

# Creating and Managing Matches in Squad Tracker

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This video demonstrates how to create and manage matches using SquadTracker. It covers setting match details, tracking player stats, and updating match outcomes efficiently.

# 01 Match Creation

This is how you create a new match

The screenshot displays the 'Matches' section of the SquadTracker application. On the left is a sidebar with navigation options: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. At the bottom of the sidebar, the user is identified as 'single t. Demo Team U9s' with a 'Sign Out' button. The main content area is titled 'Matches' with the subtitle 'Manage upcoming matches and view match history'. It features two tabs: 'Upcoming' (selected) and 'History'. In the top right corner, there are buttons for 'Import Fixtures' and '+ New Match'. The 'Upcoming Matches' section shows '1 match scheduled' and includes a search bar. A match card is visible, showing a fixture between 'Oppnent Team GreenU9s' and 'Demo Team U9s'. The match details include 'No Referee', 'Away • League', and 'Scheduled'. The score is '0 - 0' and the date is 'Sat 3 Jan, 00:00'. A tooltip提示 'Tap a match to view details and record stats' is present over the match card.

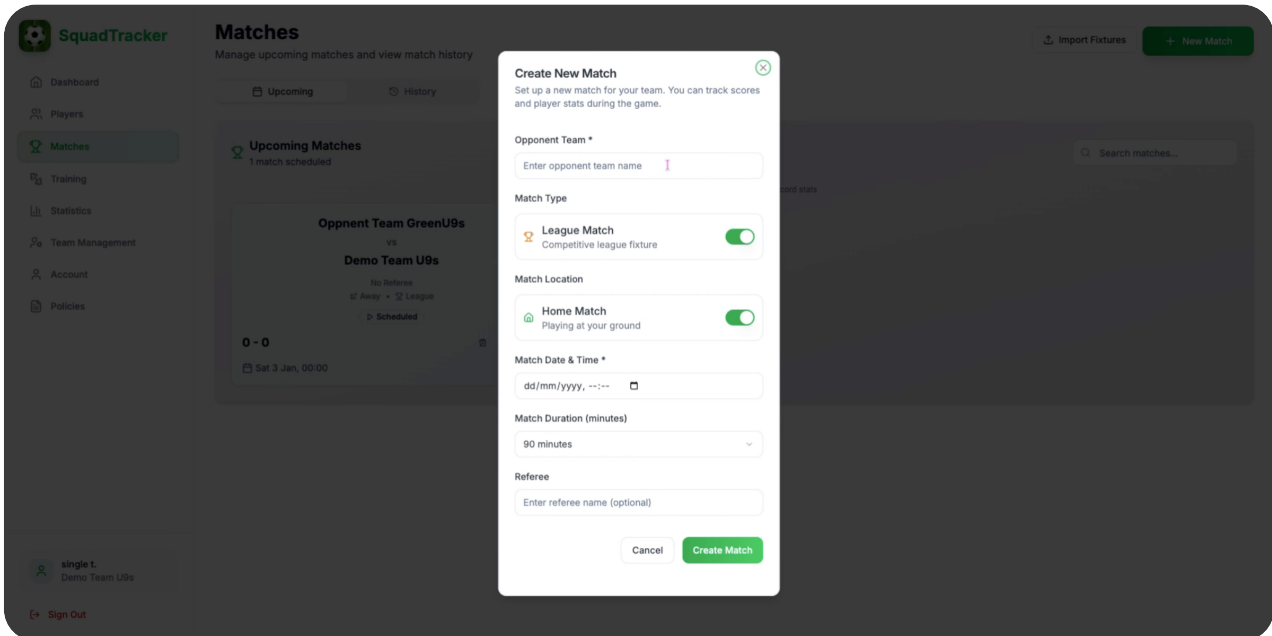
## 02 Navigating To matches page

In Squad Tracker, go to the matches page and select onew match.

The screenshot displays the SquadTracker application interface. On the left is a sidebar with navigation options: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. At the bottom of the sidebar, the user profile 'single t. Demo Team U9s' is shown with a 'Sign Out' button. The main content area is titled 'Matches' with the subtitle 'Manage upcoming matches and view match history'. It features two buttons: 'Import Fixtures' and '+ New Match'. Below these are tabs for 'Upcoming' (selected) and 'History'. The 'Upcoming Matches' section shows '1 match scheduled' and a search bar. A match card is displayed with the following details: 'Oppnent Team GreenU9s' vs 'Demo Team U9s', 'No Referee', 'Away • League', and 'Scheduled'. The score is '0 - 0' and the date is 'Sat 3 Jan, 00:00'. A tooltip提示 'Tap a match to view details and record stats' is visible over the match card.

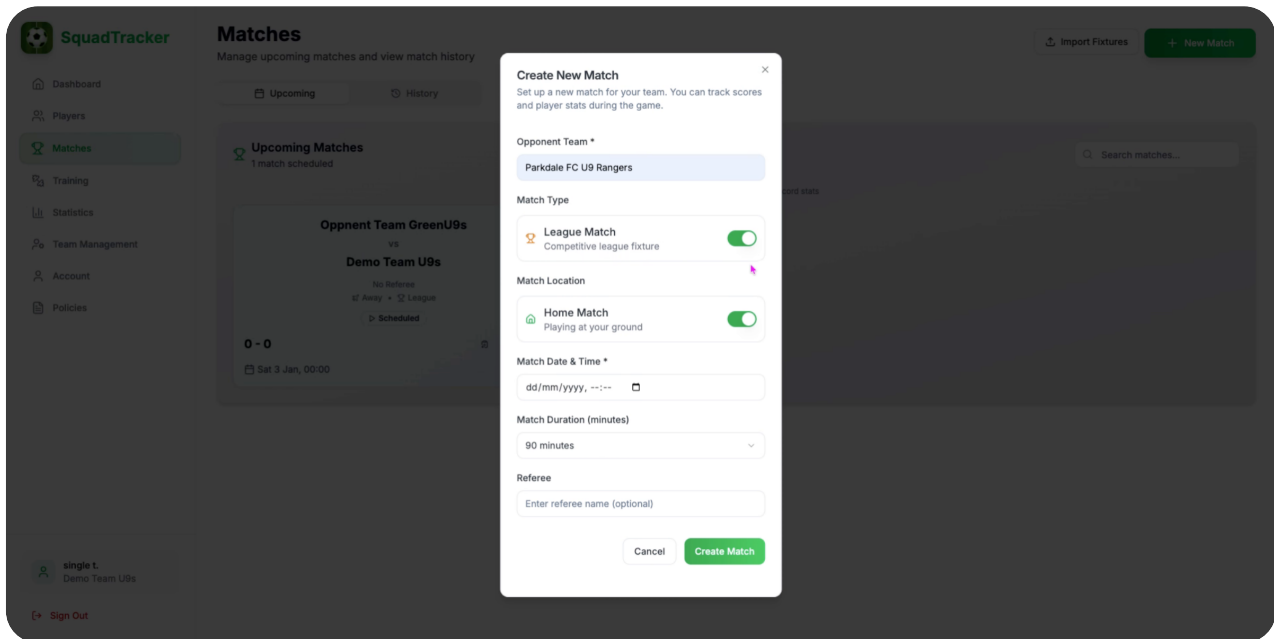
### 03 Input Opponent And Match Type

It'll give you these options. Input the opponent team. Decide whether it's a league match or a friendly.



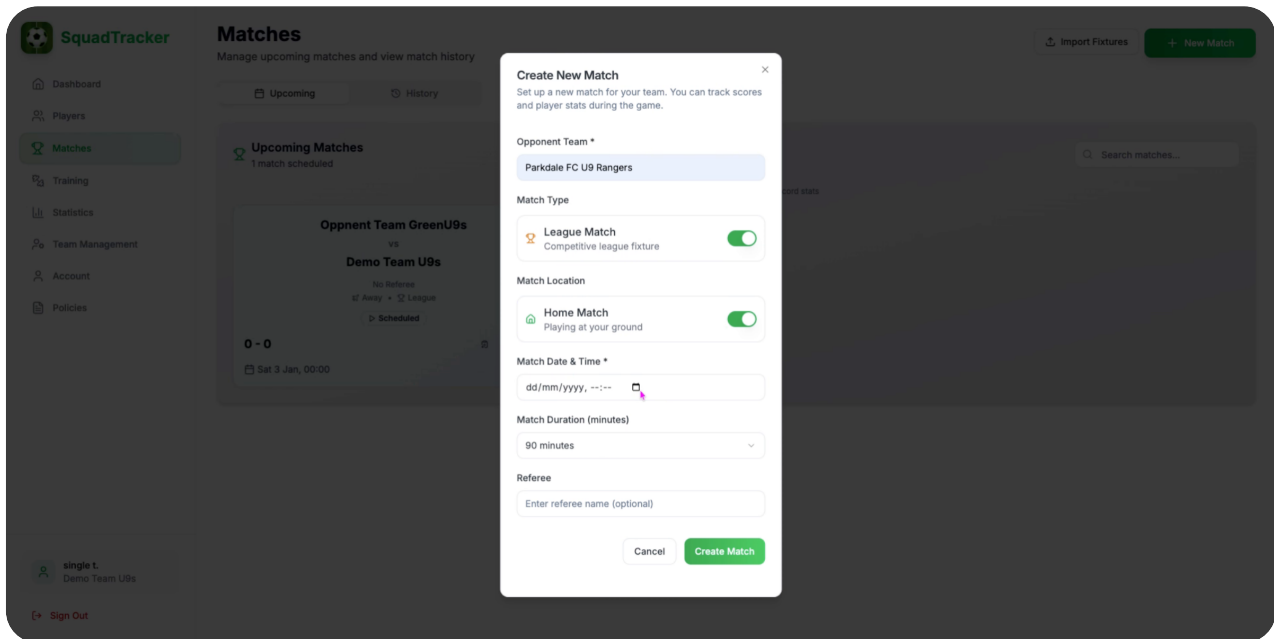
## 04 Toggle League And Home Status

Toggle it on and off. Decide whether it's home or away.



## 05 Input Match Date And Time

Then input your date and time.



The image shows a screenshot of the SquadTracker application interface. A modal window titled "Create New Match" is open in the center, allowing a user to set up a new match. The background shows the "Matches" section of the app, with a sidebar on the left containing navigation options like Dashboard, Players, Matches, Training, Statistics, Team Management, Account, and Policies. The main content area displays "Upcoming Matches" with a search bar and a list of matches, including one between "Oppnent Team GreenUGs" and "Demo Team UGs" scheduled for Saturday, January 3rd at 00:00.

**Create New Match**

Set up a new match for your team. You can track scores and player stats during the game.

Opponent Team \*

Parkdale FC U9 Rangers

Match Type

League Match  
Competitive league fixture

Home Match  
Playing at your ground

Match Location

Match Date & Time \*

dd/mm/yyyy, --:--

Match Duration (minutes)

90 minutes

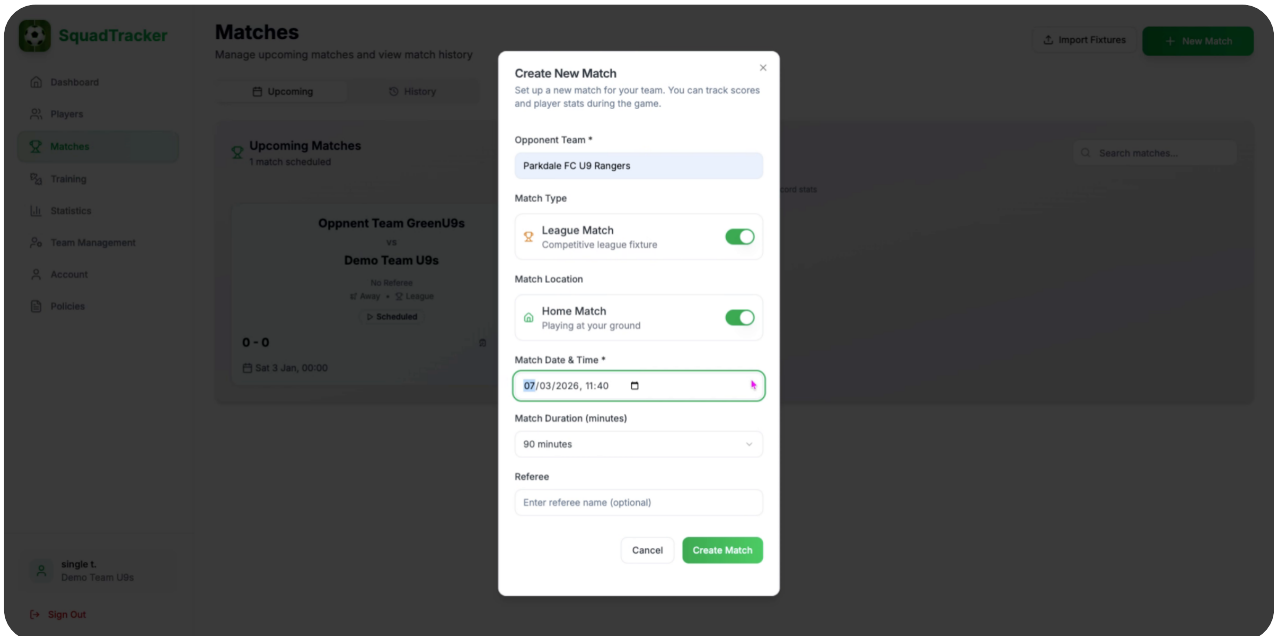
Referee

Enter referee name (optional)

Cancel Create Match

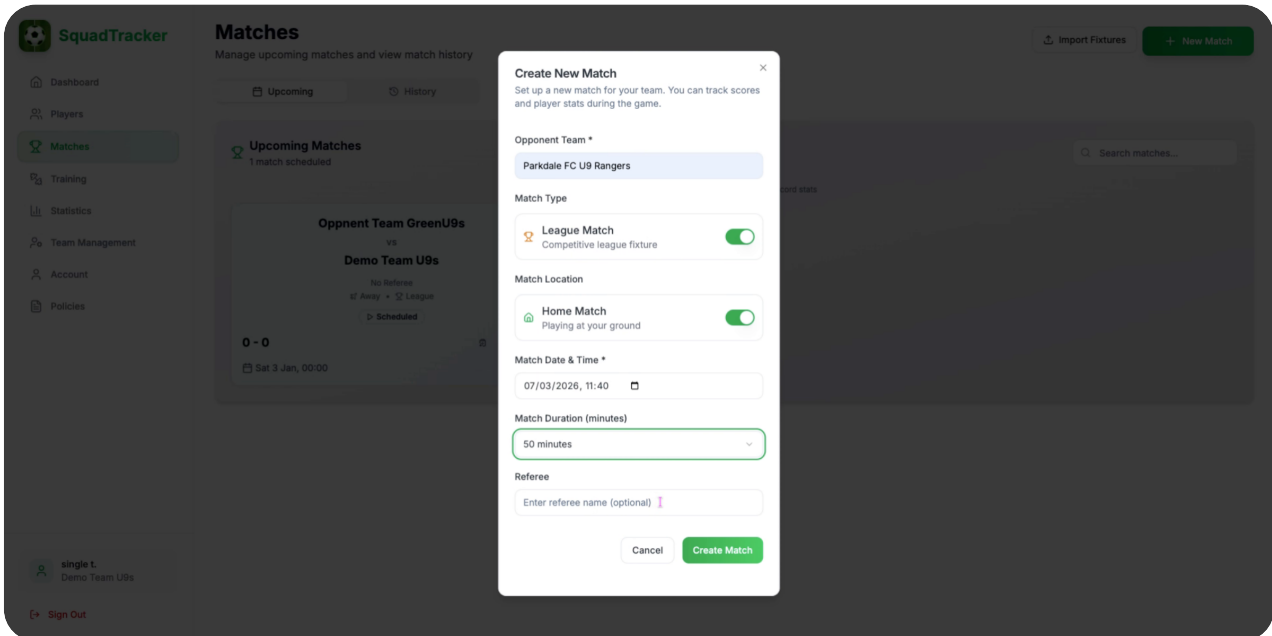
## 06 Set Match Duration And Referee Option

Then you just click off. Input the duration of your match. If you haven't got a referee, you can leave it empty.



## 07 Creating Match Without Referee

And come back later and add your referee if you want to. I'll leave it empty and show you what that looks like. Then you just press create match.



## 08 Match Added As Upcoming

That'll add it into your as an up-and-coming match to complete this match.

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## 09 Adding Referee After Match Creation

You can also fill out your FA timesheet. lets go back in and add a referee. as if you have been allocated one lat

**SquadTracker**

- Dashboard
- Players
- Matches**
- Training
- Statistics
- Team Management
- Account
- Policies

**Matches**  
Manage upcoming matches and view match history

Import Fixtures + New Match

Upcoming History

Upcoming Matches  
2 matches scheduled

Search matches...

Tap a match to view details and record stats

**Oppnent Team GreenU9s**  
vs  
**Demo Team U9s**  
No Referee  
Away • League  
Scheduled  
0 - 0  
Sat 3 Jan, 00:00

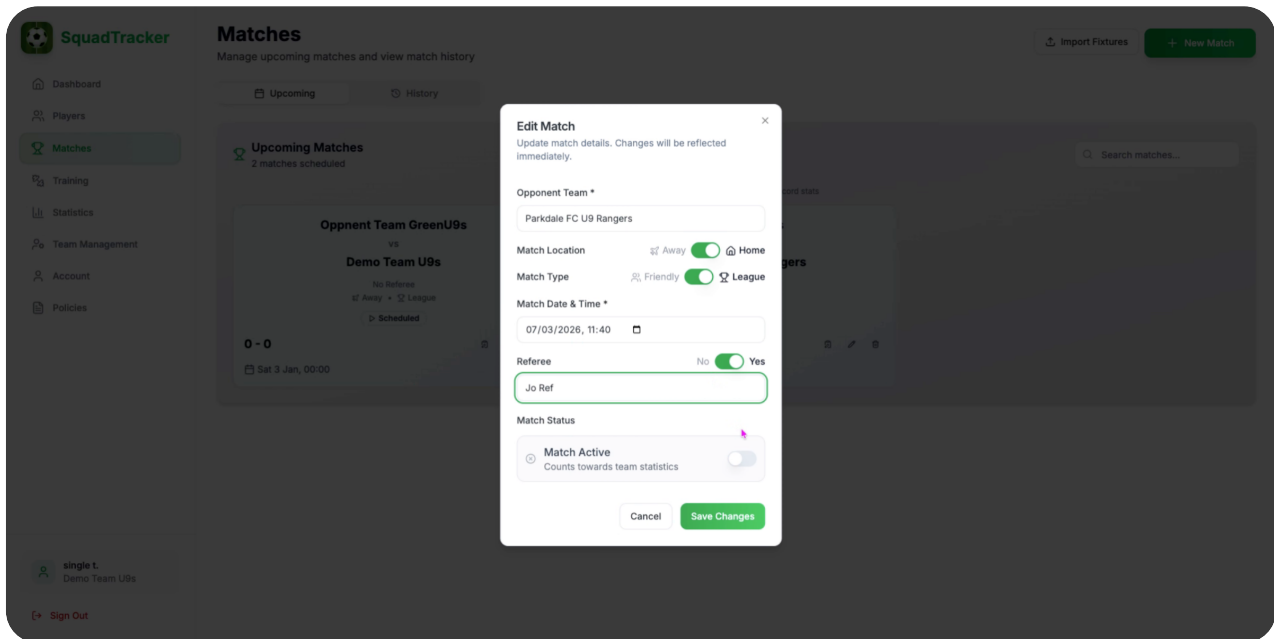
**Demo Team U9s**  
vs  
**Parkdale FC U9 Rangers**  
No Referee  
Home • League  
Scheduled  
0 - 0  
Sat 7 Mar, 11:40 Home

single t.  
Demo Team U9s

Sign Out

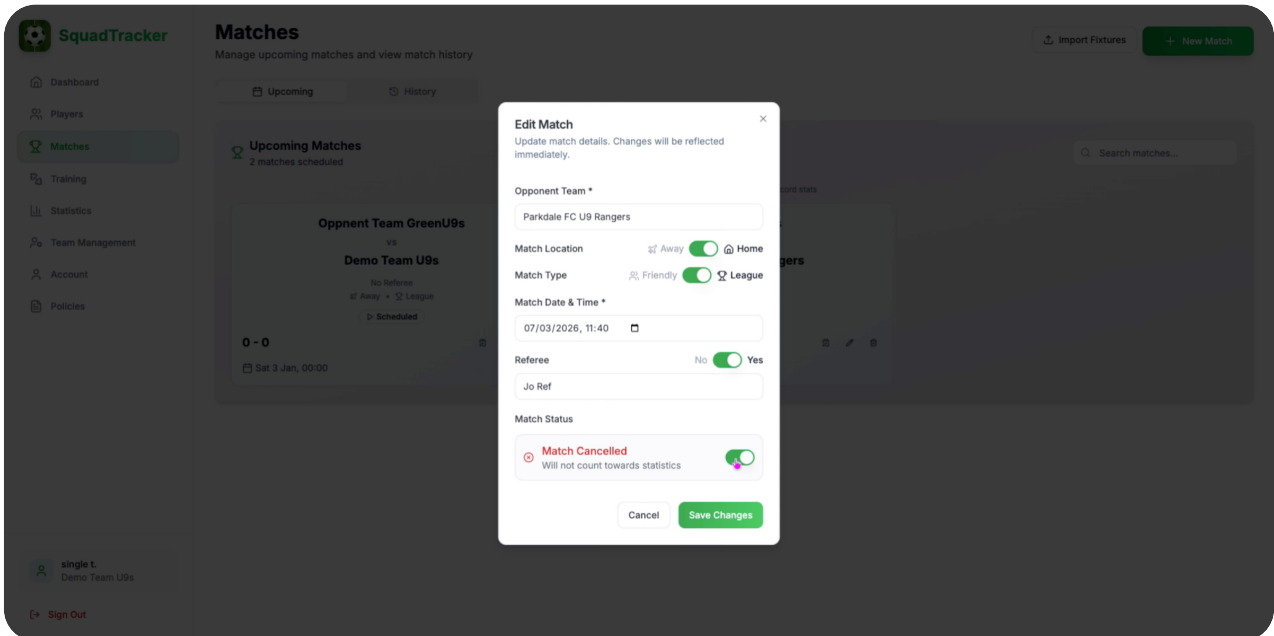
## 10 Option To Mark Match Cancelled

There's also the option to tick whether the match got cancelled if it's a league match.



## 11 Cancelled Match Statistics Impact

This will show in your statistics later on but it won't affect any of the stats, just show coaches how many cancelled matches the team has ha



## 12 Selecting Match For Editing

Once you've done that, select the match.

The screenshot shows the SquadTracker application interface. On the left is a sidebar with navigation options: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. Below the sidebar is a user profile for 'single t.' (Demo Team U9s) and a 'Sign Out' button. The main content area is titled 'Matches' and includes a sub-header 'Manage upcoming matches and view match history'. At the top right of this area are buttons for 'Import Fixtures' and '+ New Match'. Below these are tabs for 'Upcoming' (selected) and 'History'. The 'Upcoming Matches' section shows '2 matches scheduled' and a search bar. Two match cards are displayed: 1) 'Oppnent Team GreenU9s vs Demo Team U9s' scheduled for 'Sat 3 Jan, 00:00' with 'No Referee' and 'Away' status. 2) 'Demo Team U9s vs Parkdale FC U9 Rangers' scheduled for 'Sat 7 Mar, 11:40' with 'Jo Ref' and 'Home' status. Both cards show a '0 - 0' score and 'Scheduled' status. A 'Success' notification at the bottom right states 'Match updated successfully!'.

## 13 Manual Input Of Opponent Score

You have two options. You can manually input the opponent's score.

The screenshot displays the SquadTracker web application interface. On the left is a navigation sidebar with the following menu items: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. Below the menu is a user profile for 'single t. Demo Team U9s' and a 'Sign Out' button.

The main content area is divided into three sections:

- Match Score:** Titled 'Match Score' with the subtitle 'Update the final score for this match'. It shows a match between 'Demo Team U9s (Your Team)' and 'Parkdale FC U9 R... (Opponent)'. Both teams have a score of 0. Below the scores are minus and plus buttons to adjust the score. A note states: 'Your team's score is calculated from player goals'.
- Game Statistics:** Titled 'Game Statistics' with an 'Edit Stats' button. It contains four summary cards, each with a 0-0 score:
  - Corners: 0 - 0
  - Shots: 0 - 0
  - Fouls: 0 - 0
  - Offsides: 0 - 0
- Player Statistics:** Titled 'Player Statistics' with the subtitle 'Track attendance, goals, assists and player of the game awards'. It features a card for 'Player 2. Striker'. A 'Played in match' toggle switch is currently turned on. Below the card are two summary cards:
  - Goals: 0 (with minus and plus buttons)
  - Assists: 0 (with minus and plus buttons)

## 14 Marking Player Attendance

And for each player, you mark if they've attended so you can toggle those players off.

The screenshot displays the SquadTracker application interface. At the top, there are four match statistics: Corners (0-0), Shots (0-0), Fouls (0-0), and Offsides (0-0). The main content area is titled "Player Statistics" and includes a sub-header "Track attendance, goals, assists and player of the game awards".

Two player cards are visible:

- Player 2 (Striker):** Features a "Played in match" toggle switch that is currently turned on (green). Below this are sections for "Goals" (0), "Assists" (0), "Yellow" (0), and "Red" (0) cards, each with a minus and plus button. There is also a "Minutes Played" section (0) and a "Parent" toggle switch.
- Player 3 (Centre Back):** Features a "Played in match" toggle switch that is currently turned on (green). Below this are sections for "Goals" (0) and "Assists" (0) cards, each with a minus and plus button.

The left sidebar contains navigation options: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. At the bottom left, there is a user profile for "single t. Demo Team U9s" and a "Sign Out" button.

## 15 Adding Goals Assists Cards

and you can manually add goals, assists, cards and the minutes.

The screenshot displays the SquadTracker application interface. On the left is a navigation sidebar with the following menu items: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. Below the sidebar, the user profile is shown as 'single t. Demo Team U9s' with a 'Sign Out' button. The main content area lists five players, each with a 'Played in match' toggle switch:

- Player 2:** Striker, Played in match:
- Player 3:** Centre Back, Played in match:
- Player 4:** Defensive Midfielder, Played in match: . This player's card is expanded to show:
  - Goals:  (with minus and plus buttons)
  - Assists:  (with minus and plus buttons)
  - Yellow Cards:  (with minus and plus buttons)
  - Red Cards:  (with minus and plus buttons)
  - Minutes Played:  (with minus and plus buttons)
  - CPOTG:
  - Parent:
- Player 5:** Left Winger, Played in match:

## 16 Assigning Player Awards

add any match rewards. had a coach's player of the game or player's player or parent's player, you tick these boxes and it will add them.

The screenshot displays the SquadTracker application interface. On the left is a navigation sidebar with the following menu items: Dashboard, Players, Matches (highlighted in green), Training, Statistics, Team Management, Account, and Policies. Below the sidebar, the user profile 'single t. Demo Team U9s' is shown with a 'Sign Out' button. The main content area lists five players, each with a 'Played in match' toggle switch and various award options:

- Player 2:** Striker. 'Played in match' toggle is off.
- Player 3:** Centre Back. 'Played in match' toggle is off.
- Player 4:** Defensive Midfielder. 'Played in match' toggle is on. This player has several award options: 'Goals' (0), 'Assists' (0), 'Yellow' (0), 'Red' (0), 'Minutes Played' (0), 'CPOTG' (toggle off), and 'Parent' (toggle off).
- Player 5:** Left Winger. 'Played in match' toggle is on.

## 17 Live Tracker Match Option

The other option is you can do it through the live tracker option directly as the match runs. To do this,

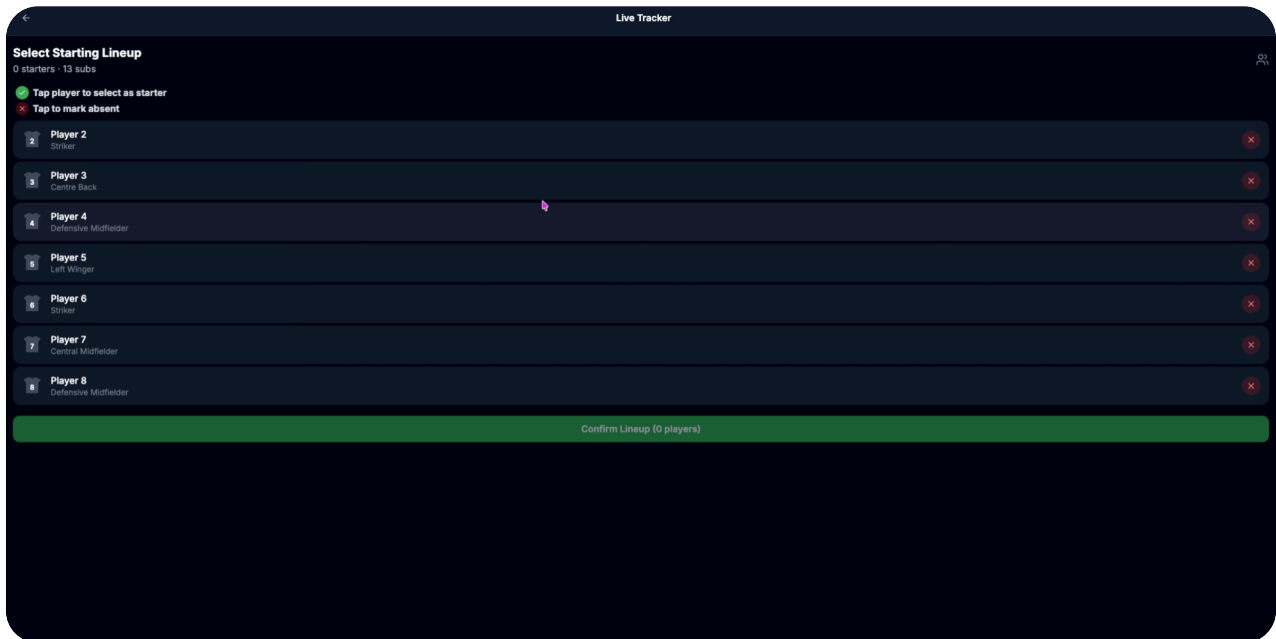
The screenshot displays the SquadTracker web application interface for a live match tracker. The interface is divided into several sections:

- Header:** Features a "Back" button, a "Live Tracker" button (highlighted in red), a "Save to Upcoming" button, and a "Complete Match" button (highlighted in green).
- Match Information:** Displays the match between "Demo Team U9s" (Your Team) and "Parkdale FC U9 Rangers" (Opponent). The match is scheduled for "Saturday, 7 March 2026 at 11:40".
- Match Score:** Shows the current score as 0 - 0. Below the score, there are minus and plus buttons to adjust the score. A note states: "Your team's score is calculated from player goals".
- Game Statistics:** A section with an "Edit Stats" button, containing four statistics boxes, all showing 0 - 0:
  - Corners
  - Shots
  - Fouls
  - Offsides
- Player Statistics:** A section for player statistics, currently empty.

The left sidebar contains navigation options: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. At the bottom left, there is a user profile for "single t. Demo Team U9s" and a "Sign Out" button.

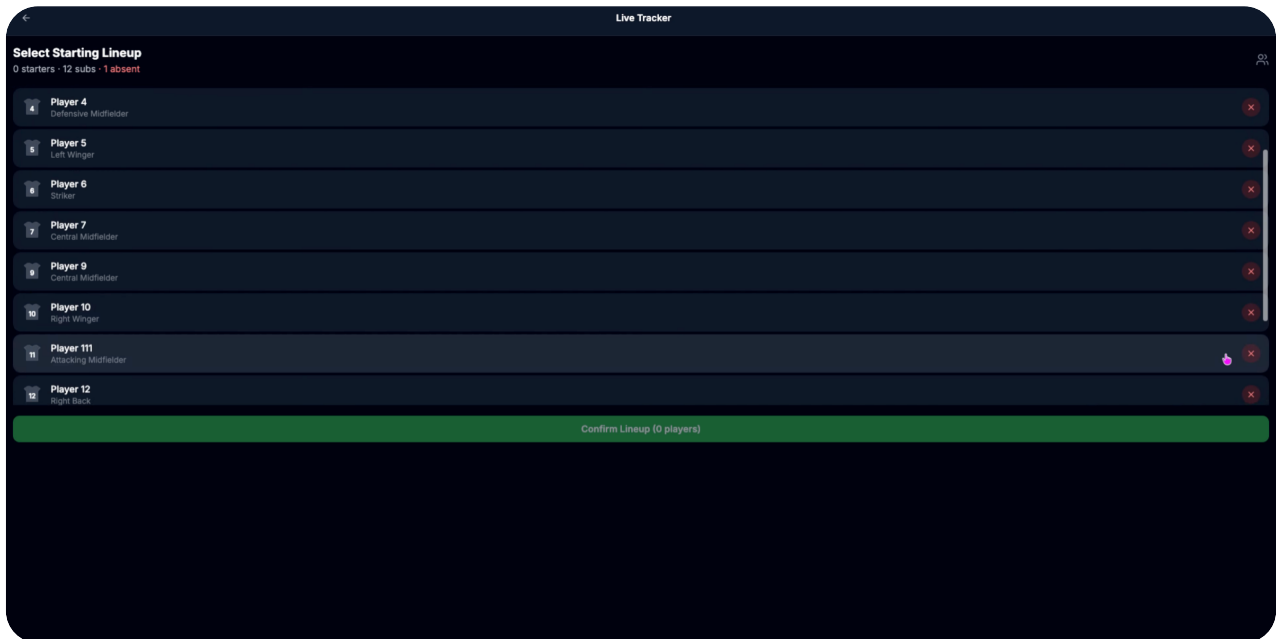
## 18 Marking Non-Attending Players

If you've got any players that aren't attending, just x them off.



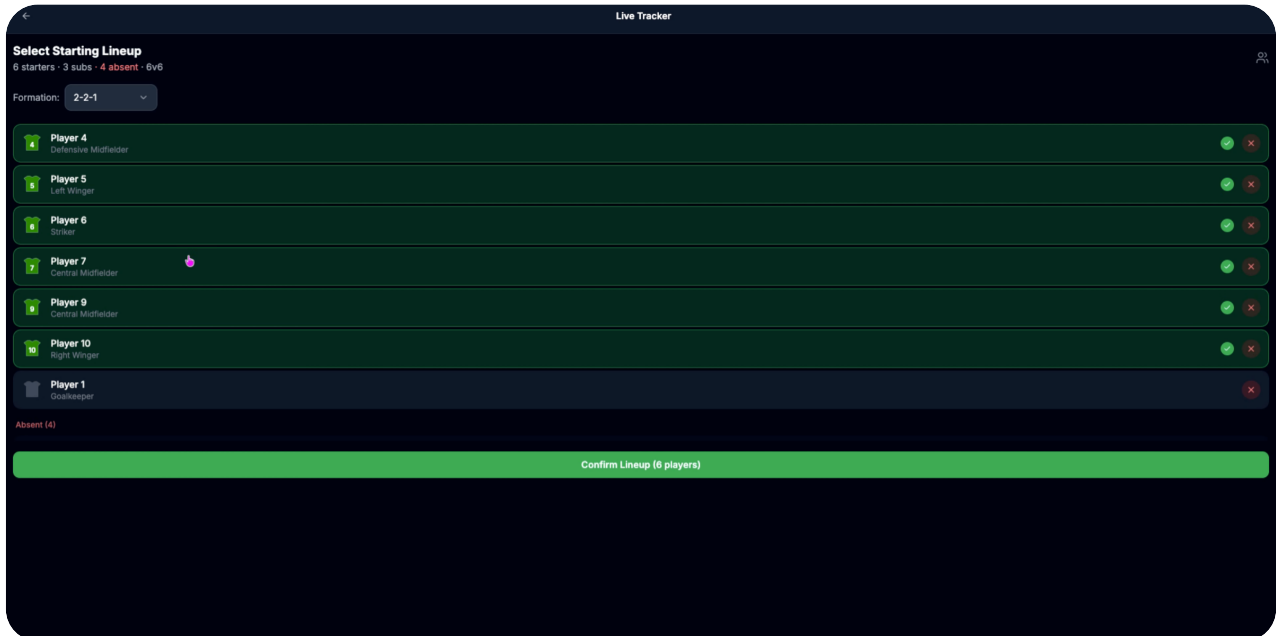
## 19 Selecting Starting Lineup

on the right and then select the players that are going to be in your starting lineup.



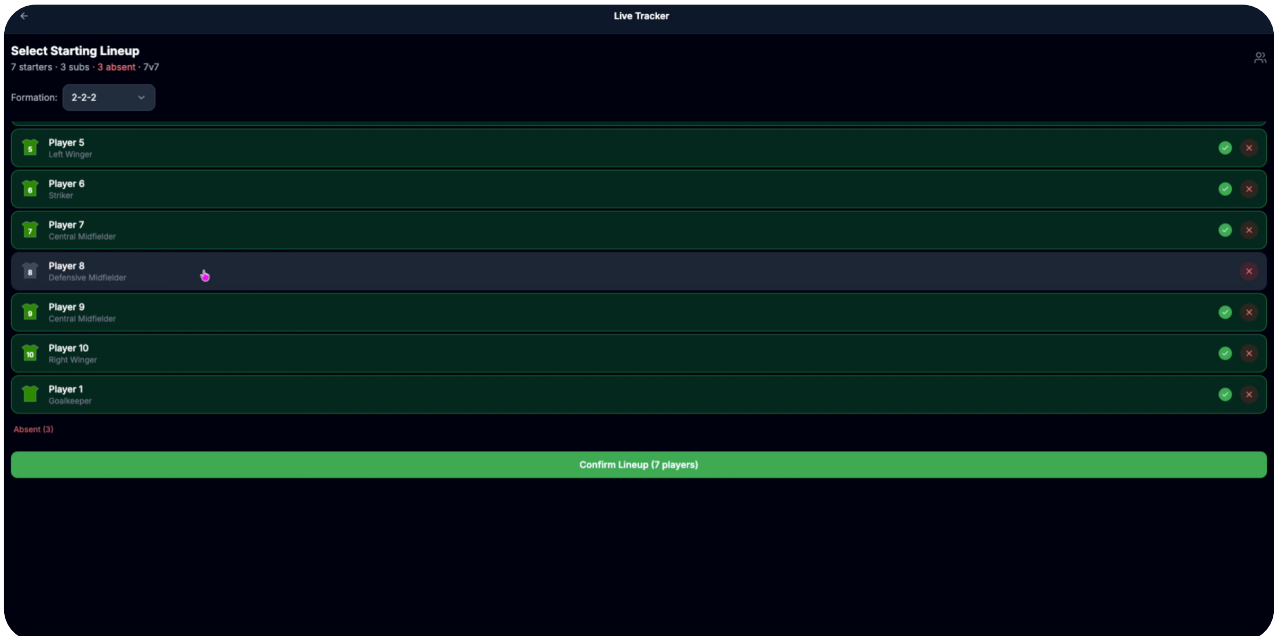
## 20 Managing Starting Lineup And Substitutes

Here's my seven. Obviously, if this changes or you've done it, you can tap to restore them in. So only put your starting lineup in. Anybody else will be in your substitutes.



## 21 Choosing Formation And Confirming

And you can select your formation of how your pitch is going to align. I'm going to go for a 3-1-2. And I'm going to confirm my lineup.



## 22 Mobile View And Opponent Scores

It will show like this. It shows better on a mobile view. You can input your opponent's scores here.



## 23 Adding Match Stats Corners Shots

If you drop down and see match stats, you can add stats for your corners, shots on goal here, as well as your opponent.



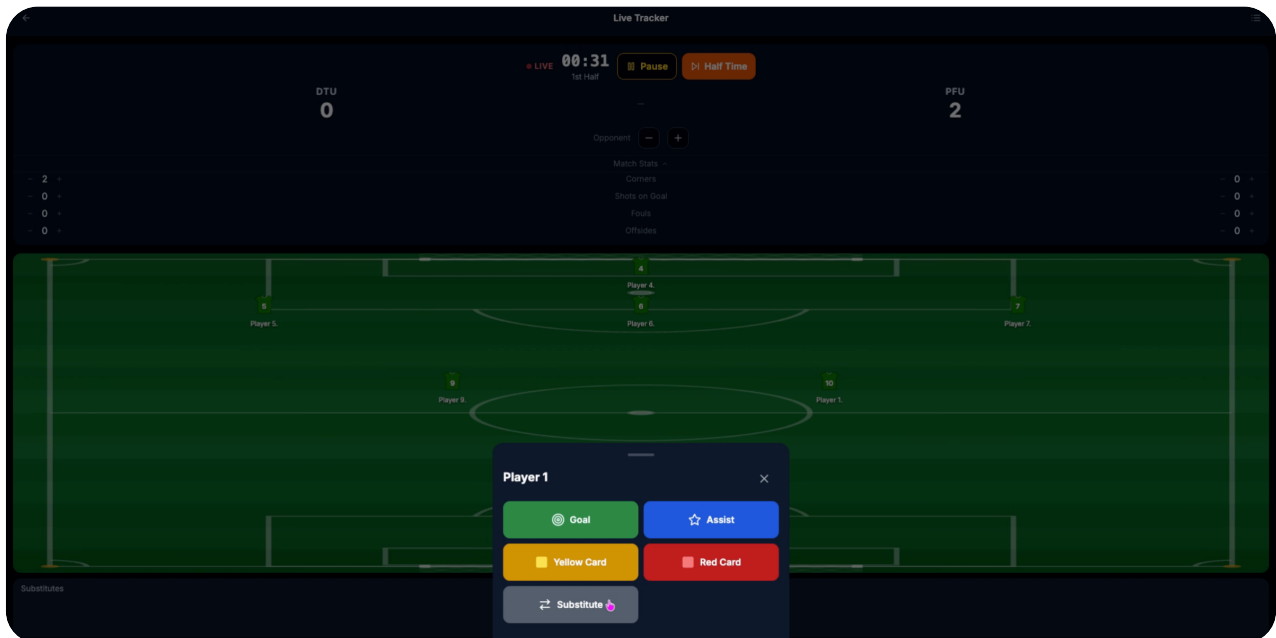
## 24 Recording Player Goals And Cards

And for your players, you can press if they've got goals, assists, cards or substitutions here.



## 25 Adding Goal And Goal Type

So I'm going to add a goal and decide on the goal type. It was a free kick that will automatically update your team.



## 26 Substituting Players And Timing

If I want to substitute anybody, I click on the player, press substitute, and decide who's going to substitute in. The time that they are on will be recorded for the time that they're on the pitch. So you get accurate timing, which is great.



## 27 Completing First Half

for parents, guardians or players. Once you've completed your first half,



## 28 Starting Second Half

Select the half time button. And when you're ready to start your second half, you say start second half.



## 29 Substituting Players Second Half

If you want to bring players back on, you can substitute them back in again. Then minutes on the pitch will start to accumulate again.



## 30 Changing Formation During Match

All these players can be moved. So if you change formation, that's completely okay.



## 31 Finishing Match And Full Time

When the match is finished , Select the full time button.



## 32 Match Completion Or Save Review

If we scroll down to the bottom, you've got two options here. You can complete the match or save and review.



## 33 Completing Match Or Saving Stats

Complete the match, add the match to your match history straight away. By selecting save and review. you can alter the match stats and add any player awards



## 34 Reviewing And Updating Player Awards

All those stats will be added to your page. Then you can go through and update if you have any award of the game, like coaches player of the game. Simply tick the the award.



[Dashboard](#)

[Players](#)

**[Matches](#)**

[Training](#)

[Statistics](#)

[Team Management](#)

[Account](#)

[Policies](#)

[single t.](#)  
Demo Team U9s

[Sign Out](#)



## 35 Multiple Awards And Recording Stats

There can be multiple players to win the awards and all of that will be recorded and shown in your stats. Once you're done and you're happy with everything,

The screenshot displays the SquadTracker web application interface. On the left is a navigation sidebar with the following menu items: Dashboard, Players, Matches (highlighted in green), Training, Statistics, Team Management, Account, and Policies. Below the sidebar, a user profile for 'single t. Demo Team U9s' is visible, along with a 'Sign Out' button.

The main content area shows a list of player statistics. At the top, there are two summary bars: a yellow one with a '- 0 +' counter and a red one with a '- 0 +' counter. Below these are two player cards:

- Player 3:** Centre Back. The 'Minutes Played' counter is set to 2. The 'CPOTG' (Control Points Over Time Goal) bar is yellow and has a toggle switch labeled 'Selected' which is turned on. The 'Parent' bar is blue and has a toggle switch which is turned off. The 'Played in match' toggle is turned on. The 'Goals' counter is 0, and the 'Assists' counter is 0. There is a yellow award icon with a '- 0 +' counter and a red award icon with a '- 0 +' counter.
- Player 4:** Defensive Midfielder. The 'Minutes Played' counter is set to 1. The 'CPOTG' bar is yellow and has a toggle switch labeled 'Selected' which is turned off. The 'Parent' bar is blue and has a toggle switch labeled 'Selected' which is turned on. The 'Played in match' toggle is turned on. The 'Goals' counter is 0, and the 'Assists' counter is 0.

## 36 Completing Match And History

Press complete match. That will go into your match history up here. If you want to review anything,

The screenshot displays the SquadTracker interface for a match between Demo Team U9s and Parkdale FC U9 Rangers. The match is scheduled for Saturday, 7 March 2026 at 11:40, with a referee of Jo Ref. The current score is 1-2, with Demo Team U9s leading 1 and Parkdale FC U9 Rangers leading 2. The interface includes a sidebar with navigation options like Dashboard, Players, Matches, Training, Statistics, Team Management, Account, and Policies. The main content area features a 'Match Score' section with a 'Complete Match' button, a 'Game Statistics' section showing 2-0 for Corners, 0-0 for Shots, 0-0 for Fouls, and 0-0 for Offsides, and a 'Player Statistics' section. The user is logged in as 'single t.' for 'Demo Team U9s' and has a 'Sign Out' option.

**SquadTracker**

← Back

Live Tracker Save to Upcoming Complete Match

**Demo Team U9s**  
VS  
**Parkdale FC U9 Rangers**

Saturday, 7 March 2026 at 11:40  
Home League Ref: Jo Ref

**Match Score**  
Update the final score for this match

Demo Team U9s  
Your Team

1

VS

Parkdale FC U9 R...  
Opponent

2

- +  
Your team's score is calculated from player goals

**Game Statistics** Edit Stats

Corners	Shots	Fouls	Offsides
2 - 0	0 - 0	0 - 0	0 - 0

**Player Statistics**

single t.  
Demo Team U9s

Sign Out

## 37 Reviewing Match Details And Stats

You can go back into that match. It will show you a rundown of the game, how many goals, who won your awards, whether it was home, if you had a ref, league match, etc.

The screenshot displays the 'Matches' section of the SquadTracker application. On the left is a navigation sidebar with options: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. Below the sidebar is a user profile for 'single t. Demo Team U9s' with a 'Sign Out' button.

The main content area is titled 'Matches' and includes the subtitle 'Manage upcoming matches and view match history'. It features two buttons: 'Import Fixtures' and '+ New Match'. Below this is a summary bar with four colored boxes: 9 Total Matches (blue), 5 Wins (green), 3 Draws (orange), and 1 Losses (red).

The 'Match Records' section shows '9 of 9 matches' with a search bar. It contains six match cards:

- Match 1:** Demo Team U9s vs Oppnent Team Red U9s. No Referee. Home • League. Completed. Score: 0 - 0. Final. Mon 3 Aug, 00:00.
- Match 2:** Demo Team U9s vs Parkdale FC U9 Rangers. Jo Ref. Home • League. Completed. Score: 1 - 2. Final. Sat 7 Mar, 11:40. 1 goals, 0 assists.
- Match 3:** Red u9 vs Demo Team U9s. Joana Refla. Away • League. Completed. Score: 0 - 1. Final. Sat 28 Feb, 10:15. 1 goals, 0 assists.
- Match 4:** Demo Team U9s vs demo red team. No Referee. Home • League. Completed. Score: 0 - 0.
- Match 5:** Demo Team U9s vs green u9s. No Referee. Home • League. Completed. Score: 0 - 0.
- Match 6:** Demo Team U9s vs blue team u9. paul G. Home • Friendly. Completed. Score: 0 - 0.

## 38 Viewing Team Sheet And Goals

From here you can also view your team sheet. You can go through; it will show all the stats. So who got a goal?

The screenshot shows the SquadTracker 'Matches' interface. A modal window titled 'Match Overview' is open, displaying details for a match between Demo Team U9s and Parkdale FC U9 Rangers. The match result is a loss with a score of 1-2. The modal lists goals by Player 1, awards for Player 2 and Player 3, and match details including the date (Saturday, 7 March 2026), location (Home), league (League Match), and referee (Jo Ref). Buttons for 'View Match' and 'View Teamsheet' are visible at the bottom of the modal. The background shows a grid of match records with columns for 'Total Matches', 'Wins', and 'Losses'.

Match	Score	Status
Demo Team U9s vs Oppnent Team Red U9s	0 - 0	Final
Demo Team U9s vs demo red team	0 - 0	Final
Demo team U9s vs green u9s	0 - 0	Final
Demo Team U9s vs blue team u9	0 - 1	Final

## 39 Referee And Coach Signatures

You can go and make sure that you get the referee to sign it and your other coach to sign it if you didn't at the beginning of the match.



- Dashboard
- Players
- Matches**
- Training
- Statistics
- Team Management
- Account
- Policies

single t.  
Demo Team U9s

Sign Out

### Match Teamsheet

Demo Team U9s vs Parkdale FC U9 Rangers

Back

#### Match Teamsheet

Demo Team U9s vs Parkdale FC U9 Rangers - 07/03/2026

- Match Info
- Players**
- Referee
- Coaches

#### Playing Squad

9 players participated in this match

No.	Player	Position	Goals	Y	R	ID Check
2	Player 2	Striker	-	-	-	✓
3	Player 3	Centre Back	-	-	-	✓
4	Player 4	Defensive Midfielder	-	-	-	✓
5	Player 5	Left Winger	-	-	-	✓
6	Player 6	Striker	-	-	-	✓
7	Player 7	Central Midfielder	-	-	-	✓
9	Player 9	Central Midfielder	-	-	-	✓
10	Player 10	Right Winger	-	-	-	✓
-	Player 1	Goalkeeper	1	-	-	✓

Cancel

Save Teamsheet

## 40 Editing Stats After Match

Or you can say view match and go back in and edit any of the stats that you may have forgot whilst in game, then you just press complete match again.

The screenshot displays the SquadTracker application interface. On the left is a navigation sidebar with options: Dashboard, Players, Matches (highlighted), Training, Statistics, Team Management, Account, and Policies. Below the sidebar is a user profile for 'single t. Demo Team U9s' with a 'Sign Out' button. The main content area is titled 'Matches' and includes a sub-header 'Manage upcoming matches and view match history'. It features two buttons: 'Import Fixtures' and '+ New Match'. Below this are four colored summary cards: 9 Total Matches (blue), 5 Wins (green), 3 Draws (orange), and 1 Losses (red). The 'Match Records' section shows '9 of 9 matches' and a search bar. It contains six match cards, each with team names, referee information, venue, date, time, and final score. The scores are: 0-0 (D), 1-2 (L), 0-1 (W), and three 0-0 (D) results.

Match	Score	Result	Date/Time	Goals/Assists
Demo Team U9s vs Oppnent Team Red U9s	0 - 0	Draw	Mon 3 Aug, 00:00	0 goals, 0 assists
Demo Team U9s vs Parkdale FC U9 Rangers	1 - 2	Loss	Sat 7 Mar, 11:40	1 goals, 0 assists
Red u9 vs Demo Team U9s	0 - 1	Win	Sat 28 Feb, 10:15	1 goals, 0 assists
Demo Team U9s vs demo red team	0 - 0	Draw		
Demo Team U9s vs green u9s	0 - 0	Draw		
Demo Team U9s vs blue team u9	0 - 0	Draw		

## 41 Statistics Page And Player Improvement

All of those stats will be shown in your statistics page and will add to it. You'll be able to see your overall match stats as well as your player stats improving based on the results of that fixture.

**SquadTracker**

- Dashboard
- Players
- Matches**
- Training
- Statistics
- Team Management
- Account
- Policies

**Matches**  
Manage upcoming matches and view match history

Import Fixtures + New Match

Upcoming History

**Upcoming Matches**  
0 matches scheduled

Search matches...

Loading matches...

single t.  
Demo Team U9s

Sign Out

**Success**  
Match completed successfully!

Learn to create matches, input scores, manage player attendance, track live stats, and finalize match details within SquadTracker for comprehensive game management.

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