

SprintIn × SportIn

Digital infrastructure for competitive sport — a verified athlete identity, and the match, analytics and rules engine that gives it a record worth trusting.

2

PRODUCTS, ONE ECOSYSTEM

8

SPORTS WITH ENCODED RULEBOOKS

11

DETERMINISTIC ANALYTICS ENGINES

0

AI IN THE ANALYTICS PATH

Every screenshot in this document is taken from the running applications against seeded match data. Capabilities that are partially built or not yet built are labelled as such throughout.

August 2026

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THE PROBLEM

An athlete's record is scattered across the places it was made — and almost none of it can be checked.

A club cricketer finishing their ninth season has a real body of work: matches played, runs scored, teams represented, coaches who know them. Almost none of it exists in a form anyone else can rely on.

The scorecard lives in a WhatsApp group. The tournament table lives in a spreadsheet that stopped being updated in March. The achievements live on a social profile where anyone can type anything. When a selector, a club or a recruiter asks *"what has this player actually done?"*, the honest answer is that nobody can say.

Two problems sit underneath, and they need different solutions. One is **identity** — who this athlete is, and which claims about them can be trusted. The other is **evidence** — the match record itself, captured well enough to be worth trusting in the first place.

Fragmented

Profiles, club records, tournament sheets and statistics live in different systems that never reconcile. The same player exists five times with five spellings.

Unverifiable

Self-reported achievements carry no provenance. There is no difference, structurally, between a genuine century and a typed claim of one.

Thrown away

Ball-by-ball detail is captured during the match and discarded after it. The richest data in amateur sport survives about ninety minutes.

Unexplainable

Where analytics do exist, they rarely say where a number came from — so a coach cannot act on it and an organiser cannot defend it.

THE APPROACH

Two products, deliberately separate, designed to connect.

One owns **who the athlete is**. The other owns **what actually happened on the field**. Keeping them apart is what lets each be good at its job — and joining them is what makes either one credible.

SPRINTIN

The sporting identity layer

A permanent professional identity owned by the athlete: profile, career history, achievements, verification, network and discovery. It answers *who is this person, and what can be trusted about them*.

- **Identity** — permanent id, public handle, controlled visibility
- **Career** — clubs, academies, roles, timeline
- **Verification** — documents reviewed, badges issued by a named authority
- **Network** — connections, organisations, opportunities, messaging

Next.js 15

Prisma + PostgreSQL

20+ feature modules

SPORTIN

The sporting intelligence layer

Match infrastructure and the analytics built on top of it: scoring, scorecards, tournaments, encoded rulebooks and deterministic performance intelligence. It answers *what happened, and what it means*.

- **Matches** — live scoring, ball-by-ball events, scorecards
- **Competitions** — tournaments, standings, health and difficulty
- **Intelligence** — rating, form, consistency, pressure, chemistry
- **Rules** — versioned rulebooks for eight sports, machine-checked

Next.js 16 · React 19

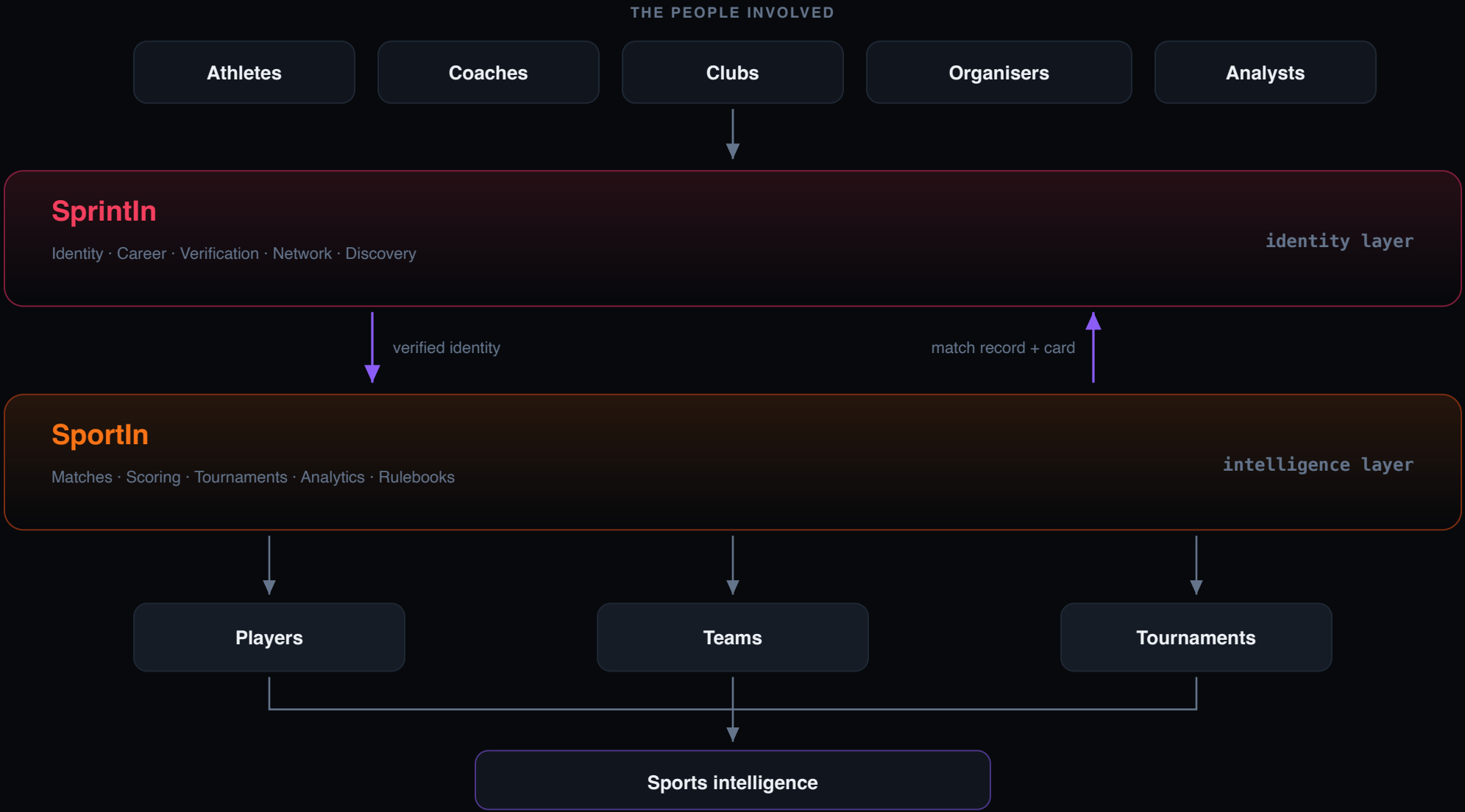
Prisma 7 + PostgreSQL

Pure analytics engines

The join is the point. A profile without evidence is a CV. Match data without an identity is a spreadsheet. Connected, a claim on a profile can be traced to the match that produced it — and that traceability is what a club, a selector or a federation is actually being asked to trust.

THE ECOSYSTEM

Who it serves, and what flows between them



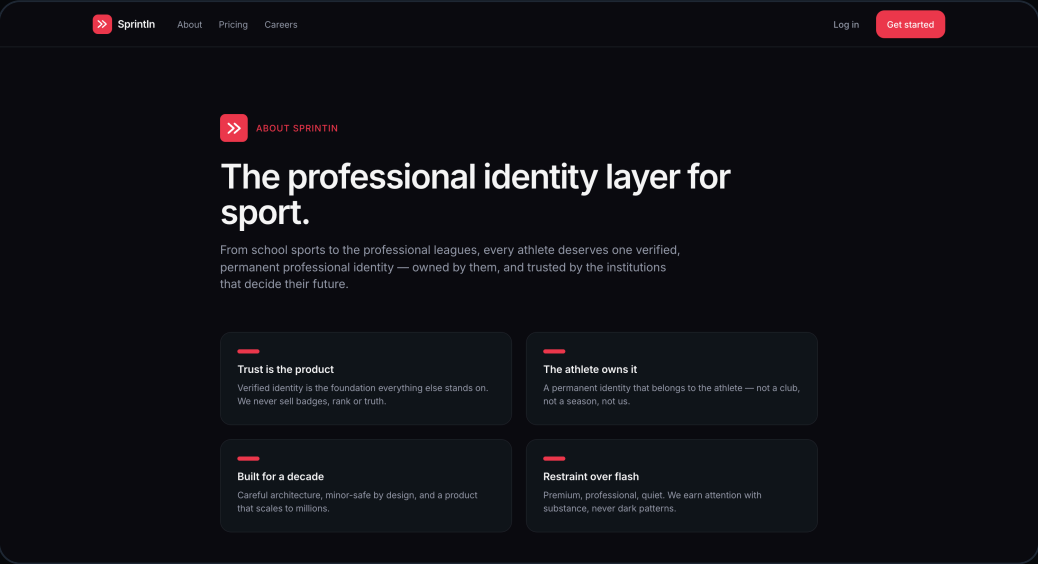
Roles shown are those the products support today: athletes and coaches hold profiles, clubs and organisations hold pages and members, organisers run tournaments, analysts read the intelligence surfaces. Federation-level governance is a future direction, not a current capability.

01

SprintIn

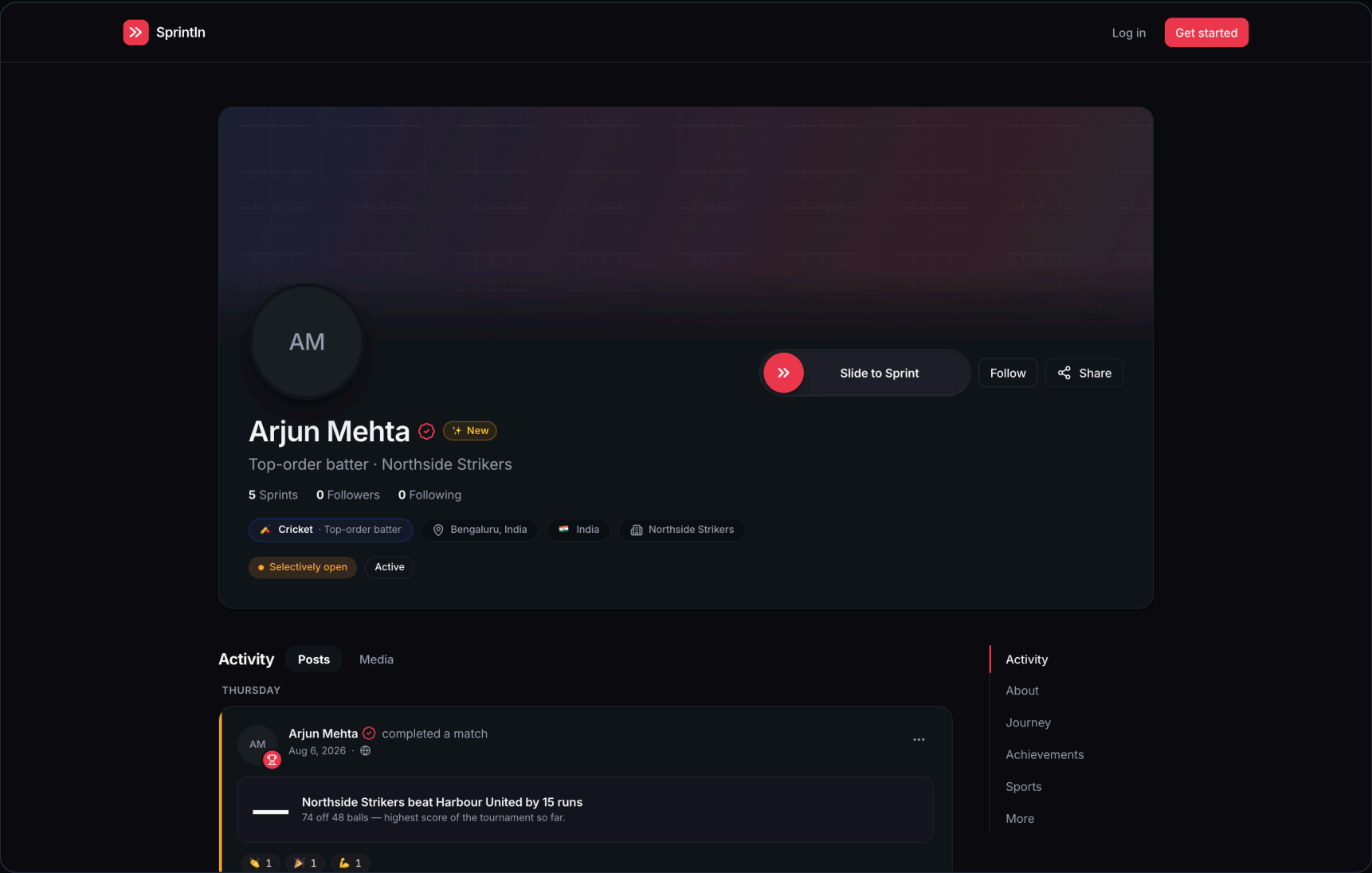
The sporting identity layer — a permanent, athlete-owned professional profile that institutions can actually check.

- Athlete profiles
- Career history
- Verification & trust
- Network
- Organisations
- Opportunities
- Search



THE PROFILE

One identity, permanent and owned by the athlete



Public profile — /p/arjun-mehta. Verified badge, primary sport, position, club, location and availability, with the athlete's own activity beneath.

A permanent internal id, and a handle that can change

Every profile carries an immutable identifier alongside a public handle. Renaming the handle keeps the old one as a redirect, so shared links and notifications do not rot.

Visibility is per field, not per profile

Contact email and phone each carry their own visibility setting, separate from whether the profile itself is public, unlisted or private.

Account type shapes the page

Athlete, coach, analyst, club, organiser and others change what the profile emphasises — but never gate functionality.

Availability is explicit

Open, selectively open or not looking — stated by the athlete rather than inferred, so a recruiter reads intent instead of guessing at it.

CAREER & ACHIEVEMENTS

A career told as a timeline, not a paragraph

» SprintIn

Log in

Get started

React

Comment

Share

EARLIER

AM

Arjun Mehta

added an achievement

Jul 28, 2026

Achievement

...

Leading Run-Scorer — City Premier League 2026

Finished the league as top scorer across six matches.

👍 1

👏 1

👏 1

🌟 1

❤️ 1

React

Comment

Share

About

Journey

Achievements

Sports

More

About

Opening batter with nine seasons of club and district cricket. Comfortable against pace, still working on left-arm spin. Captained Northside Strikers through the 2025 city league.

Journey

2022

Opening Batter

Northside Strikers · Player · Captain · Current · Bengaluru

Captain since 2025

Leading run-scorer, City Premier League

Aug 2022 - Present

2017

Batter

Bengaluru District Academy · Player · Bengaluru

Graduated to senior club cricket

Aug 2017 - Aug 2022

» SprintIn

Log in

Get started

2022

Opening Batter

Northside Strikers · Player · Captain · Current · Bengaluru

Captain since 2025

Leading run-scorer, City Premier League

Aug 2022 - Present

2017

Batter

Bengaluru District Academy · Player · Bengaluru

Graduated to senior club cricket

Aug 2017 - Aug 2022

Achievements

Leading Run-Scorer

City Cricket Association · Jul 2026

Player of the Match

City Cricket Association · Jul 2026

Sports

Cricket

Primary

Semi-professional · Top-order batter · 9 yrs experience

More

Verification

Organizations

Recommendations

Journey. Each entry carries club, role, dates, location and its own highlight bullets — with the coach and sport recorded where known.

Achievements and sports. Each achievement records the event, the result and the issuing body; each sport records level, position and years of experience.

Attestation, not self-certification

Career entries and achievements can be attested by a verified coach. The achievement's verified flag is a cache of whether a live attestation exists — never a claim the athlete can set themselves.

Multi-sport by design

Sports are configuration rows, not schema. A profile can hold several, one marked primary, each with its own level and position.

Portfolio and credentials

Certificates, media and portfolio items sit alongside the timeline, so coaching qualifications and match footage live with the record they belong to.

VERIFICATION & TRUST

A badge that says who vouched, and for what

A verification mark is worth exactly as much as the process behind it. Every badge here names its authority and states its meaning in plain language.

Every badge carries an authority and a meaning

A badge records who vouches — the platform, a club, a federation — and a written statement of what it asserts. It can expire and it can be revoked, with the reason retained.

Trust score is explainable by construction

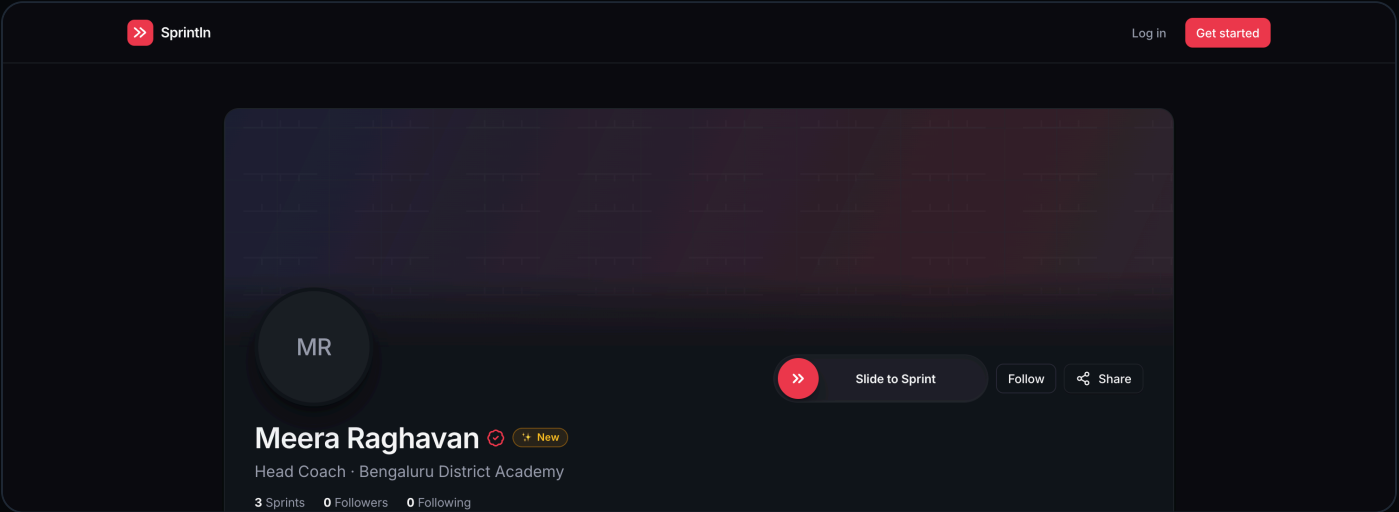
The score stores its factor breakdown, not just a number, so a profile can always answer *why* it sits where it does.

```
// stored breakdown, from the demo record
identity_document    +250  Identity document reviewed
club_confirmation    +300  Club official confirmed registration
match_records        +170  Match records linked from SportIn

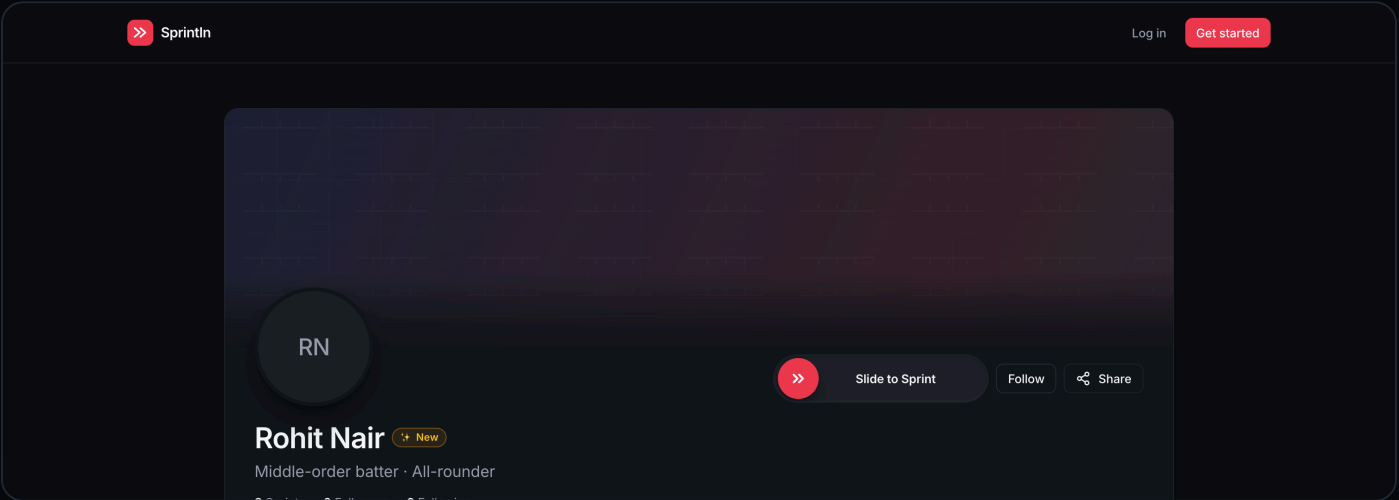
trust score          720   level: verified
```

Documents, reviewers, decisions, appeals

Verification runs as a reviewed workflow with typed document categories, named reviewers, recorded decisions, an audit trail and an appeal path — not a switch an administrator flips.



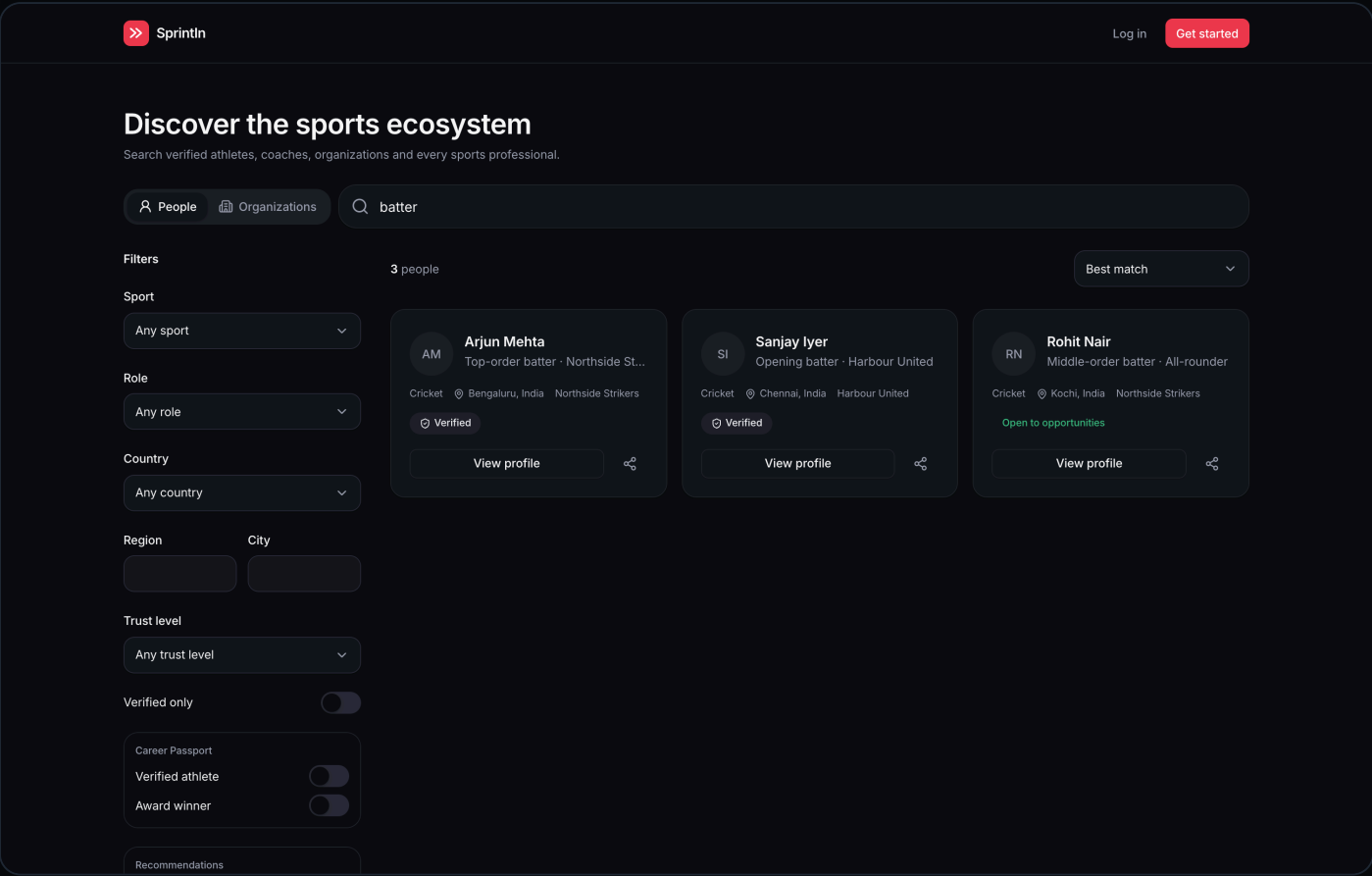
A verified coach. The badge sits against the name; the profile states the role and organisation it was verified against.



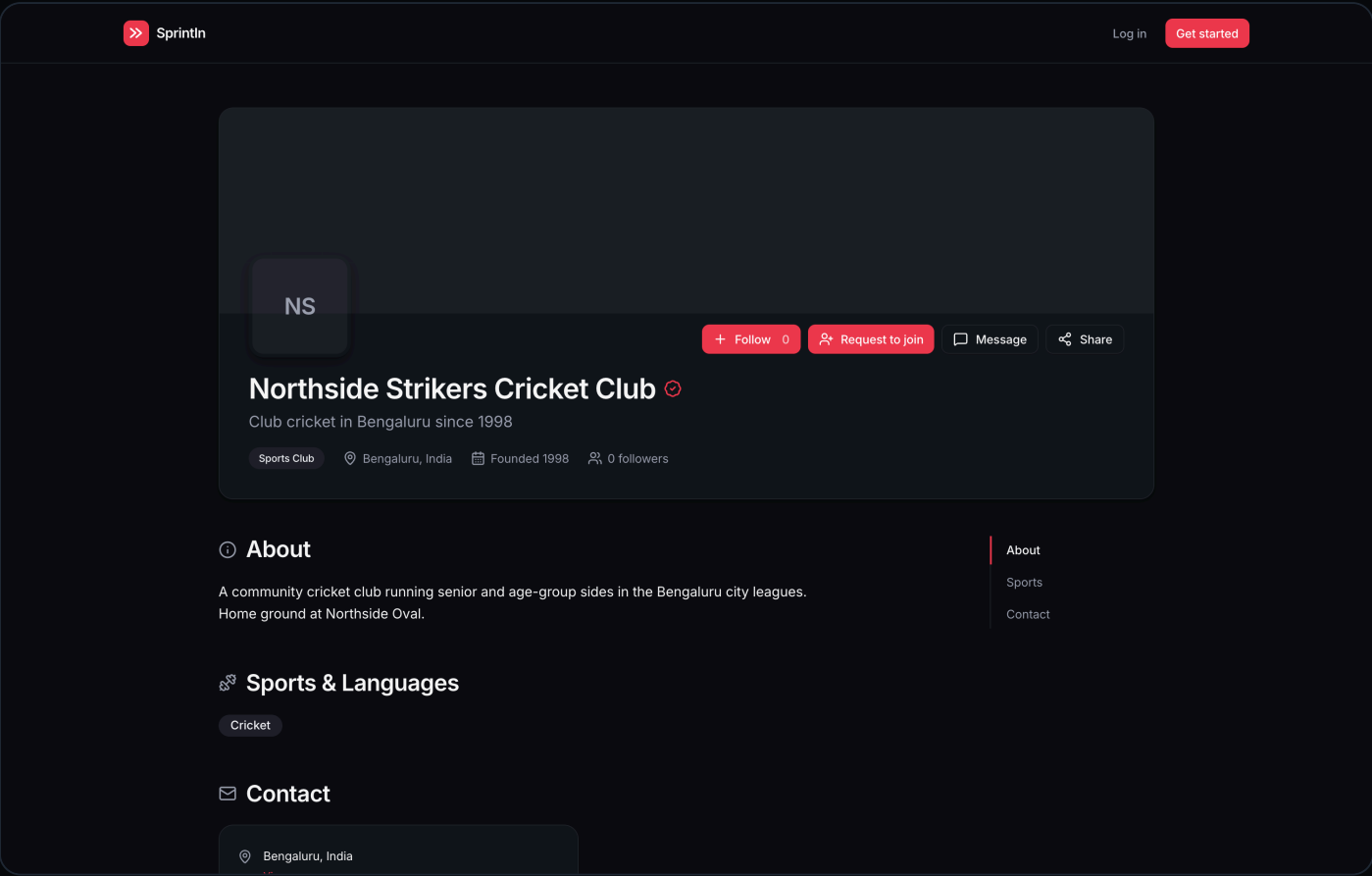
And an unverified athlete. The absence of a badge is shown plainly rather than disguised — the difference between the two states is the entire point of having one.

SEARCH, CLUBS & OPPORTUNITIES

Finding people, and being findable



Discovery. Filters run on sport, role, country, region, city, trust level and verified-only — plus career-passport filters for verified athletes and award winners.



Club page. Organisations carry their own identity, members by role, facilities, achievements and contacts — a club is a first-class entity, not a text field.

Network

Mutual connections and one-way follows are modelled separately, each with its own privacy policy, labels and notes.

Opportunities

Trials, roles, scholarships and sponsorships, with an application pipeline, staged review and interviews behind them.

Messaging

Conversations with participants, drafts, reactions, reporting and per-conversation settings.

Notifications

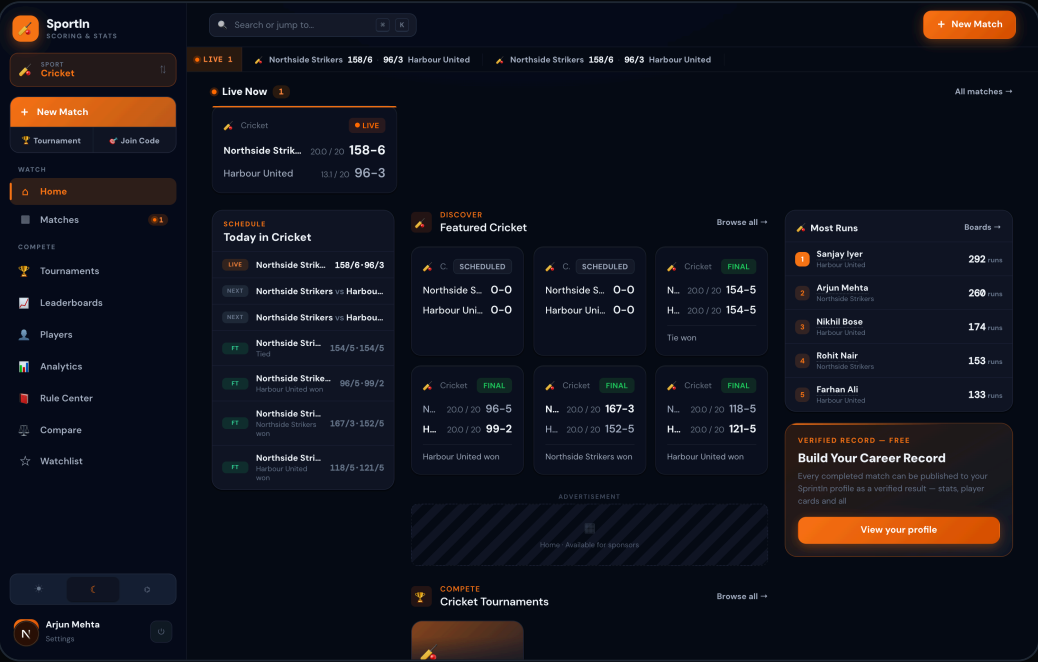
One delivery platform across every module — preferences, digests, channels, devices and a queue.

02

SportIn

Match infrastructure and the intelligence built on it — scoring, competitions, encoded rulebooks, and analytics that explain themselves.

- Live scoring
- Scorecards
- Tournaments
- Player intelligence
- Team intelligence
- Rule Center
- Comparison
- Player cards



MATCHES & LIVE SCORING

Every figure on this page came from a recorded delivery

Search or jump to...

*K

+ New Match

LIVE 1

Northside Strikers 158/6 96/3 Harbour United

Northside Strikers 158/6 96/3 Harbour United

Home

CRICKET · T20

LIVE

NS

Northside Strikers

0/0

0.0 ov

HU

Harbour United

96/3

13.1 ov

VS

Harbour United won the toss · elected to bowl

Watch Live

Share

1st Inn

2nd Inn

Replay

Info

1ST INNINGS

Northside Strikers

vs Harbour United

0/0

(0.0 ov)

BATTING

Batter	R	B	4s	6s	SR
No batting data yet					

Extras0

Total (0 wkts, 0.0 ov)0/0

BOWLING

Bowler	O	M	R	W	Econ
No bowling data yet					

LIVE NOW

Northside Strikers0/0

Harbour United96/3

TOSS

Harbour United won the toss · elected to bowl

MATCH FACTS

SPORTCricket

FORMAT20 overs

PLAYERS

VISIBILITY

Live match. A second innings in progress — 96/3 chasing 158. The scoreboard is derived from the ball-by-ball log, so commentary and scorecard cannot disagree.

Ball-by-ball

Over, ball, batter, bowler, runs, dismissal type and fielder are persisted per delivery — the demo league alone holds 1,100+ events.

Per-sport engines

Cricket, test cricket, football, basketball, volleyball, kabaddi, tennis, table tennis and badminton each have their own scoring engine.

Search or jump to...

*K

+ New Match

LIVE 1

Northside Strikers 158/6 96/3 Harbour United

Northside Strikers 158/6 96/3 Harbour United

Home

CRICKET · T20

COMPLETED

NS

Northside Strikers

164/3

20.4 ov

HU

Harbour United

150/5

20.5 ov

VS

Northside Strikers won

Match Analytics

Share

1st Inn

2nd Inn

Replay

Info

1ST INNINGS

Northside Strikers

vs Harbour United

164/3

(20.4 ov)

BATTING

Batter	R	B	4s	6s	SR
Arjun Mehta out	74	49	9	3	151.0
Rohit Nair out	38	31	4	1	122.6
Kabir Shah not out	22	18	2	-	122.2
Vikram Rao not out	15	12	1	-	125.0

FULL TIME

Northside Strikers164/3

Harbour United150/5

RESULT

Northside Strikers won

MATCH FACTS

SPORTCricket

FORMAT20 overs

PLAYERS

VISIBILITY

Completed scorecard. Full batting and bowling figures, with dismissals recorded by type and fielder rather than summarised away.

Conduct record

Actual start and end, walkovers and abandonment reasons are recorded — so punctuality can be measured rather than assumed.

Officials & disputes

Match officials, attendance and disputes are first-class records, feeding the tournament health engine.

COMPETITIONS

Tournaments that know how well they are being run

Search or jump to...

⌕

K

LIVE 1

Northside Strikers 158/6 · 96/3 Harbour United

Northside Strikers 158/6 · 96/3 Harbour United

CRICKET · LEAGUE · LIVE

City Premier League

6 of 8 matches · 2 teams

Export

Share

MOST VALUABLE PLAYER

Sanjay Iyer

292 runs · Harbour United

ORANGE CAP

Sanjay Iyer

292 runs · Harbour United

2. Arjun Mehta 260

3. Nikhil Bose 174

PURPLE CAP

Arjun Mehta

9 wkts · Northside Strikers

2. Nikhil Bose 6

3. Sanjay Iyer 4

6 MOST SIXES

Sanjay Iyer

8 sixes · Harbour United

2. Arjun Mehta 6

3. Rohit Nair 1

BEST INNINGS

Arjun Mehta

74 runs · Northside Strikers

2. Sanjay Iyer 57

3. Rohit Nair 38

MATCHES PLAYED

6

of 8

TEAMS

2

LEAGUE

TABLE LEADER

Northside...

5 pts · 2W 2L

MOST VALUABLE PLAYER

Sanjay Iyer

292 runs

ORANGE CAP

Sanjay Iyer

292 runs

PURPLE CAP

Arjun Meh...

9 wkts

MOST SIXES

6

Sanjay Iyer

8 sixes

BEST INNINGS

Arjun Meh...

74 runs

Standings

Leaders & Awards

Health & Rules

Story

Standings

Points table

#	TEAM	P	W	L	D	PTS	NRR
1	Northside Strikers	6	2	2	1	5	0.24
2	Harbour United	6	2	2	1	5	-0.24

Health measures the organisation, not the cricket

Seven weighted components — punctuality, completion, recording, officials, attendance, disputes and walkovers — each built by subtraction from 100 so the reasons *are* the derivation.

Unmeasured is never scored as fine

A tournament that never recorded kick-off times is not punctual and not late — punctuality is dropped, the remaining weights renormalise, and the output says so. Scoring silence as success would hand a perfect result to the tournaments recording nothing.

Percentages carry their denominator

"98% attendance" from four recorded players is not a fact about attendance, so the sample is always reported alongside the figure.

Difficulty and balance

Tournament difficulty and competitive balance are computed from results, so a rating earned in a strong competition is not read as equal to one earned in a weak one.

Tournament analytics. Leading performers, standings and results across the competition, computed from the match records rather than maintained by hand.

SportIn — tournaments

13

The hardest thing to get right is what **not** to say

Search or jump to...

+ New Match

LIVE 1

Northside Strikers 158/6 · 96/3 Harbour United

Northside Strikers 158/6 · 96/3 Harbour United

← Daniel Okafor

INTELLIGENCE

Daniel Okafor

Drawn from 6 matches, 4 of which produced a scoreable performance.

↓ CSV

Image

↗ Share

Career figures are drawn from the whole record. A date window is not applied here, because rating, consistency, pressure and trajectory are each computed over a career series rather than a slice of one.

Summary

Metrics

Report

Strengths

Metrics sitting in a high band. The wording is the engine's own classification, not a second opinion.

Nothing has separated itself yet. That is not a criticism — it takes a body of matches before any one quality stands out.

Areas to work on

Metrics sitting in a low band.

Nothing is reading as a weakness.

Not yet measurable

These are not weaknesses. They are qualities the record cannot speak to yet, and they are kept apart from the panel above for exactly that reason.

Under pressure

A pressure rating compares knockout performance against league performance, and needs at least 3 high-stakes and 4 lower-stakes matches. This record has 0 and 4. Judging temperament from fewer would be reading one or two occasions as a character trait.

Unmeasured is not weakness

A player with four matches is not bad under pressure — they are unmeasured. Those two readings look identical if you are careless, and telling someone they are weak at something the data cannot see is the most damaging thing the page could do.

Ratings are shrunk toward proof

Each facet is pulled toward the scale's midpoint by its own sample size, so a rating is a claim about what has been *demonstrated*. One innings of 80 is not evidence of an 80-average player.

```
// Arjun Mehta's cricket facets, same engine
batting_average    raw 100.0  n=4   → rated 66.7
strike_rate        raw  68.1   n=32  → rated 63.2
wicket_taking      raw 100.0  n=21  → rated 80.0
                                     overall 58.1
```

Gaps are not filled with zero

A cricketer who has never bowled has no bowling facet; the rest reweight over what exists. Scoring the gap as zero would rank a specialist batter below a worse all-rounder.

Player intelligence. Strengths and weaknesses lead; anything the record cannot support is separated into its own panel and described as unmeasured.

Which combinations actually work — and which are just two good players

Search or jump to...K

+ New Match

LIVE 1

Northside Strikers 158/6 · 96/3 Harbour United

Northside Strikers 158/6 · 96/3 Harbour United

← Northside Strikers

INTELLIGENCE

Northside Strikers

Drawn from 5 decided matches.

FromTo

dd/mm/yyyydd/mm/yyyy

Apply

↓ CSVImage↗ Share

What the squad is

SQUAD BALANCEWhy?64.1Adequate

WIN RATEWhy?40%

MATCHES PLAYEDWhy?5

Combinations

Chemistry is measured as lift over what each player manages apart, not as a shared win rate — two strong players will win together regardless, and that is not chemistry.

No pairing has appeared together often enough to separate a partnership from a coincidence.

Patterns in the results

5 decided matches is too few to tell a pattern from a run of luck. Splits are tested against the alternative before they are stated.

Team intelligence. Squad rating, win rate and depth, with combinations and result patterns computed from shared appearances.

Chemistry means lift, not win rate

Two players in a strong side win 80% together — so does every other pair. Chemistry here measures whether a pair outperforms what its members do *apart*. A pair winning 65% together while each wins 45% alone has a great deal of it.

A minimum shared sample

Two innings together is not a partnership. Pairs below the threshold are returned marked unestablished and are never ranked as best combinations.

Balance reports gaps, never guesses

Squad balance reads recorded roles, handedness and bowling styles. An unassigned role is reported as a coverage gap — a role is never inferred from a name.

Search or jump to...K

+ New Match

LIVE 1

Northside Strikers 158/6 · 96/3 Harbour United

Northside Strikers 158/6 · 96/3 Harbour United

← City Premier League

COMMAND CENTRE

Tournament intelligence

Drawn from 8 fixtures. Every figure explains itself, and anything that cannot honestly be computed says so rather than showing a zero.

FromTo

dd/mm/yyyydd/mm/yyyy

Apply

OverviewOperationsCompetitionRecordingReport

TOURNAMENT HEALTHWhy?79.7GoodPartial data - 67%

DIFFICULTYWhy?—A tournament needs at least two entrants before its difficulty means anything.

What the results show

Claims only appear once the fixtures can actually support them.

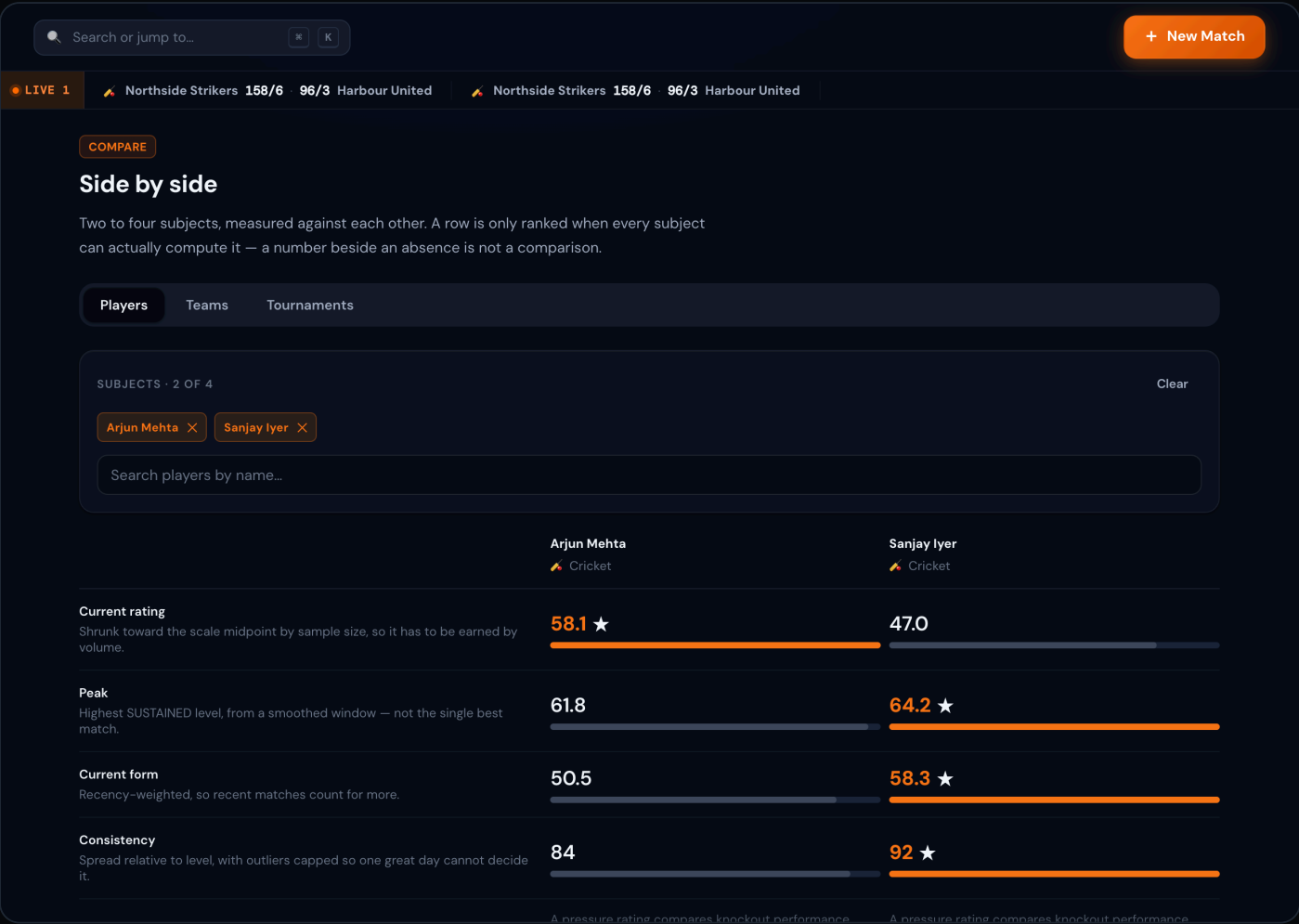
Nothing can be claimed yet.

8 fixtures is too few to separate a real pattern from chance. Patterns are tested against the alternative before they are stated, so an early run of results is not mistaken for a trend.

↓ Export CSV☆ FollowFull analyticsRule validator

Tournament intelligence. A single health headline that reconciles against its own contributor list — the tests assert that it does.

Numbers you can argue with, because you can see where they came from



Side by side. Two players compared across the same metric set, with each figure's sample size carried alongside it.

Insights are statistically tested

Split findings run a two-proportion z-test with a Bonferroni-corrected alpha and minimum-sample floors, so the page does not report noise as a discovery.

Pressure is a within-player question

Not "who scores most in finals" — that is answered by whoever is best overall — but whether *this* player rises above their own established level as stakes rise.

Coach report and CSV export

Every intelligence surface exports to CSV and renders a written report, so the analysis leaves the product in a form a coach can use.



Match analytics. Run progression and per-innings breakdown, built from the delivery log rather than from a summary row.

COLLECTIBLE PLAYER CARDS

A card that is earned rather than issued

The rating on the card is the engine's rating

Tier and rating come from the same shrunk, sample-aware calculation used everywhere else in the product. There is no separate cosmetic score.

No rating until there is evidence

Below the sample threshold the card carries statistics and no rating at all — a three-match player reads "not enough data" rather than being handed a misleading number.

Sport-shaped statistics

Cricket needs runs, average, strike rate and bowling; football needs goals, assists and clean sheets. The card stores per-sport figures rather than forcing every sport through one shape.

Shareable, and exportable as an image

Cards render to an image for sharing, and can be published to the athlete's SprintIn profile alongside the matches that produced them.

Search or jump to...

⌕

K

LIVE 1

Northside Strikers 158/6 · 96/3 Harbour United

Northside Strikers 158/6 · 96/3 Harbour United

+ New Match

67

CRI

AM

ARJUN MEHTA

NORTHSIDE STRIKERS

260

43.3

134.7

9

RUNS

AVG

SR

WKTS

SILVER · CRICKET

Rated 67 · 6 matches · 40% win rate

CRICKET CAREER

6 matches

6

260

43.3

134.7

9

11.95

MATCHES

RUNS

AVERAGE

STRIKE RATE

WICKETS

ECONOMY

31

6

40%

FOURS

SIXES

WIN RATE

RECENT MATCHES

D

Northside Strikers v Harbour United

154/5 · 154/5 — Tie

61(45) · 2w

—

Northside Strikers v Harbour United

158/6 · 96/3

0(0) · 1w

L

Northside Strikers v Harbour United

96/5 · 99/2 — Harbour United won

28(26) · 1w

W

Northside Strikers v Harbour United

167/3 · 152/5 — Northside Strikers won

74(48) · 2w

L

Northside Strikers v Harbour United

118/5 · 121/5 — Harbour United won

39(33) · 1w

W

Northside Strikers v Harbour United

142/4 · 138/5 — Northside Strikers won

58(41) · 2w

Player card with career record. Rated 67 across six matches — 260 runs at 43.3, strike rate 134.7, nine wickets — with every recent match listed beneath it.

FLAGSHIP CAPABILITY

Rulebook-as-Code — turning sports rules into computable logic

A rulebook is a document written for humans to interpret. That works until two rules quietly contradict each other, or a tournament's local amendment creates a situation the rules never defined — and nobody notices until it decides a match.

A rule, as people write it

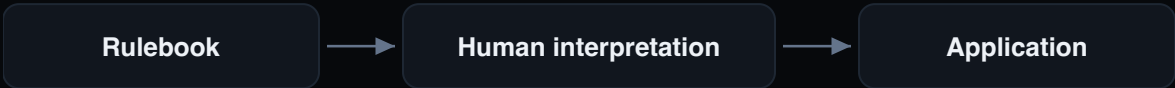
"If a player receives two yellow cards, the player is sent off."

The same rule, as the engine holds it

```
RULE discipline.second_yellow
WHEN yellow_cards >= 2
THEN send_off = true
PARAM yellow_cards // int, default 2, configurable
SINCE 2024.1.0 // version it entered force
```

Once rules are structured this way a machine can do what a reader cannot do reliably: check every rule against every other, across every version, every time.

TRADITIONAL



RULEBOOK-AS-CODE



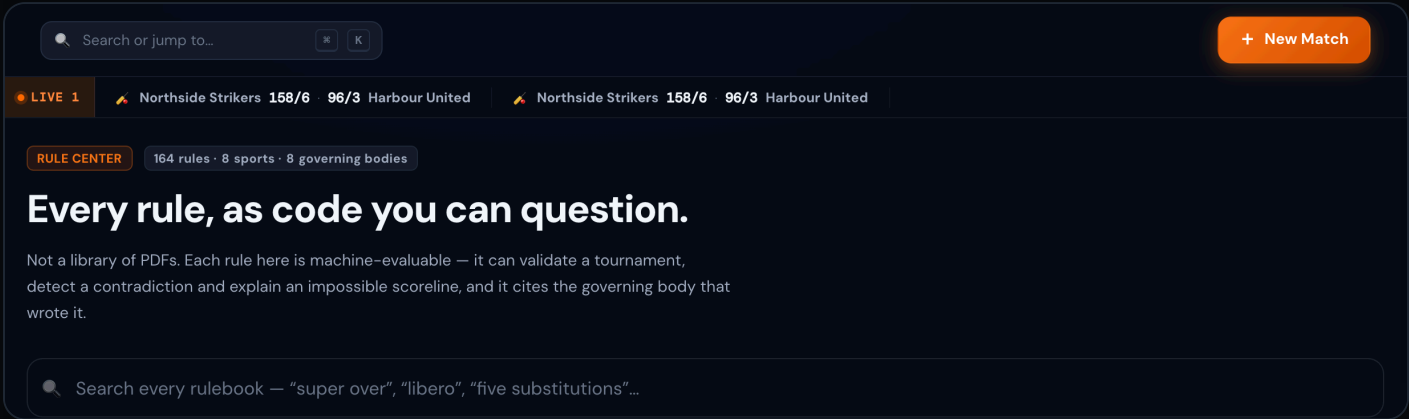
What the engine reports

- **Conflicts** — two rules whose resolved values contradict
- **Undefined scenarios** — states the rulebook does not decide
- **Invalid overrides** — a tournament amending a rule that does not exist
- **Version differences** — what changed between two editions
- **Unevaluated** — rules that could not be checked, never counted as satisfied

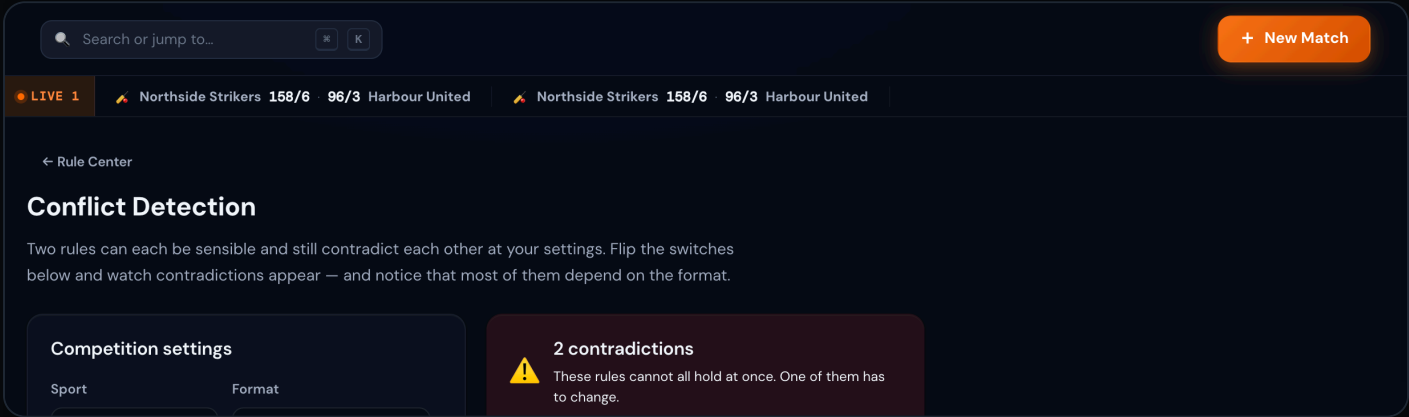
An engine reporting "0 violations" because it could not check anything is worse than no engine at all — it manufactures confidence. So a rule that cannot be evaluated is reported as **UNEVALUATED**, never as passed.

IN THE PRODUCT

The Rule Center — eight sports, versioned and machine-checked



Rule Center. "Every rule, as code you can question." Rules are browsable by sport, with the tools that operate on them alongside.



Conflict detection. Two contradictions found in a configured competition, each naming the rules involved and what the contradiction is.

Versions are pinned, not looked up

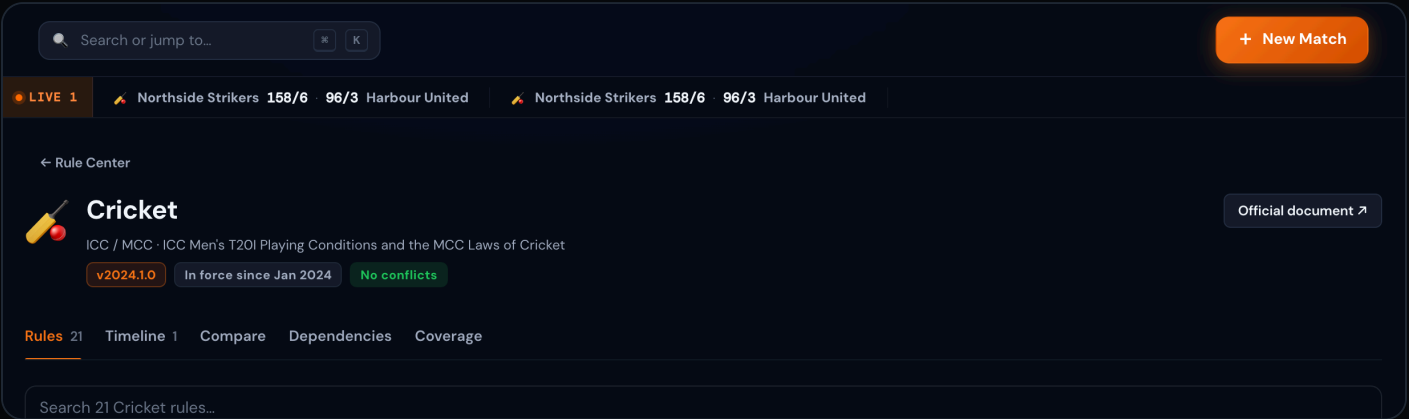
A tournament stores the rulebook version it was played under. A competition finished in 2026 keeps being explained by the rules in force then — the alternative silently rewrites history when a new edition ships.

Local amendments are validated

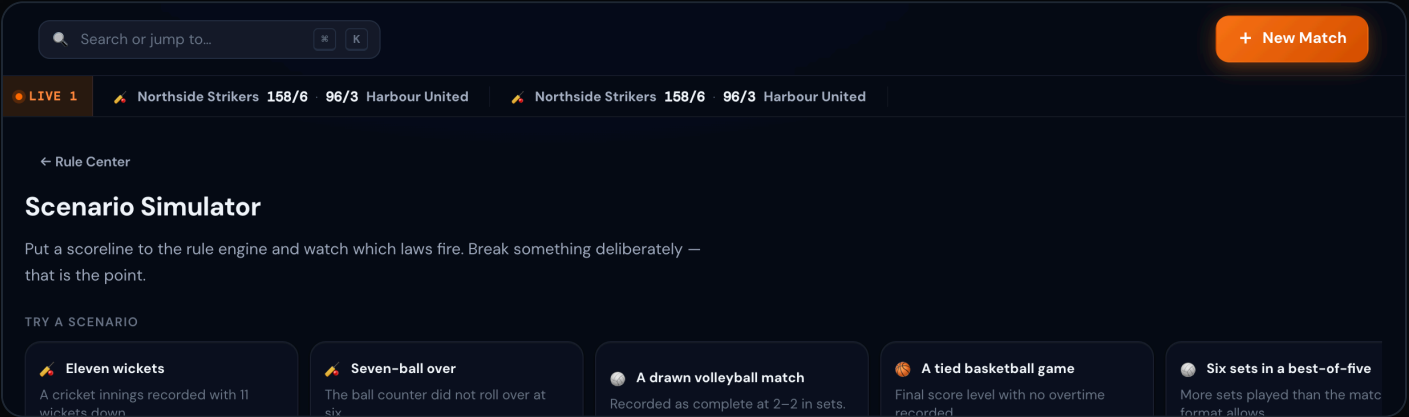
A tournament almost never plays a governing body's laws unmodified. Overrides are type- and range-checked against each rule's declared parameter; an override naming a rule that does not exist is an error, not a silent no-op.

Built for organisers and governing bodies

This is infrastructure for the people who *run* competitions — organisers, federations, sports platforms and game developers. It is not a fan-facing feature.



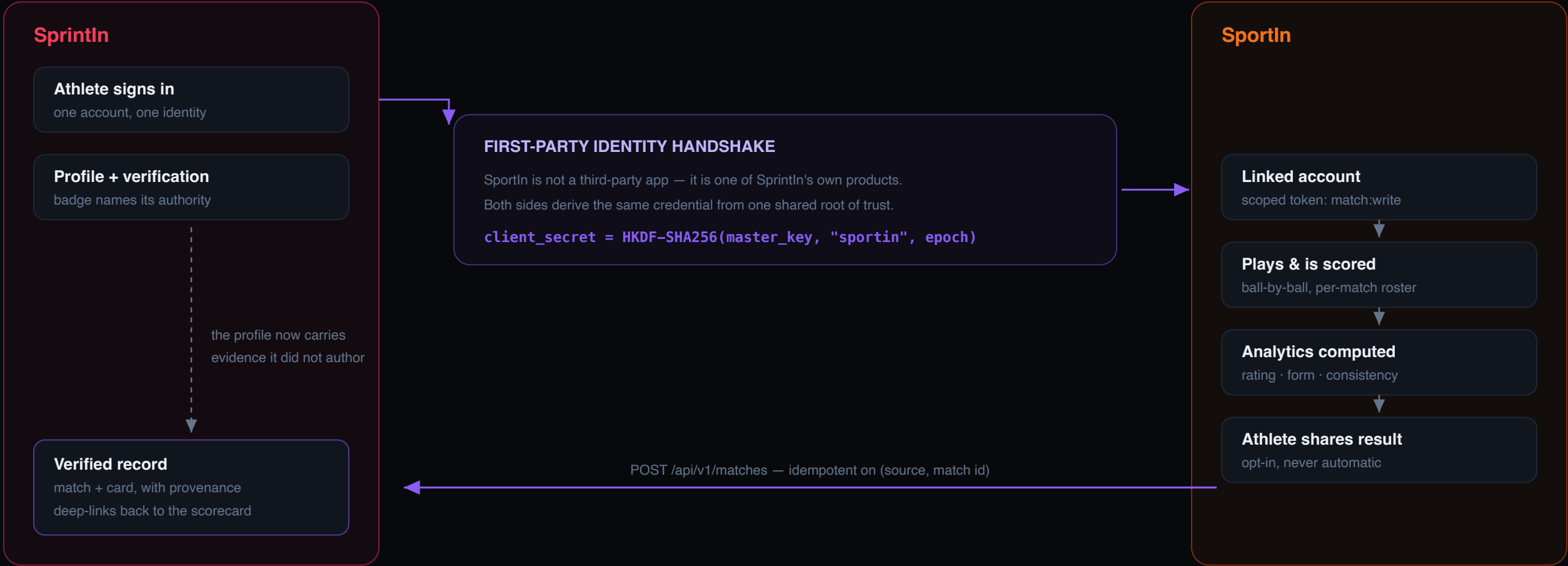
An encoded rulebook. Cricket, pinned to ICC/MCC playing conditions — 21 rules, each with its statement, category, source and configurable parameter.



Scenario simulator. Put a match state in and see which rules apply, which are violated, and which the rulebook does not decide at all.

THE CONNECTION

How an identity acquires a record



WHY IT MATTERS

The claim and the evidence stop being separate things

Provenance is a column, not a convention

Each verified record stores the source system, the source match id, a deep link to the scorecard and the time it was verified. Uniqueness on (source, match_id) means re-sharing a corrected result updates the record instead of duplicating the athlete's history.

Rotating the trust root is one variable

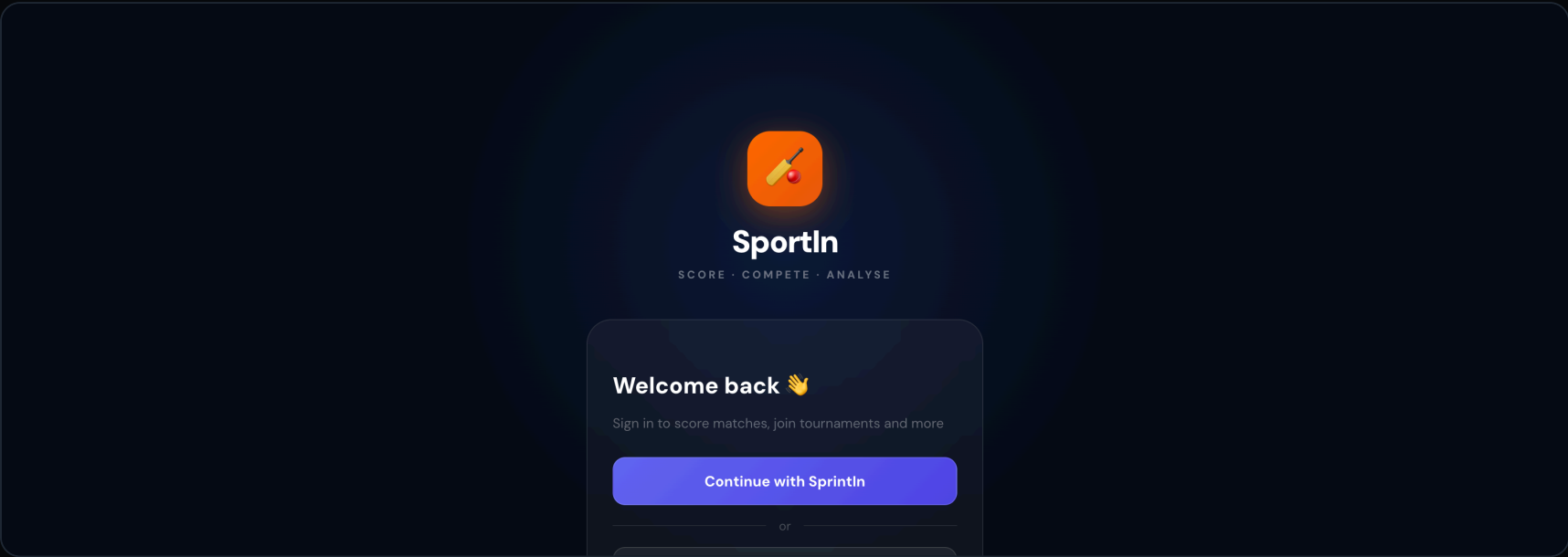
No client secret is copied between deployments. Both products derive it from a shared master key; bumping the key epoch on both rotates everything.

Sharing is always the athlete's decision

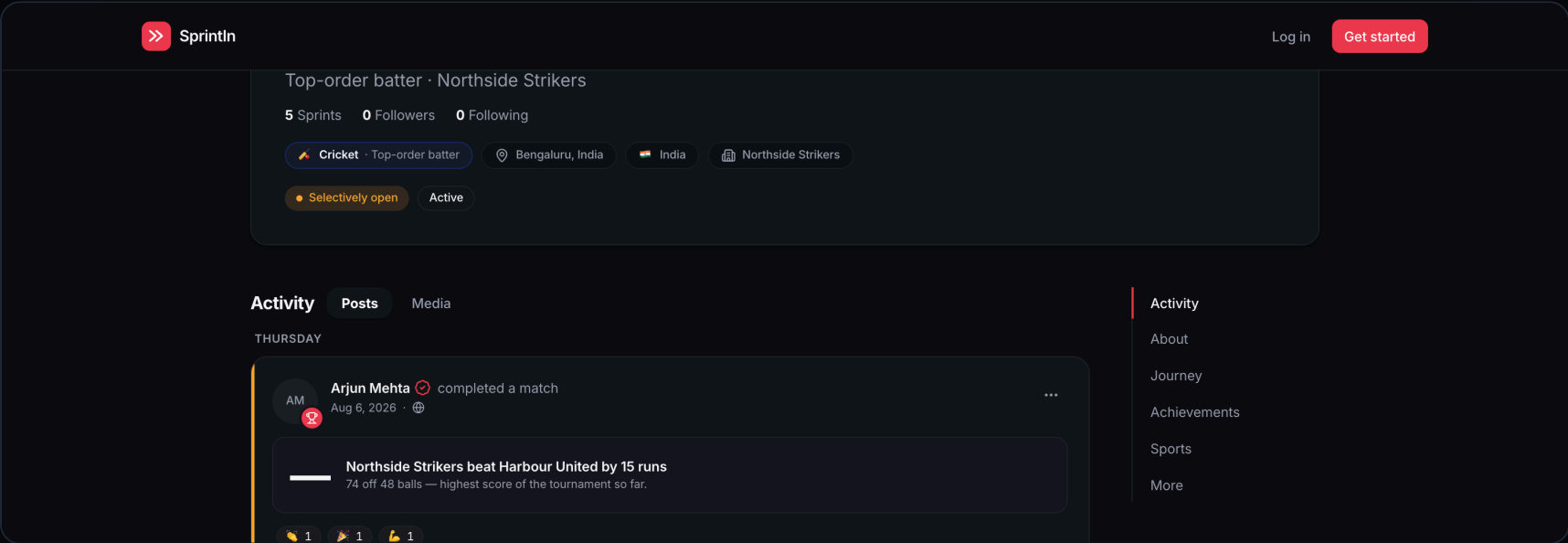
A result belongs to the player, so nothing is published automatically. Posts written by a connected product are marked as such and stay attributable, filterable and revocable in bulk if the athlete disconnects.

A player is not a user, and a merge is never guessed

SportIn keeps a distinct player identity for roster entries — the same person across teams and seasons — and records every merge. Two players are never merged because their names look alike.



The link in the product. SportIn offers "Continue with SprintIn" as its primary sign-in — the ecosystem account, not a third-party button.



And the result on the profile. The completed SportIn match appears on the athlete's SprintIn activity — "Northside Strikers beat Harbour United by 15 runs, 74 off 48 balls" — written by the scoring product, not typed by the player.

MULTI-SPORT

Eight sports, each with its own engine, adapter and rulebook

The rating scale is shared so a mixed-sport profile can be ranked at all; the inputs are per-sport, because a raid is not a delivery and a rally is not an over.

Cricket

DEEPEST COVERAGE

- Limited-overs and test formats
- Ball-by-ball with dismissal type and fielder
- Batting, bowling, wagon wheel, run progression
- ICC/MCC rulebook, 21 rules encoded

Football

- Goals, assists, cards, fouls, possession
- Match clock and half-by-half periods
- Goal-involvement rating, discipline penalty
- Laws of the Game encoded and versioned

Basketball

- Points by shot value, rebounds, assists
- Quarters, fouls, timeouts
- Box-score driven rating
- Rulebook encoded and versioned

Kabaddi

- Raids, court and bench tracking
- Raider and defender roles
- Match clock
- Rulebook encoded and versioned

Volleyball

- Sets, points, serving side
- Setter, outside, opposite, middle, libero
- Rulebook encoded and versioned

Tennis

- Games, sets, tiebreaks, serve tracking
- Full point-scoring state machine
- Rulebook encoded and versioned

Badminton

- Rally scoring, sets, serving side
- Singles and doubles roles
- BWF-based rulebook, versioned

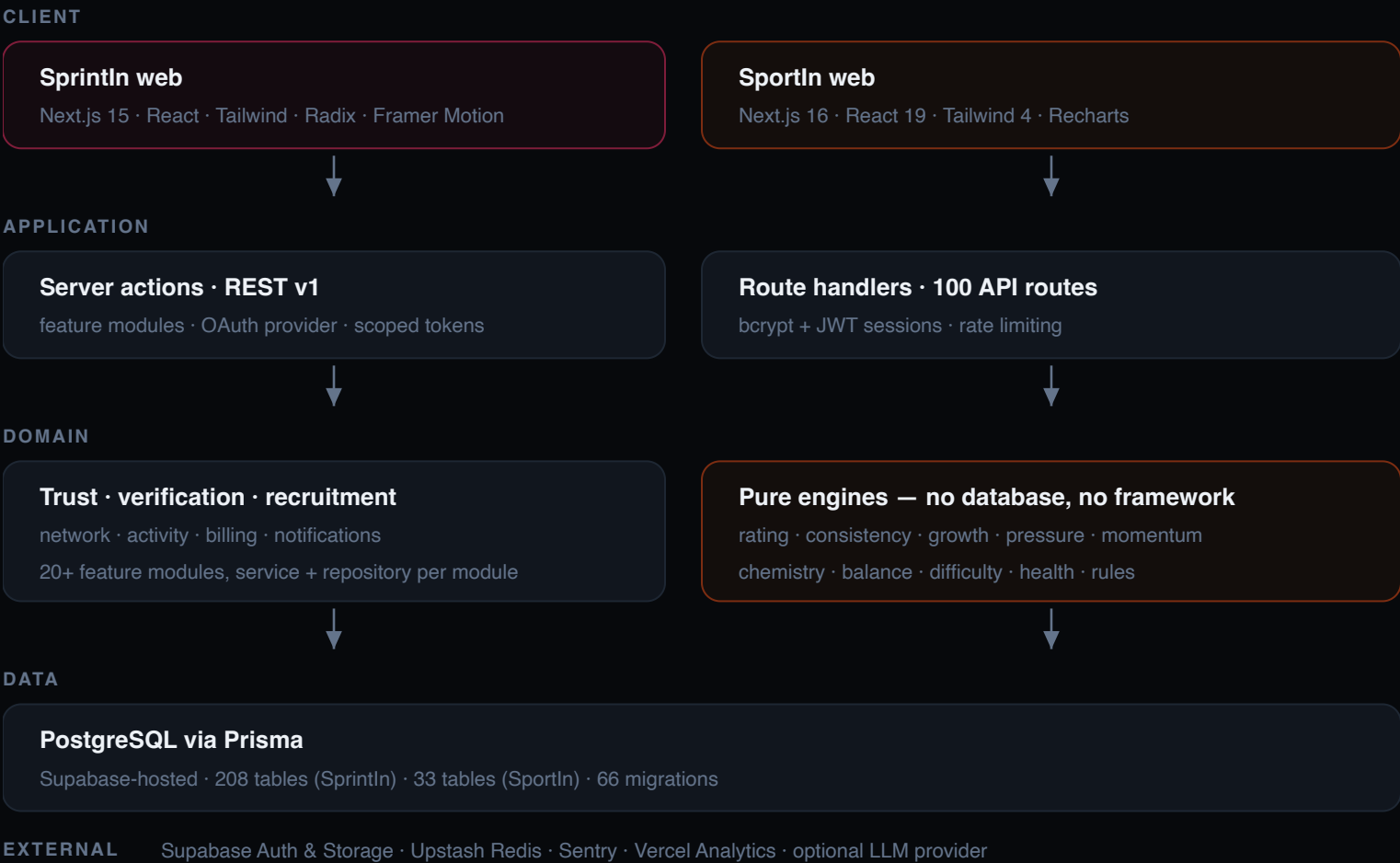
Table Tennis

- Rally scoring and set history
- Shared racket-sport adapter
- Rulebook encoded and versioned

Cricket is the most developed sport across scoring depth, analytics and demo data. The other seven have working scoring engines, analytics adapters and encoded rulebooks; their match surfaces are less elaborate than cricket's.

TECHNICAL ARCHITECTURE

Built so the analytics can be lifted out and reused



The analytics engines touch nothing

Everything under the engine layer is pure: plain objects in, plain objects out, no ORM and no framework. One file is the seam where it meets the database — which is what makes the whole layer testable, benchmarkable and reusable by another product with a different schema.

Explainability is a return type

Engine outputs carry their contributors and their sample size, so a headline number always reconciles against the parts that produced it. Tests assert the reconciliation rather than trusting it.

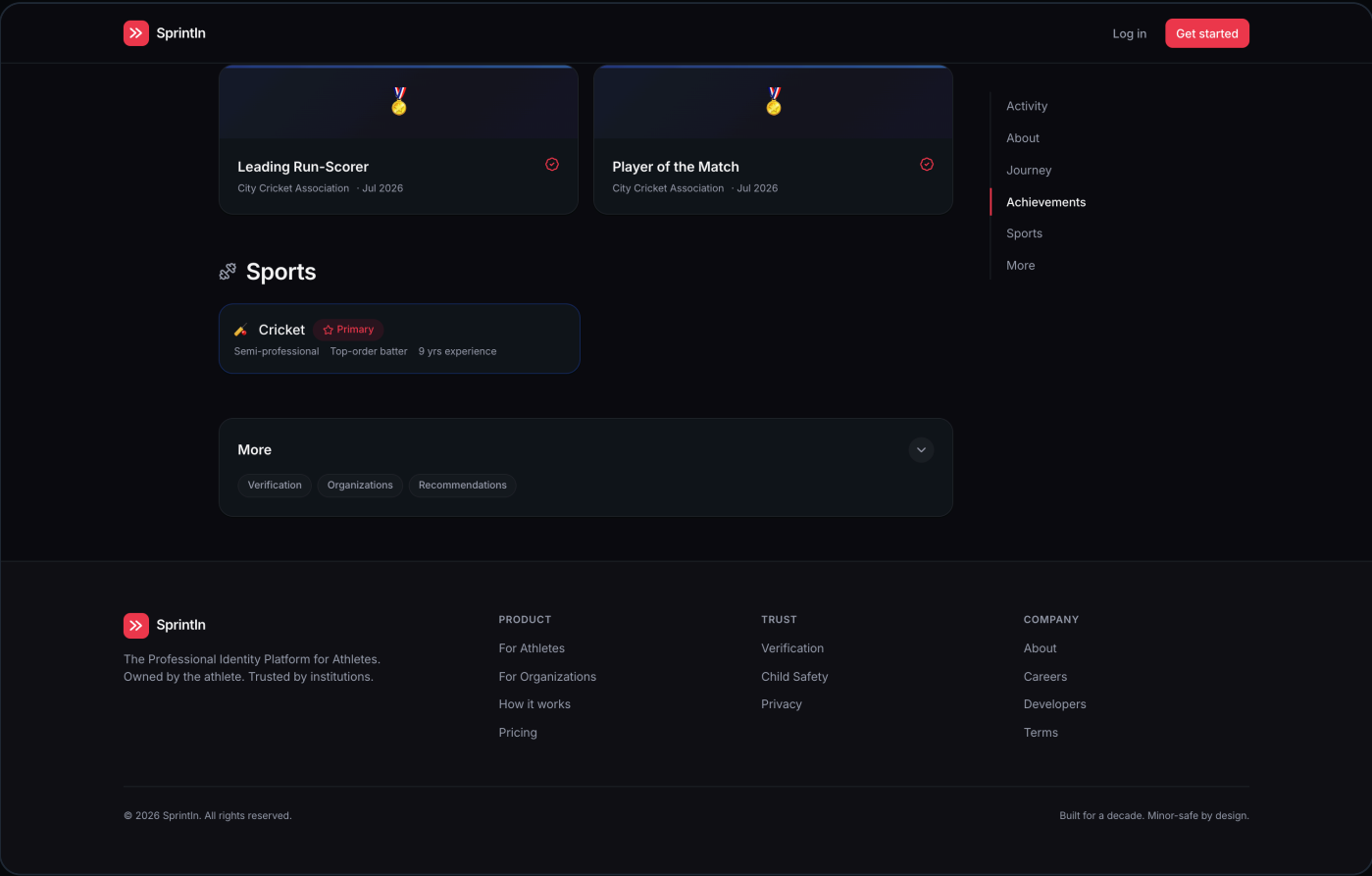
Migrations, not runtime DDL

Per-sport match state was previously read through raw queries against columns that did not exist and written by ALTER TABLE issued from a request handler. They are ordinary columns now.

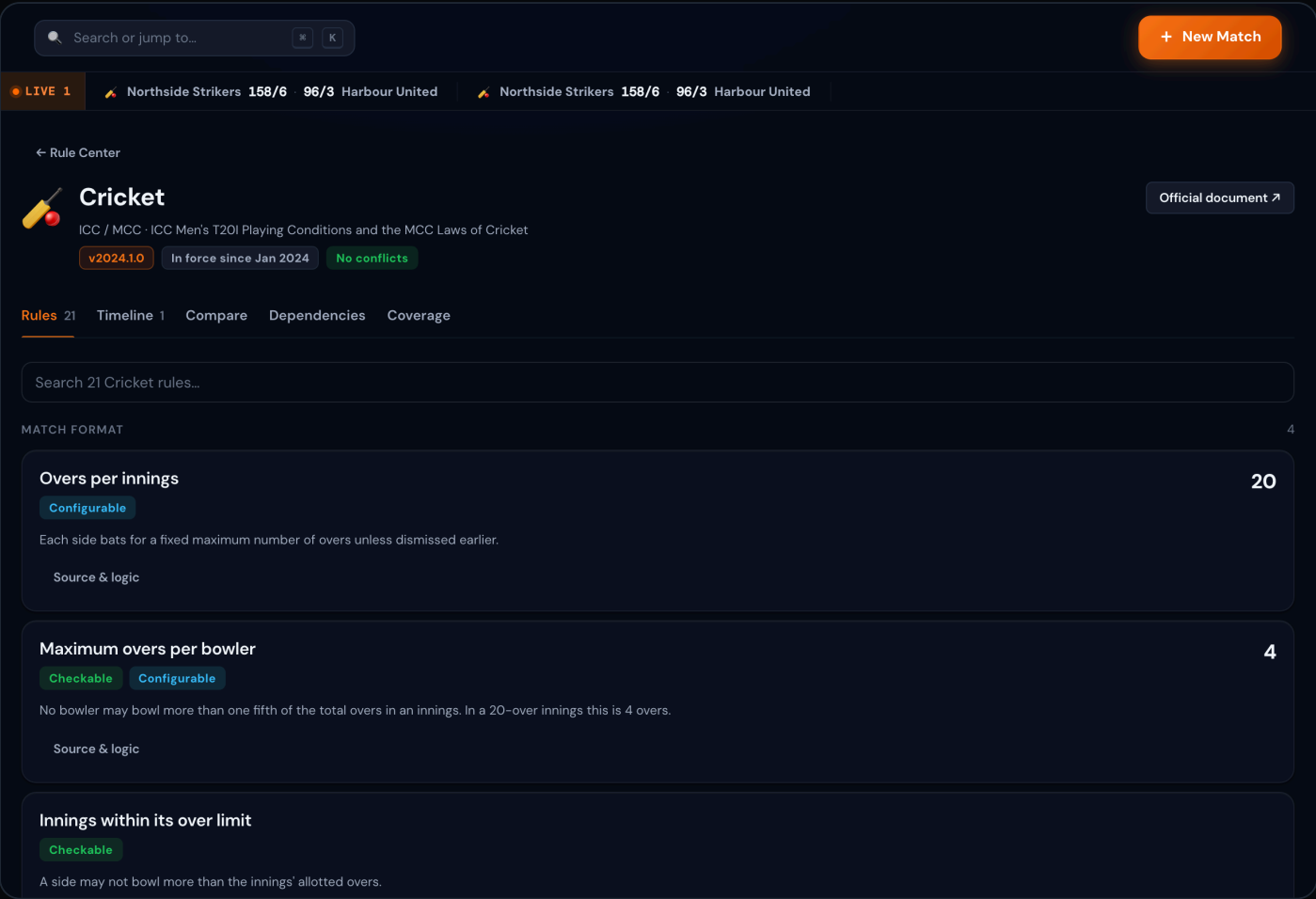
Tested where it counts

Vitest suites cover the rule engine, the analytics engines, identity resolution, privacy policy, CSV export and the cross-product credential derivation — the last pinned by a golden test so the two repositories cannot silently drift apart.

Two products that look like they belong together, without looking the same



SprintIn. Editorial and restrained, crimson accent, generous whitespace — a professional credential rather than a social feed.



SportIn. Dense, dark, orange accent — built to be read at a glance, at a ground, on a phone, with data given priority over decoration.

Design tokens, not ad-hoc CSS

Both products drive spacing, radii, type scale and colour from token layers, so a change lands everywhere.

Command palette

SportIn carries a global search-or-jump palette; every major surface is reachable without navigating to it.

Light, dark and system

Theme is switchable in-product and persisted, with a palette provider driving both.

Responsive and mobile-aware

SportIn ships a bottom navigation and PWA icons for use at a ground; SprintIn has a companion Expo app in the repo.

A WORKED JOURNEY

One season, end to end



What changed. Before, a selector had a name and a claim. After, they have a profile whose achievements point at matches, whose matches point at deliveries, and whose rating states how much evidence sits behind it. Nothing in that chain requires taking the athlete's word for anything.

HONEST STATUS

What exists today

Both products are deployed and running. This is what is built, what is partial, and what is not there yet — stated plainly, because a deck that overstates its own maturity is worth less than one that does not.

CAPABILITY	STATUS
Athlete profiles, career, achievements	BUILT
Verification workflow, badges, trust score	BUILT
Network, organisations, opportunities, messaging	BUILT
Search & discovery with trust filters	BUILT
Live scoring & scorecards, 9 sport engines	BUILT
Tournaments, standings, health & difficulty	BUILT
Player / team / tournament intelligence	BUILT
Rulebook-as-Code — 8 sports, versioned	BUILT
Conflict detection, simulator, validator	BUILT
Player cards with earned ratings	BUILT
First-party OAuth between the products	BUILT
Verified-match ingest with provenance	BUILT

PARTIAL OR ABSENT	STATUS
Verified matches shown on the SprintIn profile Stored and readable through the API; no dedicated profile section yet — results currently surface as activity posts.	PARTIAL
Sports beyond cricket Engines, adapters and rulebooks exist for all eight; match surfaces and analytics depth are strongest in cricket.	PARTIAL
Billing & subscriptions Schema, plans and provider records exist; not exercised in production.	PARTIAL
Federation-level governance The rule engine is built for it, but no governing-body workflow exists.	NOT BUILT
Everything in the next five pages Injury cascade, video, performance lab, twin, simulation.	NOT BUILT

One known defect, found while preparing this document

The player intelligence page crashes for players whose consistency reading qualifies as a strength: the dashboard endpoint returns that judgement's detail as an object while the page renders it as text. It is a display bug — the analytics beneath are correct — and it is not yet fixed.

Deterministic first — because someone will ask why

A club dropping a player, an organiser fining a team, a federation ruling on a protest — each has to be able to explain the decision to the person it affects. "The model said so" is not an explanation, and it is not defensible.

So the analytics and rules engines contain no machine learning. Every number is a calculation that can be reproduced by hand, carries its own inputs, and states its sample size. Every rule finding names the rules involved.

What that buys

- **Traceable** — a figure reconciles against its contributors
- **Reproducible** — same inputs, same output, every time
- **Auditable** — a disputed result can be walked back to the delivery
- **Honest about ignorance** — insufficient data is reported, not smoothed over

Where AI is used today, and where it is not

SportIn ships an optional AI layer for assistant conversation, written report prose and social copy. It is off with a single environment variable, provider-agnostic across a local model, Anthropic or OpenAI, and — this is the part that matters — it sits **outside** the analytics and rules path entirely.

```
// the boundary, as configured
AI_ENABLED   = false           // whole layer off
AI_PROVIDER  = ollama          // local by default, keyless

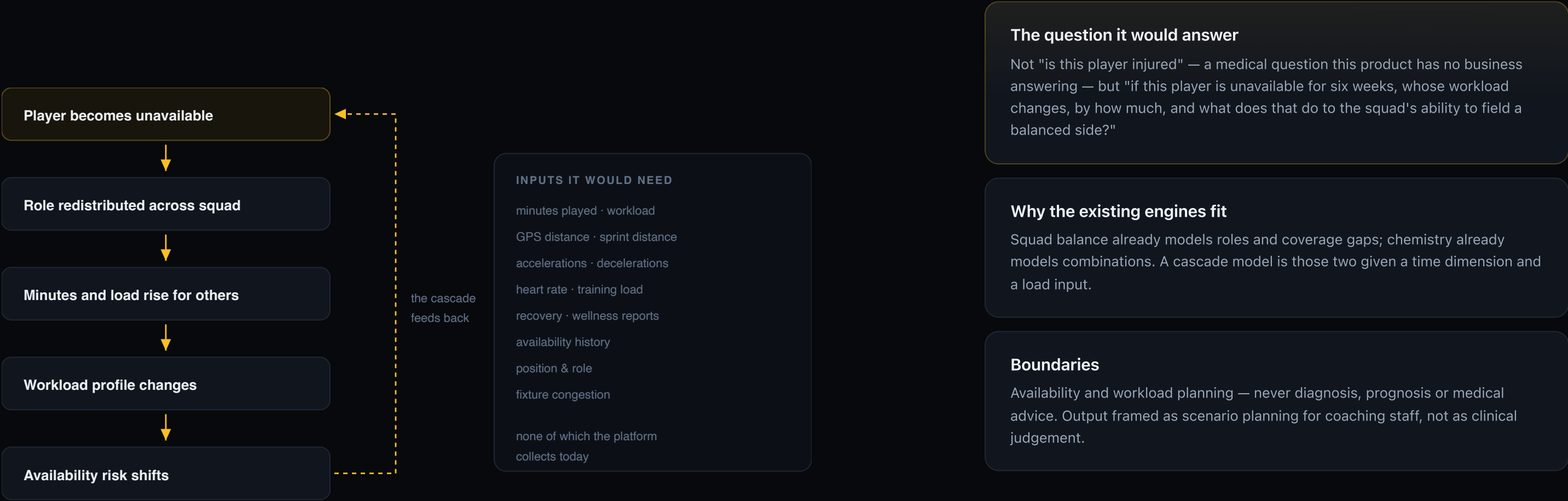
rating · consistency · pressure · chemistry
health · difficulty · rules      → no model involved
```

Where a model would genuinely earn its place

Understanding video, summarising a season in prose, answering questions in natural language, assisting a scout's search. All of these sit at the edges — turning unstructured input into structured facts, or structured facts into readable English — never in the path that decides what a number is.

Squad Injury Cascade Twin

Squads are analysed one athlete at a time, which is why losing a player is treated as subtracting one player. It rarely is: the load that athlete carried is redistributed to teammates, and the squad is a connected system.



FUTURE — NOT IMPLEMENTED No video capability exists in either product today

Video analysis

The richest record of a match is the footage somebody already filmed on a phone. Today it is watched once and never turned into anything.



Possible outputs

- Movement patterns and positioning
- Passing networks
- Shot and dismissal locations
- Defensive actions
- Transition patterns
- Tactical structure over phases
- Workload estimated from movement

Where a model belongs

This is the clearest case for machine learning in the whole product: turning pixels into structured events is exactly what models are good at and rules are not. But the output would be **events** — the same shape a human scorer produces. Once detected, they flow into the existing deterministic engines and are analysed identically.

The honest difficulty

Amateur footage is single-camera, handheld, partially occluded and badly lit. Tracking that reliably is a substantially harder problem than tracking broadcast football, and any claim otherwise should be treated with suspicion. A realistic first step is assisted tagging — a human confirms detected events — rather than fully automatic analysis.

Performance lab & the athlete performance twin

Sports science / performance lab

A place for the measurements that clubs and academies already take on paper.

- Workload monitoring
- Acute vs chronic load trends
- Recovery tracking
- Fatigue indicators
- Readiness scores
- Jump and sprint testing
- Strength testing
- Movement asymmetry
- Heart-rate and GPS data
- Wellness questionnaires

A boundary that is not negotiable

This is performance and training tooling. It would not diagnose, would not predict injury as a clinical claim, and would not present anything as medical advice. Where a reading matters clinically, the product's job is to surface it to a qualified professional — not to interpret it.

Athlete performance twin

A single representation of an athlete combining what they have done on the field with what is known about their physical state — match performance, training load, physical testing, recovery, role and historical trend in one model.

The point is not a dashboard. It is that questions like *"is this player's dip in form a technical problem or a load problem?"* currently cannot be asked at all, because the two halves of the answer live in different places — and one of them lives on paper.

What already points this way

- Per-match roster entries already carry role, handedness and style
- Career series are already computed over time, not as totals
- Growth and momentum engines already model trend
- Every engine already states its own coverage and sample size

Integrations it would require

GPS wearables, heart-rate sensors, athlete testing platforms and training management systems — none of which are integrated today.

Tactical simulation & automated competition intelligence

Tactical simulation

Questions a coach asks constantly and currently answers by instinct:

"What happens if we change the formation?"

"What happens if Player X is unavailable?"

"What happens if we rotate three players?"

Answered by **deterministic simulation over recorded combinations** wherever possible — replaying what the squad has actually done in comparable situations — rather than by a generative model producing a confident guess.

Why deterministic, again

A simulation that cannot show its working cannot be argued with, and a coach who cannot argue with it will not act on it. Sample-size honesty applies here more than anywhere: a combination played twice supports no projection at all.

Automated competition intelligence

- **Tournament difficulty** — how strong was the field, really
- **Scheduling pressure** — how much rest each side actually got
- **Rotation requirements** — what a congested run demands of a squad
- **Competitive balance** — whether the competition is worth entering
- **Fixture congestion** — where the calendar breaks down

Aimed at organisers and federations rather than fans: the output is a competition that can be defended, or fixed, before it runs.

Closest to shipping

Tournament difficulty and competitive balance already exist as engines. What is missing is the scheduling dimension — and the conduct columns that would feed it (scheduled time, actual start, actual end) are already recorded per match.

SEQUENCING

What comes next, in the order it makes sense

NEXT

Finish the join
Close the gap between what is stored and what is shown

Verified record on the profile

Surface verified matches and player cards as a first-class profile section, not only as activity posts.

Fix the intelligence crash

The consistency detail defect on page 26 — small, and it blocks the product's best screen.

Deepen the other seven sports

Bring football and basketball match surfaces closer to cricket's depth.

THEN

Serve the organisers
The users with budget and a real problem

Competition intelligence

Scheduling pressure and congestion on top of the existing difficulty and balance engines.

Governing-body rule workflow

Let a federation own, version and publish a rulebook that tournaments inherit.

Club and academy tooling

Squad management built on the balance and chemistry engines already in place.

LATER

Physical layer
Requires data the platform does not collect yet

Performance lab

Testing, load and recovery captured properly, with wearable and testing-platform integrations.

Injury cascade & twin

Squad modelled as a connected system once load data exists to model it with.

Video

Assisted event tagging first; automatic tracking only once it is genuinely reliable.

Deliberately unsequenced: no dates are given. The ordering reflects dependency — each stage needs what the one before it produces.

Sport already produces the data. It just throws it away, and nobody can check what is left.

SprintIn gives an athlete an identity that institutions can verify. SportIn captures what actually happened well enough to be worth verifying, and explains what it means without asking anyone to take its word for it. The two together turn a claim into a record.

Owned by the athlete

A permanent identity that moves with them between clubs, sports and countries.

Explainable end to end

Every figure traces to the deliveries behind it, and says how much evidence it rests on.

Built to connect outward

Pure engines, a versioned API and encoded rulebooks — designed for other products to build on.