-control declarations on every operation checked at the gateway, workspace-scoped writes with single-row assertions, and soft deletes throughout.

Operations

A liveness and identity probe, structured logging, cursor pagination across every large collection, and an event stream that announces domain changes including AI-authored ones.

Standards and integrations

OPEN STANDARDS IT SPEAKS

- One GraphQL API covering every entity in the product, with cursor-based pagination
- OpenID Connect single sign-on for enterprise identity
- OAuth 2.0 device-code flow for terminal and headless clients
- OAuth 2.0 client credentials for machine-to-machine integrations
- API tokens and developer keys issued from the platform developer portal
- Model Context Protocol for AI agents, over standard input and output or HTTP
- Outbound webhooks for domain and platform events
- Signed, expiring URLs for media access
- Accessibility built on keyboard navigation, a command palette, screen-reader semantics and a high-contrast theme
- Internationalisation with multi-language UI, locale-aware dates and numbers, and right-to-left layouts

PLUGS INTO

- Platform identity — single sign-on, OAuth applications and developer keys
- Shared file storage for drill demonstration videos and attachments, referenced by identifier
- Workspace-wide tagging, shared across products and carried by teams and programs
- Comment threads and discussion on records
- Notifications in-app, by email and by webhook, with per-user preferences
- Subscriptions, quotas and regional pricing from the platform billing service
- An activity and audit timeline covering every action with actor, target and result
- Export tooling for records and reports
- AI model providers: Google Gemini, OpenAI, Anthropic and OpenRouter
- Payment processing through tokenised providers, with no card data held by AthleteBridge

How it deploys

Hosted, multi-tenant

The default. Sign in and start; isolation between organisations is enforced on every write rather than configured per customer.

Region

Data resides in India today. There is no cross-region deployment and no geo-redundant disaster recovery yet, which is a real constraint for buyers with a residency requirement elsewhere.

Dedicated tenancy

Available for federations and enterprise buyers who need isolation beyond the shared multi-tenant boundary. Contact sales.

Self-host

Offered as an enterprise and federation option alongside dedicated tenancy, on an annual contract.

Clients

The web console runs in any modern Chromium, Firefox, Safari or Edge browser. Signed desktop and mobile store builds are planned and not yet shipped; the installable mobile surface today is the progressive web app.

09 Security & trust

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AthleteBridge holds performance and health-adjacent data — heart rate, injury status, workout load — and much of it concerns minors. These are the controls that exist today, separated from the assurances that do not.

Access control on every operation

Every query and mutation carries an access declaration checked by the gateway against the caller's roles before the request reaches product code. The product never validates tokens and never reimplements authorisation.

Workspace isolation asserted per write

Every mutation filters by workspace and asserts that exactly one row was affected, so an identifier guessed from another organisation cannot be read or written.

Six roles seeded, sparse by omission

Club director, team manager, head coach, performance analyst, athlete and club observer are cloned into every workspace automatically. A resource a role must not touch is not granted at all: team managers and performance analysts hold no session access because sessions carry private coach-to-athlete feedback, and athletes hold no readings access because readings are workspace-scoped.

Safeguarding-shaped observer role

The club's widest audience — committee members, sponsors, parent supporters — is limited to squads, fixtures and the table, with every athlete-level resource withheld.

Privilege-escalation ceiling

The organisation owner preset holds access-control rights at editor rather than admin, deliberately, so a preset holder cannot assign a role of higher priority than their own.

Soft deletes throughout

Archiving a team, releasing a member or archiving a program sets a terminal status and a timestamp rather than destroying data, so the historical record survives.

Encryption in transit and at rest

All traffic between client and service is encrypted with current TLS, and stored data is encrypted at rest in compliance-grade facilities.

Multi-factor authentication

Accounts can be protected with additional factors including authenticator applications and email verification, on top of single sign-on where an organisation uses it.

Media held outside the record

Drill demonstration videos live in the shared file service and are reached through signed, expiring URLs; the sporting record stores a reference, never a blob.

Attributable activity trail

Every action carries the identity of the actor who performed it, the target and the result, and is searchable and exportable through the platform activity service.

09 Security & trust

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Append-only AI decision ledger

Every AI attempt writes exactly one entry — model, non-identifying input summary, decision, tokens, latency, status, failures included — and no operation exists that can update or delete one.

Prompt data boundary

Only aggregate numbers reach a model. Free-text workout notes, athlete names, contact details and individual readings are excluded before any request leaves the workspace.

No card data held

Payments are tokenised through external processors that carry their own card-industry attestations, so AthleteBridge stores no card details and is out of scope for that standard itself.

Responsible disclosure

Security reports go to security@athletebridge.com, and dependency and image vulnerability scanning runs as part of every build.

Stated plainly

AthleteBridge is not certified against anything today, and pretending otherwise would be the wrong way to start a relationship with a club. Controls are designed against the SOC 2 trust services criteria and the ISO 27001:2022 framework, but no audit has been completed: SOC 2 Type II is targeted for a fourth-quarter 2026 audit window, ISO 27001 for the first quarter of 2027 and the ISO 27701 privacy extension for the second quarter of 2027. India's Digital Personal Data Protection Act is a statutory obligation we map controls to on an ongoing basis; a privacy impact assessment for health-adjacent data is still being finalised with counsel. The published privacy policy commits to GDPR-aligned rights, but no

European representative has been appointed and formal GDPR work is deferred until the threshold approaches. HIPAA is not supported by default and a business associate agreement is handled case by case, not as a product feature. Data resides in India only, which means no geo-redundant disaster recovery and a genuine problem for a buyer with a residency requirement elsewhere — say so early and we will tell you honestly whether we can serve you yet. One product-level limitation deserves naming too: performance readings are workspace-scoped with no per-athlete filter, which is exactly why the athlete role is granted no access to them; per-athlete isolation of readings is work still to be done.

One product, many front doors

One product, reached from wherever the work happens. Each entry below says plainly whether it exists today or is still ahead.

Web console

Available today. Dashboard, teams and rosters, fixtures, standings, programs and drills, sessions, a performance workbench, athlete profiles, coach analytics and esports tournament brackets, in any modern browser with nothing to install.

AI Operations screen

Available today. Pick the workspace model, commission a program, assess an athlete, read the agent activity feed and file a coach override from the decision card.

In-app assistant

Available today. Present on every signed-in screen, carrying the current route as context so short instructions resolve, and confirming before anything destructive.

Model Context Protocol server

Available today. Thirty-three typed tools covering the season plus the shared platform modules, running over standard input and output with an HTTP transport available, with destructive tools behind an explicit confirmation gate.

Public API

Available today. One GraphQL endpoint over the whole product surface, authenticated by single sign-on, device-code login or machine credentials, for integrations and custom reporting.

Documentation site

In progress. Product guides, API reference and integration tutorials at docs.athletebridge.com, being filled out ahead of launch.

One product, many front doors

Marketing site and waitlist

Available today. Product, pricing, use cases, comparisons and security material at athletebridge.com, with the launch waitlist open.

Mobile apps

Planned. Native iOS and Android for logging a workout, checking a session and glancing at standings. The progressive web app is the installable mobile surface today; store builds are not yet signed or submitted.

Desktop application

Planned. A signed native build for macOS, Windows and Linux with system notifications and an offline cache for fixtures and rosters.

Command-line client

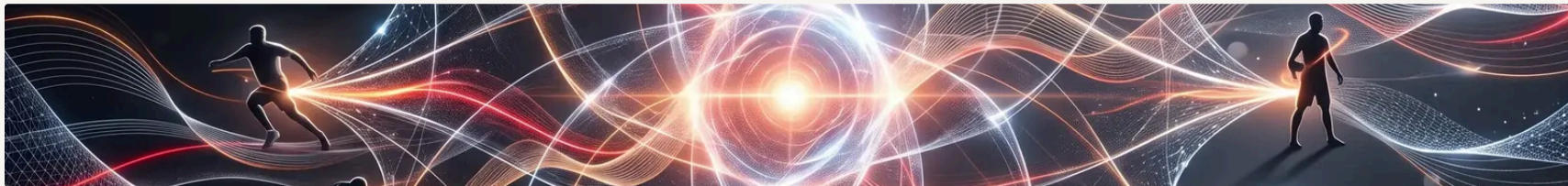
Planned. Terminal-native automation and bulk roster and fixture operations against the public API.

Node and Python SDKs

Planned. Typed clients for integrations and for sports-science notebooks and analytics pipelines.

Community hub

Planned. Question-and-answer and discussion signed in against your workspace identity; not yet deployed, so support runs through documentation and tickets until it is.



Plans

FREE

\$0 forever

An independent coach or one small squad, sized to run a full season at no cost and with no card.

- 25 managed athletes, 1 squad, 2 staff seats
- 20 fixtures a month and 1 live competition table
- 3 programs, 30 drills, 20 coaching sessions a month
- 100 workout logs and 200 performance readings a month
- 1 GB shared storage, 14-day analytics retention
- Community support, best-effort availability

TEAM

\$29/mo · \$24/mo billed annually

One team or a small squad that has outgrown the free capacity but is still a single side.

- 60 managed athletes, 3 squads, 10 staff seats
- 200 fixtures a month across 5 competitions
- 50 programs, 750 drills, 300 sessions a month
- 3,000 workout logs and 5,000 readings a month
- 25 GB storage, 90-day analytics retention
- Community support plus 2 tickets a month
- Capacity add-ons available from this tier upward

CLUB

\$99/mo · \$79/mo billed annually

A club running several squads across divisions or age groups, with a real fixture calendar.

- 300 managed athletes, 15 squads, 40 staff seats
- 1,000 fixtures a month across 25 competitions
- 300 programs, 5,000 drills, 2,000 sessions a month
- 25,000 workout logs and 50,000 readings a month
- 250 GB storage, 365-day analytics retention
- Priority support under 24 hours, 99.9% availability target

ACADEMY

\$299/mo · \$239/mo billed annually

A large academy or development pathway with many age groups and a full coaching staff.

- 1,200 managed athletes, 60 squads, 150 staff seats
- 5,000 fixtures a month across 100 competitions
- 1,500 programs, 25,000 drills, 10,000 sessions a month
- 150,000 workout logs and 250,000 readings a month
- 1 TB storage, 730-day analytics retention
- Priority support under 8 hours, 99.9% availability target

FEDERATION

From \$600/mo, custom annual contract

Leagues, governing bodies and multi-club organisations that need custom capacity and governance.

- Custom quotas across athletes, squads, fixtures and sessions
- Multi-club isolation with per-club governed access
- Single sign-on, dedicated tenancy or self-host
- Priority support with a negotiated service level
- Invoiced annually, net-30, contact sales only

11 How the pricing works

Five tiers sold per workspace, priced by the size of your squad rather than by how many coaches log in. Every feature is available from Free onward — tiers differ by capacity, retention, support and governance, not by feature gating. AthleteBridge is pre-launch: these prices are the planned launch configuration and nothing is on sale yet.

You pay by squad size, not by seat

The value metric is managed athletes — the members on your rosters. Coaches, managers and support staff are staff seats, included generously on every tier, so adding a volunteer coach never raises the bill.

Add one dimension without changing tier

Capacity packs are available from Team upward: athlete packs of 50, 250 or 1,000 at \$19, \$79 or \$249 a month; squad packs of 5 or 25 at \$19 or \$59; session capacity of 500 or 2,000 at \$15 or \$39; performance capacity at \$19 or \$59; storage of 50 GB, 250 GB or 1 TB at \$15, \$39 or \$99; and one-off configuration and migration help at \$299 for 5 hours or \$999 for 20.

Regional pricing is permanent, not a promotion

Prices are banded by region so a club outside North America and Europe is not paying a currency penalty. India, for example, is priced at ₹999 a month for Team, ₹3,999 for Club and ₹11,999 for Academy, with Free at ₹0 forever and annual billing discounted roughly 17 to 20 per cent on every paid tier.

Nothing is purchasable yet

AthleteBridge is pre-launch. The tiers above are seeded in the billing catalogue but are not yet registered with a live payment processor and checkout is not open. Federation is contact-sales only by design. Prices are indicative and finalised at launch.

The whole season is one record

Roster, fixtures, standings, programs, drills, sessions, workout logs and performance readings are six connected primitives in one model, not six products stitched together with exports. A result you record flows into the table; a session stays tied to the program and the readings behind it.

The table is derived, never typed

Standings are recomputed from recorded results on a three-one-nil model, ordered by points then goals for. The scheduling and communication apps clubs use today run events but do not run competitions, and the video and endurance platforms ignore standings entirely.

Coaching content has a real lifecycle

Programs move through draft, published and archived with invalid transitions refused server-side, drills carry sets, reps and rest with demonstration video, and proven plans become reusable templates the organisation keeps when a coach leaves.

Typed performance tracking for team sports

Speed, endurance, strength, agility, accuracy, weight, heart rate and custom readings as a time series. The endurance reference product in this market is excellent at endurance load and was never designed for football, basketball, cricket, tennis, swimming or esports development curves.

A session lifecycle that ends in evidence

Requested, confirmed, completed, with cancellation and no-show branches, written feedback and a one-to-five rating, optionally tied to a program and feeding a coach analytics dashboard. Nothing else in this category combines booking with programs and performance.

Esports and physical sport on one spine

The primitives are sport-agnostic, so a tournament bracket for a knockout gaming competition and a league table for a football side run on the same engine, in the same workspace, for the same organisation.

Governance most sports tools charge for

Role-based access checked on every operation, workspace-scoped writes with single-row assertions, six seeded roles shaped around safeguarding, soft deletes, single sign-on and an audit trail — included at every tier, including Free.

AI that writes records, not replies

The decision engine creates real program, drill and session rows as a draft a coach publishes, and stamps a load call onto the program, with every attempt in a ledger nobody can edit. It is not a chat window that hands you text to retype.

Priced for grassroots everywhere

A free-forever single-squad workspace with no advertising, permanent regional price bands, and billing keyed to roster size rather than per-coach seats, so the cost is predictable for a team sport rather than an endurance coach's client list.

You are pre-launch. Why would I put my club on this?

Because the part that is hardest to retrofit is the part that is already built and built correctly: a governed domain with enforced lifecycles, derived standings and tenant isolation asserted on every write. The honest counterweight is that we have no customers, no track record and no completed audit, and you should weigh that. Start on the free tier with one squad for a season and cost us nothing to evaluate.

We already use a scheduling and messaging app the whole club knows.

Then keep the part that works. Those tools are genuinely good at chat, RSVP and event reminders, and several collect registration fees, which we do not. What they do not do is run a competition, hold structured programs with a publish lifecycle, or track typed performance over a season — which is the layer we exist to add.

There is no native mobile app, and our parents live on their phones.

Correct, and it is our clearest gap against the incumbents, who are mobile-first. The web console is responsive and installable as a progressive web app, but signed store builds for iOS and Android are planned and not yet submitted. If a native app is a hard requirement this season, we are not the right choice yet.

Can we collect registration fees and take payment for sessions?

Not today. Registration, membership fee collection, session payments, escrow and coach payouts are on the roadmap and not built. Several incumbents do this well and it is a real reason to keep one of them alongside us for now.

Do you ingest data from our wearables and GPS vests?

No. Readings are entered by a coach or an athlete rather than flowing from a device, and wearable ingestion is planned rather than shipped. If your training is built on automatic device capture, that gap will be felt every day, and we would rather you knew before signing.

Are you SOC 2 or ISO 27001 certified?

Not yet. Controls are designed against both frameworks and evidence collection is under way, with a SOC 2 Type II audit window targeted for the fourth quarter of 2026 and ISO 27001 for the first quarter of 2027. If your procurement process requires a current report today, we cannot satisfy it and will say so rather than let it surface in week six.

Will an algorithm be making decisions about children's training?

No, and the structure enforces that rather than promising it. An AI-drafted program is created as a draft and reaches an athlete only when a coach publishes it. A load call is a proposal stamped on the program, and a coach can override it with a note that supersedes rather than erases. Every attempt sits in a ledger that cannot be edited. Our published AI terms still understate all of this and are being corrected.

Our data has to stay in Europe.

Then we cannot serve you yet. All data resides in India today, with no cross-region deployment and no geo-redundant disaster recovery. Regional expansion is a roadmap item and we will not pretend a contractual clause substitutes for it.

What happens when we grow from one team to twenty?

Nothing changes underneath. Every tier runs the same data model with the same governance; growth moves capacity — athletes, squads, fixtures, sessions, retention and support — rather than forcing a migration onto a different product. Capacity add-ons let you grow one dimension without moving a whole tier.

Who owns the training programs our coaches write here?

The workspace does, not the individual. Programs, drills and templates live in your organisation's record and stay there when a coach moves on, which is the specific failure most academies describe when the notebook walks out of the door.

Where it sits against the alternatives

VS TEAM COMMUNICATION AND SCHEDULING APPS

They own the daily rhythm of a grassroots club — chat, event reminders, RSVP — and several collect membership fees, which we do not. We add the layer they omit: auto-computed standings, structured programs with a publish lifecycle, coach-athlete sessions with ratings and typed performance history. Honest concession: they are mobile-first and we are web-first today, and for a parent-heavy club that matters.

VS VIDEO ANALYSIS AND RECRUITING PLATFORMS

Video breakdown and athlete recruiting are genuinely theirs and we do not compete for them — we have no video analysis and recruiting is not built. What we run is the season around the video: roster, fixtures, derived standings, programs, sessions and performance, on a free-forever tier and regional pricing rather than an institutional contract.

VS ENDURANCE TRAINING PLATFORMS

For an endurance coach with a device ecosystem, they remain the better tool, and our lack of wearable ingestion is a real deficit against them. Our angle is breadth of sport and organisation: typed readings for team sports and esports, with the roster, fixtures, sessions and club governance in the same workspace rather than a plan-delivery tool bolted to a club.

VS LEAGUE REGISTRATION AND CLUB-WEBSITE PLATFORMS

They handle registration, fee collection and public club websites, none of which we do — a real gap if that is your main administrative burden. We focus on the coaching, competition and performance record, and recompute standings from recorded results instead of asking a league administrator to maintain them.

VS SPREADSHEETS, GROUP CHATS AND NOTEBOOKS

The honest incumbent for most clubs, and it is free and everybody already knows it. It also produces the stale roster, the hand-typed table and the coaching method that leaves with the coach. We charge nothing for a single squad, so the comparison can be made on a real season rather than a demo.

START TODAY

Put your squad, your season and your training on one record.

AthleteBridge launches in 2026 and is in waitlist mode today. The free tier is sized to run a full season for one squad, so evaluating it costs a season rather than a budget.

- Join the waitlist and tell us the sport, the number of squads and the level you run.
- We walk you through the console — roster, fixtures, a recorded result and the table recomputing itself.
- Bring one squad across for a season on the free tier and judge it on a real fixture list.
- For an academy, a federation or a self-host or dedicated-tenancy requirement, talk to sales about an annual contract.

WEBSITE

atheletebridge.com

JOIN THE WAITLIST

atheletebridge.com/waitlist

PRICING

atheletebridge.com/pricing

DOCUMENTATION

docs.atheletebridge.com

TALK TO SALES

sales@atheletebridge.com



AthleteBridge

AthleteBridge is a product of Timecampus Technologies Pvt Ltd. Pre-launch: no users, clubs, results or revenue are claimed, and pricing is indicative until launch.