



MatchMaker LOGO

Every 5-A-Side Football Game Feels Like a Cup Final

- MatchMaker picks perfectly balanced teams.
- MatchMaker eliminates landslide victories.

Millions of footballers meet regularly in small-sided football games (4-A-Side to 7-A-Side) with the same group of players. MatchMaker is an App that picks evenly matched teams from the available squad of players.

MatchMaker is better than humans at picking teams. It records playing stats, like Win Ratio, Pitch Position, Goals Per Game etc.

MatchMaker learns, from data about the squad of Players, to create matches that go to the wire.

SECTION 1 – Early Access

Get Early Access To MatchMaker

- Join or Create Up To 5 Teams (4 to 7-A-Side).
- Add Up To 100 Players to Each Team.
- Free For 3 Months. No Auto-Renew.
- Then Pay £10 / €12 / \$14 (+ other currencies) Per Year Ad Free



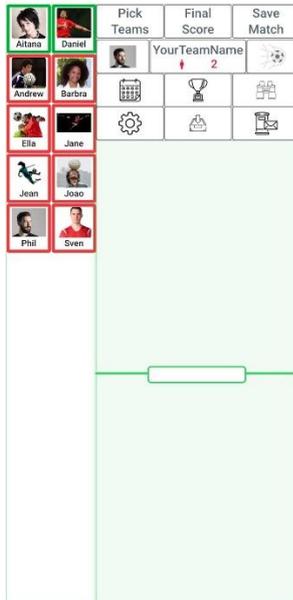
Register “HERE” with email and get notification when MatchMaker launches on Apple’s App Store and Google’s Play Store for Android.



SECTION 2 – How to use MatchMaker

AVAILABLE PLAYERS

The Players below on the left hand column, with green borders, are available to play the next match. The Players below them, in red, can't make it. If, say, Barbra becomes available to play the next match then she, or another player, taps on her picture and it changes to green.



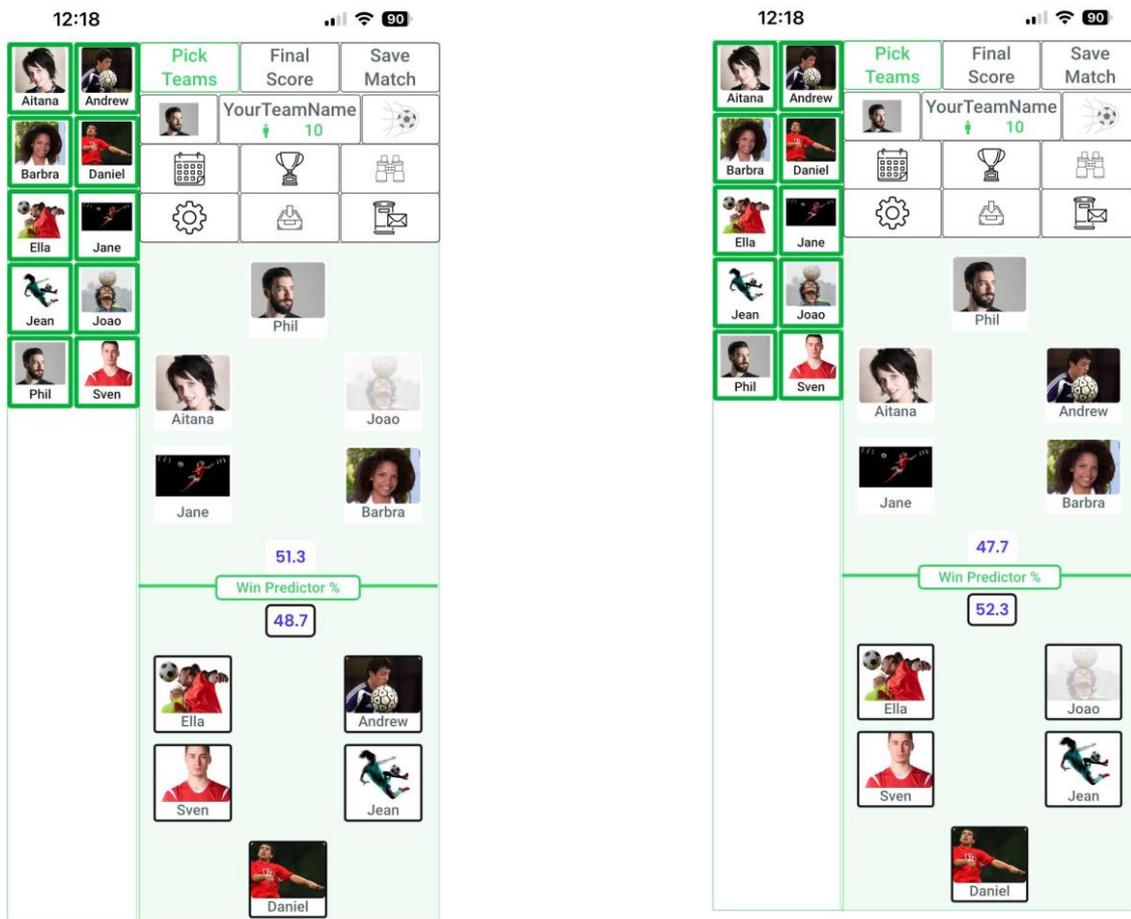
PICK TEAMS

To bring the available Players onto the pitch for the next game, simply, tap the “Pick Teams” button towards the top of the screen. MatchMaker has also chosen what it thinks are the fairest teams. And estimates a 49.4% versus 50.6% chance that either team will win.



SWAP PLAYERS

If you are not sure about MatchMaker's selection you can choose different teams guided by MatchMaker's "Win Predictor" (on the half way line). To help you choose your own teams,



MatchMaker lets you swap one player with another player on the opposite team. To swap players simply tap on one of the players on the pitch, until it blinks, and then tap the other player you want to swap with. In this case Joao and Andrew have been swapped.

You can see the win predictor on the screen above. The win predictor gives you feedback on which team MatchMaker thinks is most likely to win. The win predictor might report, for example, that team A is 47.7% likely to win and Team B is 52.3% likely to win. You can stick with your choice or swap players around to find what MatchMaker thinks would be fairer teams. The more matches that have been recorded by MatchMaker then the smarter the app becomes as it learns from the player data after the actual result of the game is recorded.

Choosing your own team selection is often a good approach if you believe you know more than MatchMaker does about a player. For example if a player is likely to underperform because they are recovering from an injury. It's also a good idea, to pick your own teams, if MatchMaker has not yet collected much data about your squad, for example, if you recently downloaded MatchMaker and have only saved a few match results. You will probably know more about a player, for a few games, until MatchMaker has more data. The same is true if you have a new player join your squad and nobody has played any games with that person.

MatchMaker will, however, look at 100's, even 1000's (in 7-a-side matches), of different team selections before selecting teams. MatchMaker will always suggest the team selection which comes closest to opposing teams scoring 50% each on the Win Predictor.

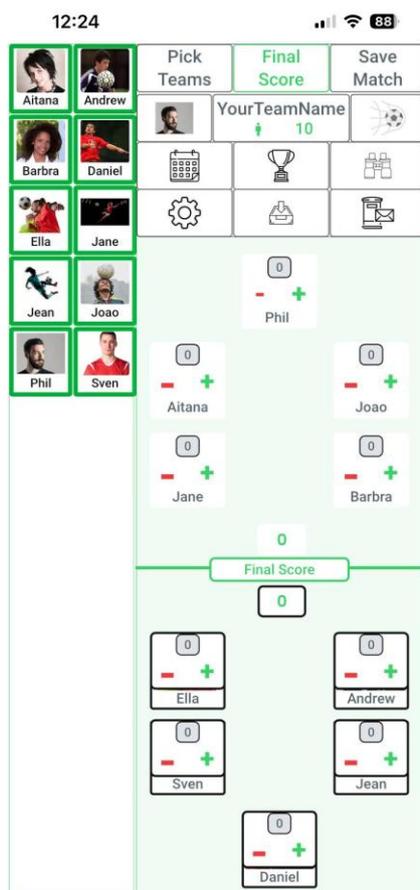
MatchMaker is designed for squads who play 5-a-side, as part of a squad, and meet regularly. It actually picks 4-a-side up to 7-a-side including odd versus even number (like 5 versus 6). MatchMaker is not designed for teams who play in a league against lots of different teams (as it only has data on your team and not the opposition).

MatchMaker collects data about your age, how many goals a player scores, what position you play on the pitch (in goal, defence, midfield or forward) and your win ratio (the number of winning teams you are part of versus losing teams) and more. All of this data is updated, after each match, to give an overall player rating called the player's "ability". You can even boost (or reduce) a player's ability if you think that MatchMaker has got it wrong.

MatchMaker works out your ability by your age, goals scored and how other players rate you. All you have to do is enter a few facts: like your age, your preferred position on the pitch and, the goals you score. MatchMaker will do the rest.

RECORD FINAL SCORE

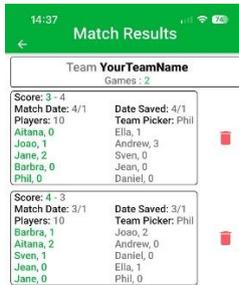
To help MatchMaker record the goal scorers any Player just needs to tap on MatchMaker's Final Score (in green below), after the match, to add the goal scorers. Simply tap on the label "Final Score" and then tap on Players, like Fred and George, who each scored one goal. MatchMaker then harvests this data to pick teams in the future.



Once MatchMaker has collected this data from your last 5+ matches it becomes really good at choosing two evenly balanced teams from the available players in your squad. In tests MatchMaker is much better at picking well balanced teams than humans. It was tested against over 20 experienced 5-A-Side players over a period of more than two years before app development even began. This is the team I play with called "The Strollers" who helped with MatchMakers design and development.

SAVE MATCH

To save a match on MatchMaker, simply tap on the “Save Match” button below. A new screen will then appear, as below, to confirm the match details. If your team records the results of previous matches you can save these historic matches to MatchMaker and get a head start.



SECTION 4 – How To Create a New Team

CREATE A NEW TEAM

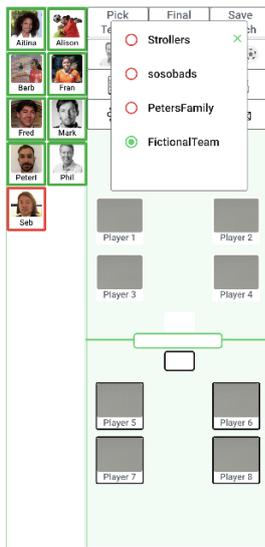


Fig 1

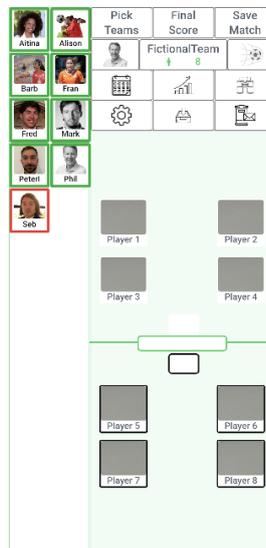


Fig 2

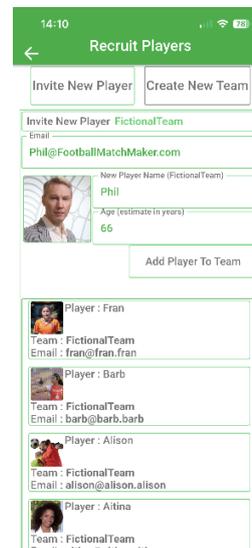
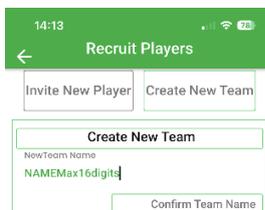


Fig 3

To recruit a new player to your team, first of all, choose the team you are inviting the player to join, as you can create up to 5 teams (Fig 1). Then click on the  (binoculars) icon (Fig 2). Next, type the email, name and age of the Player (Fig 3). You must provide an email so that, if that Player, wants to download and sign up for MatchMaker they can then access the Player Data in your team. If the new Player uses a different email address they will not be able to see your team in their app. Optionally, add a profile picture (so that other Players can learn her/his name) and tap “Add Player To Team”.



To create a new team, select the “Create New Team” button and then tap “Invite New Player” to add team members. You need at least 8 team members as MatchMakers picks teams from 4 a side to 7 a side and “odd teams” (ie 5 vs 6 a side). You can add up to 100 players to the squad and up to 5 teams.

SECTION 4 –ICONS

Tapping on any if MatchMaker’s ICONs takes you to a new page where you can add and delete or just explore information about about MatchMaker.

MatchMaker’s ICONS

Pick Teams	Final Score	Save Match
	YourTeamName  0	
		
		

YOUR PROFILE PICTURE



15:07 My Profile

 Phil

Age (in years): 65

Position:

Keeper Defender
 Midfielder Forward

Team 1 : Strollers
 Team 2 : sosobads
 Team 3 : PetersFamily
 Team 4 : YourTeamName

Team : YourTeamName GamesWon: 1
 Goals/Game: 0.3 Win Ratio: 33%
 Next Match : 18:00 Jan 28 GamesPlayed: 3
 Available Next Game:  Defence and
 Ability: 0.9 Fitness: 2/10

PREVIOUSLY RECORDED MATCH RESULTS

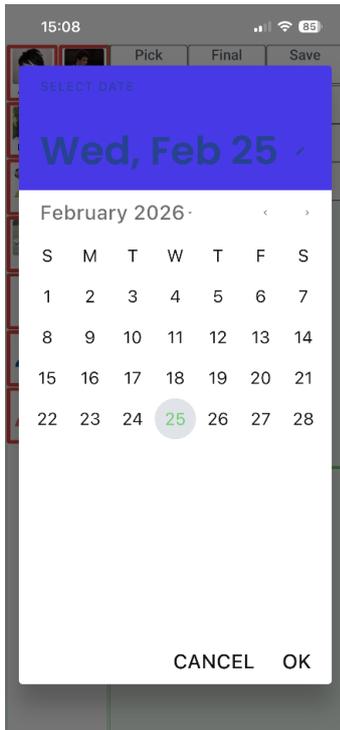


15:07 Match Results

Team YourTeamName
Games: 13

Score: 2 - 1 Match Date: 28/1 Players: 8 Allana, 0 Jane, 2 Daniel, 0 Elliott, 0	Date Saved: 28/1 Saved By: Fred Joao, 1 Barbra, 0 Fred, 0 Andrew, 0	
Score: 0 - 0 Match Date: No Date Players: 8 Allana, 0 Jean, 0 Jane, 0 Daniel, 0	Date Saved: 25/1 Saved By: Phil Joao, 0 Sven, 0 Barbra, 0 Andrew, 0	
Score: 12 - 12 Match Date: No Date Players: 8 Allana, 3 Jean, 3 Barbra, 3 Andrew, 3	Date Saved: 25/1 Saved By: Phil Joao, 3 Sven, 3 Jane, 3 Daniel, 3	
Score: 0 - 0 Match Date: No Date Players: 8 Allana, 0 Jean, 0 Barbra, 0 Andrew, 0	Date Saved: 25/1 Saved By: Phil Joao, 0 Sven, 0 Jane, 0 Daniel, 0	
Score: 4 - 4 Match Date: No Date Players: 8 Joao, 1	Date Saved: 25/1 Saved By: Phil Allana, 1	

SET THE DATE OF NEXT MATCH



SQUAD PLAYER RATINGS



YourTeamName		
Squad 13		Games 13
Goals Per Game Player Average 1.12		Games Played and Win %
Defence Ability	Pitch Position	Overall Ability
	Jane	1.46
	Sven	1.44
	Daniel	1.33
	Jean	1.33
	Aitana	1.23
	Joao	1.23
	Andrew	1.15
	Barbra	1.15
	Ella	0.67

Some of these Squad Player Ratings are compiled by MatchMaker (and cannot be changed). These are “Goals Per Game”, “Games Played & Win %” and “Overall Ability”. The rest of these Squad Player Ratings can be changed by you or the other players. These include Defence Ability (which can be

changed on the screen above) and Pitch Position (can be changed with a “long press” on the home screen which displays the player squad (on the left hand column). To get the best out of MatchMaker it is very important to adjust each Player’s Defence Ability by awarding them a score between 1 and 10 as this, in turn, then feeds into their “Overall Ability”.

CREATE NEW TEAMS & INVITE NEW PLAYERS



Tap on the “binoculars” icon to Recruit Payers where you can invite new players to your team or create a new team. You must provide an email for each new player so that, if that Player, wants to download and sign up for MatchMaker they can then immediately access the Player Data associated with them and their teammates in your team. If the new Player uses a different email address they will not be able to see your team in their app.

Post Your Team Selection To The squad



SHARETEAM SHEETS WITH OTHER PLAYERS



The screenshot displays a sports management interface. On the left, a vertical list of player avatars is shown, with names: Andrew, Barbra, Daniel, Ella, Fred, Jane, Jean, Joao, Phil, Sven, Altana, Elliott, and Peter. The main area features a 'Pick Teams' section with a 'YourTeamName' field containing '10' and a 'Final Score' of '18:00 28/1'. A 'Save Match' button is visible. A 'Phil's Team Sheet' is highlighted with a red circle. Below this, a 'Win Predictor %' section shows a value of '51.8'. The interface also includes a '48.2' score and various player avatars arranged in a grid.

SETTINGS (LOGOUT, SIGNUP, FORGOT PASSWORD ETC)



SECTION 5 – How MatchMaker Evolved

HISTORY

MatchMaker was initially conceived and tested, against human Team Pickers on 4 to 7 a side pitches, for two years. This established proof of concept that MatchMaker could pick more balanced teams in terms of goal difference. It was then developed and tested as an App for three years and in 2026 is being launched worldwide in App Stores for iPhone and Android. If your 5-a-side team (or your 4, 6, or 7-a-Side team) would like to use MatchMaker on a 3 month free trial, send us an email to info@footballmatchmaker.com.

