

# Youth Team, League, and Tournament Sports: Market Shares, Strategies, and Forecasts, Worldwide, 2017 to 2023

<https://marketpublishers.com/r/Y937D424F15EN.html>

Date: September 2017

Pages: 633

Price: US\$ 4,200.00 (Single User License)

ID: Y937D424F15EN

## Abstracts

LEXINGTON, Massachusetts (September 12, 2017) – WinterGreen Research announces that it has published a new study Youth League Sports Software: Market Shares, Strategy, and Forecasts, Worldwide, 2017 to 2023. The 2016 study has 633 pages, 288 tables and figures. Worldwide youth sports markets are poised to achieve significant growth as travel teams become more popular and families learn to enjoy time together during a weekend sporting event. Enormous market efficiency is being achieved as youth and recreational teams move to automated process. Apps can be used to book hotels and make travel arrangements.

A \$15.5 billion market in the US, the youth sports market rivals the size of the \$14 billion NFL. Youth sports markets are comprised of segments that represent revenue generation from travel, equipment, team membership, facility construction, software, and venue rental. Leagues who purchase and distribute sports software to teams or clubs have created a large market from what were previously disparate parts of what was not even not even a market, just people buying clothes and equipment, and loosely organized groups of youth playing games on community fields.

As a result of this coalescence of the varying market segments brought about by youth sports software, the youth sports market has become well defined. Apps are used for communication. The primary purpose of youth and adult sports team sports is to deliver fun for the youth. Other agendas get mixed in, like building a strong and healthy body, developing a well-rounded and pleasant personality, developing team skills, and preparing a child to be a professional athlete. Youth sports depend on communication, tournament play, and video coaching that are needed to run a team effectively.

Transaction management, registration, and fee collection are key aspects of some of the software. Youth sports facilities can become part of a community development program. Every team, every sport has appeal and as there is more leisure, as the economy spins out more and more wealth at the top of the economic scale, there will be more spending on sports. Professional sports, betting, fantasy teams, semiprofessional teams, and teams just for fun will continue to look for venues and players. Youth sports are sure to benefit from this trend. The brightest and the best will want to get top notch sports training for their children, and the entire middle class will follow as best they can. Sports are fun, the professional teams have begun to recognize that they need to invest in team development programs targeting children starting at age 3. This is when you can get the attention of the child and build skills incrementally that are providing a steady stream of youth available later for the professional teams.

Professional teams have noticed that the most ardent fans are those who played a sport as a youth. All the professional leagues have to invest in youth sports because otherwise they do not have players now and fans later.

Foundations and corporate arms of all large companies want to invest in supporting youth of the country and what better way than through sports. They can tie educational advancement of the sport interest. Communities have to invest in youth sports providing activities that are supervised and better for all the residents, sports and teams have greater society benefits than the enjoyment of team play. Communities have found that it is cheaper to invest in planned sporting activities and keep children involved than to deal with the problems caused by kids that grow up without supervision, getting in trouble all the time.

The police departments have become interested in connecting with youth in a positive manner, spending money and time to get to know kids and provide guidance when needed. They are active in getting communities to fund development of facilities. It will be a problem to pay for all the facilities that communities want to build, so it will be interesting to see if communities find ways to contribute to the capital investment needed.

Private investment that sees benefit youth sporting programs is building in quantity. Foundations generally see the benefit of children being given sport opportunities.

The schools have by and large defunded gym programs for children creating a healthcare crisis of major proportion in the US and other parts of the world with childhood obesity and asthma creating lifelong chronic disease problems. The good

news is that youth sports programs are becoming more available in more affluent parts of the world, poised to deliver healthy activity and build life long habits of movement and athletic skills development.

The market opportunity for youth team sports depends on a strong alliance between the schools and modern recreational facilities that meld education, drama, music and sports in a manner that supports learning and athletic development as one melded event.

With the advent of online learning, more students can move at their own pace and achieve academic excellence. One challenge is to make this happen in the context of incorporating sports achievement at the same time. Athleticism and brain development can be melded if education is done right. Six in 10 children ages 6-12 regularly participate in team sports in the US. These sports programs are organized or casual.

With organized sports, there has been a rise in the number of travel teams, with the programs active at ever-earlier ages. There has been significant definition and growth in the youth sports industry. The coaching and league formation task is demanding for kids, families, and communities. Much of the organizational process has been automated with software.

The youth sports market is set to grow in response to increased interest worldwide in youth sports development programs. The programs are inherently satisfying to children and youth, giving them skills and accompanying self-esteem that translates to support academic skills as well as athletic ones. Software has become an important aspect of making team play easy to manage.

More changes are coming as digitization drives use of video so parents and children can share on the Internet the experience of team play. Video capture of game and practice play is poised to provide coaches and assistant coaches with an ever-increasing array of ways to help players improve play on the field.

Little league coaches bring a lot to the children whom they coach. The individual attention to skills development is a treasure to each child it touches. Stories proliferate about the value of little league coaches to girls and boys who had a dad or mom missing at crucial times of growing up. The same is true for the Girl's and Boy's clubs.

In these cases, a substitute parent is an invaluable part of forming a strong personality, able to be responsive to others, fit into a team, and perform with integrity. The coaches teach values in a context of fun.

The youth sports software is sold or given away free to teams, leagues and tournaments. Often a league will distribute the software to teams, clubs, or tournaments. Sometimes teams and clubs buy the software directly. A lot of youth sports software had been homegrown functionality bolted onto a stable platform.

This homegrown small market software has basically become outdated, slated to be replaced with packaged, licensed or cloud software that is more robust.

The youth sports software provides registration and payment collection. The payment collection aspect of the software is sometimes important because it creates a way to collect a transaction fee that is used to pay for the software and provide continuing revenue to the provider.

The primary purpose of youth and adult sports team software is to deliver robust, automated process for the registration, scheduling, web site construction, coaching management, communication, tournament play, and video coaching that are needed to run a team effectively. Transaction management and fee collection are key aspects of some of the software.

According to Susan Eustis, leader of the market research team that prepared the study for WinterGreen Research, "Vendors are making acquisitions to upgrade software so it is able to provide a wide range of capabilities. Modules brought in from different companies and developers are difficult to integrate into a functioning platform. Once a platform is in place, the organization of travel teams is facilitated."

Market growth comes from increased benefits of organization in youth sports leagues. Travel teams and tournaments are in vogue. These do not happen in a consistent manner unless there is automated process in place. Automated process is just better for making a team function smoothly, eliminating vast amounts of politics. Shared resource is always a problem, having automated management is better. Once one aspect of the team management is automated, there is demand to automate all the processes across the board leading to plenty of consolidation and acquisitions in this market.

In a \$15.5 billion U.S. youth sports market, the youth and amateur adult league travel teams are gaining traction because they provide family vacation fun while improving skills of a youthful player. This is a nascent market, there is no end to growth in sight. Markets are expected to reach \$41.2 billion by 2023. Youth sports teams will continue to get more organized and depend on software to provide increased management

efficiency. Video images of play will provide better coaching. WinterGreen Research is an independent research organization funded by the sale of market research studies all over the world and by the implementation of ROI models that are used to calculate the total cost of ownership of equipment, services, and software. The company has 35 distributors worldwide, including Global Information Info Shop, Market Research.com, Research and Markets, electronics.ca, and Thompson Financial.

WinterGreen Research is positioned to help customers facing challenges that define the modern enterprises. The increasingly global nature of science, technology and engineering is a reflection of the implementation of the globally integrated enterprise. Customers trust wintergreen research to work alongside them to ensure the success of the participation in a particular market segment.

WinterGreen Research supports various market segment programs; provides trusted technical services to the marketing departments. It carries out accurate market share and forecast analysis services for a range of commercial and government customers globally. These are all vital market research support solutions requiring trust and integrity.

## Contents

Abstract: Youth and Recreational Sports League Markets are at \$17.8 Billion Worldwide, \$15 Billion in the US, Bigger than the NFL by Some Counts

### **YOUTH TEAM, LEAGUE, AND TOURNAMENT SPORTS EXECUTIVE SUMMARY**

Youth Team, League, and Tournament Sports Market Driving Forces

Six in 10 Children Ages 6-12 Regularly Participate In Team Sports in the US

Youth League Sports Market Dynamics

Youth League Sports Market Shares

Two Major Segments to Youth Team, League, and Tournament Sports

Youth Team, League, and Tournament Sports Market Forecasts

### **1. YOUTH TEAM, LEAGUE, AND TOURNAMENT SPORTS: MARKET DESCRIPTION AND MARKET DYNAMICS**

1.1 Sport Participation Develops Core Values

1.1.1 Professional Sports Embrace Youth Development Programs

1.1.2 Jr.NBA.com Emphasizes Fundamentals for Youth

1.2 Clothing and Apparel a Core Aspect of Youth Sports Market

1.2.1 Little League Chose Dick's Team Sports HQ As Its Tech Provider

1.3 Hotels Leverage Vendor Positioning in Youth Sports Markets

1.4 Youth Sports League Software Is Highly Specialized

1.5 Barriers to Youth Sports Participation

1.5.1 Barriers To Youth Sports Participation

1.5.2 Aim To Ensure That All Kids Have The Chance To Grow Up Fit And Strong

1.5.3 Developing the Athletic and Human Potential of a Child

1.6 Youth Team Web Sites

1.6.1 Youth Sports Team Web Presence

1.7 Youth Sports Industry Transitions

1.7.1 Youth Team Software Products Addresses Automation of Process

1.7.2 Youth Team Software Products Automation of Finances

1.8 Sports League Software Specialized Revenue Models

1.8.1 Youth Sports League Software Revenue Models

1.8.2 Youth League Sports Different Business Models

1.9 Supervising the Money from Youth Team Sports

1.10 Youth Sports Software Communications Functions

## **2. YOUTH TEAM, LEAGUE, AND TOURNAMENT SPORTS MARKET SHARES AND FORECASTS**

### 2.1 Youth Team, League, and Tournament Sports Market Driving Forces

2.1.1 Six in 10 Children Ages 6-12 Regularly Participate In Team Sports in the US

2.1.2 Youth League Sports Market Dynamics

2.1.3 Backyard Sports

2.1.4 Movement Toward Travel Teams

2.1.5 Linking To Team Sponsors

2.1.6 Youth League Sports Market Growth Development Programs

2.1.7 Youth League Sports Software Functions

2.1.8 Protecting the Money Collected for a Youth Sports League

2.1.1 Team Sports Financial Reporting

2.1.2 Youth Team Sports Acquisitions

2.1.3 Youth League Sports Apps Model Market Factors

2.1.4 Youth League Sports Software Revenue Model Market Factors

2.1.5 Applications

### 2.2 Youth League Sports Market Shares

2.2.1 Active Network/Active Sports

2.2.2 Blue Star Sports

2.2.3 Blue Star Sports Has Positioned to Provide USA Football with Player

#### Development

2.2.4 Blue Star Sports Analysis

2.2.5 Affinity Sports

2.2.6 Affinity Sports API

2.2.7 Comcast/NBC Universal/SportsEngine

2.2.8 Hudl

2.2.9 TeamSnap

2.2.10 Time/Sports Illustrated Play

2.2.11 Team Tennis

2.2.12 Dicks Sporting Goods/Blue Sombrero/GameChanger Media

2.2.13 Dick's Sporting Goods Is Expanding Its Youth Sports Tech Business

2.2.14 RosterBot

2.2.15 Bonzi

2.2.16 Zuluru

2.2.17 Upper Hand Sports Business Financial Tools

2.2.18 FiXi

2.2.19 Youth Team, League, and Tournament Sports Software Unit Analysis Market Shares, 2016

- 2.2.20 Youth Team, League, and Tournament Sports Software Number Employees vs. Revenue Analysis, Number Employees, Dollars per Employee
- 2.2.21 Youth Sports Athletic Footwear, Apparel And Equipment Market Participants
- 2.2.22 Youth Sports Team, League, and Tournament Apparel and Equipment Market Shares
- 2.2.23 Youth Sports Team, League, and Tournament Facilities Market Shares
- 2.2.24 Youth Sports Team, League, and Tournament Hotels and Motels Market Shares, Dollars, Worldwide, 2016
- 2.3 Two Major Segments to Youth Team, League, and Tournament Sports
  - 2.3.1 Youth Sports League Travel, Facilities, Fields, Ice Rinks, Hotel, Bus, Motel, Airfare: Market Segments, Dollars, US, 2016
  - 2.3.2 Youth Sports Team, League, and Tournament Software: Market
- 2.4 Youth Sports Travel, Field, and Ice Rink Construction
- 2.5 Youth Team, League, and Tournament Sports Market Forecasts
- 2.6 Youth and Recreational League Sports Trends
- 2.7 Youth and Recreational League Sports Software Acquisitions
- 2.8 Data Center Fabric, The Next-Generation Facebook Data Center Network164
  - 2.8.1 AWS Improving Continuity Replication Between Regions
  - 2.8.2 AWS Step Function Software
  - 2.8.3 AWS Network Scale
- 2.9 Time/Sports Illustrated Play/League Athletics
  - 2.9.1 Sports Illustrated Play Online Registration
- 2.10 Local Recreational Sports Facilities are Being Developed as Services.
- 2.11 Sports Team And League Software Market Expansion Factors
  - 2.11.1 Further Leverage the Reach That Team Sponsors Have
  - 2.11.2 Overall Youth Sports Market Size Comments
- 2.12 Youth Sports Software for Leagues, Teams/Clubs, and Tournaments Forecasts
  - 2.12.1 Youth Sports Software for Teams and Clubs Forecasts
  - 2.12.2 Youth Sports Software for Leagues Forecasts
  - 2.12.3 League Registration Features
  - 2.12.4 Youth Sports Tournaments and Hotels
  - 2.12.5 Youth Sports League Penetration Analysis
  - 2.12.6 Youth Team Sports League Unit Analysis Assumptions
  - 2.12.7 Youth Team Sports Functional Models Registration, Communication, and Web Site Development or Combination
  - 2.12.8 League Software and App Revenue Models
  - 2.12.9 Transactional App Revenue Model
    - 2.12.1 Charge Card Revenue per Transaction
    - 2.12.2 Software Licensing Model



- 2.12.3 Advertising Model
- 2.12.4 Extracting Value from Data
- 2.12.5 Youth League Sports Software Shipments by Sport: US and Worldwide
- 2.12.6 League Software Larger Market
- 2.12.7 Youth League Software by Sports
- 2.13 Healthcare and Youth Sports
- 2.14 Varsity and Collegiate Intermural and Club Sports
- 2.15 Youth and Adult Sports League Participation, United States and Worldwide, Number of Players, 2016
  - 2.15.1 Youth Team, League, and Tournament Sports Software Revenue Models
- Market Forecasts, Transactional Apps, Free Apps Information Based License Fee per Software Package, Cloud Based SaaS Model, Dollars, Worldwide, 2017-2023
- 2.16 Youth Sports Travel Teams
- 2.17 Youth League Sports Software Prices/Sports Software Pricing
  - 2.17.1 Hudl Prices
  - 2.17.2 Blue Star Sports Prices
  - 2.17.3 Affinity Sports
- 2.18 Youth League Sports Software Regional Market Analysis
  - 2.18.1 US
  - 2.18.2 Canada
- 2.19 Youth Team Sites Revenue Model
  - 2.19.1 Applications

### **3. YOUTH LEAGUE SPORTS PRODUCT DESCRIPTION**

- 3.1 Vendors Build Brand with Significant Well Targeted Demographic
  - 3.1.1 Vendors Address Needs of Different Types of Teams
- 3.2 Time/Sports Illustrated Play/League Athletics
  - 3.2.1 Sports Illustrated Play Online Registration
  - 3.2.2 Sports Illustrated Play Online Scheduling
  - 3.2.3 Sports Illustrated Play for Tournaments
  - 3.2.4 Sports Illustrated Play Online Team & Roster
  - 3.2.5 Sports Illustrated Play Online Scoring & Stats: iScore
  - 3.2.6 Sports Illustrated challenged in Sports Software Market
  - 3.2.7 Sports Illustrated Youth Software Revenue Model
- 3.3 Blue Star Sports
  - 3.3.1 Blue Star Sports Registration & Payments
  - 3.3.2 Blue Star Sports Back Office Management & Communication
  - 3.3.3 Blue Star Sports Performance

- 3.3.4 Blue Star Sports Live Game Streaming
- 3.3.5 Blue Star Sports Sport Event Management
- 3.3.6 Blue Star Sports GoalLine
- 3.3.7 Blue Star Sports Strengths
- 3.3.8 Blue Star Sports Challenges
- 3.3.9 Blue Star Sports Vision Is to Connect All the Technologies And Services In The Market
- 3.4 NBC Universal/SportsEngine
  - 3.4.1 NBC Universal/SportsEngine Sitebuilder
  - 3.4.2 NBC Universal/SportsEngine Sitebuilder Website World-Class Design
  - 3.4.3 SportsEngine Fundraising
  - 3.4.4 SportsEngine Sitebuilder
- 3.5 Dicks Sporting Goods/Blue Sombrero
  - 3.5.1 Dick's Team Sports HQ Business
  - 3.5.2 Dick's Team Sports HQ
  - 3.5.3 Dick's Team Sports HQ Online Registration
  - 3.5.4 Dick's Team Sports HQ Websites
  - 3.5.5 Dick's Team Sports HQ Scheduling
  - 3.5.6 Dick's Team Sports HQ Communication Tools
  - 3.5.7 Dick's Team Sports HQ Team & Volunteer Management
  - 3.5.8 Dick's Team Sports HQ Reporting
  - 3.5.9 Dick's Team Sports HQ Premium Support
- 3.6 Active Sports
  - 3.6.1 Active Sports Strengths
  - 3.6.2 Active Sports Challenges
  - 3.6.3 Active Sports Online Sports Management Software
  - 3.6.4 Active Sports Online Sports Registration
  - 3.6.5 Active Sports - Sports League Management
  - 3.6.6 Active Sports – Sports Website
  - 3.6.7 Active Sports League Website Solutions
  - 3.6.8 Active Sports Club Management
  - 3.6.9 Active Sports Simplifies Sports Club Management
- 3.7 TeamSideline.com
  - 3.7.1 TeamSideline Features
  - 3.7.2 TeamSideline League Management Software Features
  - 3.7.3 TeamSideline Text and Email Communications
  - 3.7.4 TeamSideline Registration
  - 3.7.5 TeamSideline Team Sites
  - 3.7.6 TeamSideline Secure Administration

- 3.7.7 TeamSideline Officials Management
- 3.7.8 TeamSideline Tournament Scheduling
- 3.7.9 TeamSideline Player Registration
- 3.7.10 TeamSideline Team Registration
- 3.8 Teamsnap
  - 3.8.1 TeamSnap Sports Teams
  - 3.8.2 Teamsnap League Services
  - 3.8.3 TeamSnap Strengths
  - 3.8.4 TeamSnap Challenges
- 3.9 EZFacility.com Sports Facility & League Software
  - 3.9.1 EZFacility Facility Scheduling & Management
  - 3.9.2 EZFacility MemberMe+ - Branded Mobile App
  - 3.9.3 EZFacility Trainer & Instructor Scheduling
  - 3.9.4 EZFacility Membership Management
  - 3.9.5 EZFacility Customer Relationship Management
  - 3.9.6 EZFacility Rentals & Special Events
  - 3.9.7 EZFacility Invoice & Payment Tracking
  - 3.9.8 EZFacility Locker & Equipment Tracking
  - 3.9.9 EZFacility Front Desk Check-In
  - 3.9.10 EZFacility Access Control
  - 3.9.11 EZFacility Employee Time Clock
  - 3.9.12 EZFacility Fitness Assessment
  - 3.9.13 EZFacility League Scheduling & Management
  - 3.9.14 EZFacility Extensive Reporting
  - 3.9.15 EZFacility Registration Management
  - 3.9.16 EZFacility Marketing Tools
  - 3.9.17 EZFacility Member Self-Service
  - 3.9.18 EZFacility Point of Sale
  - 3.9.19 EZFacility Credit Card/ACH/EFT Processing
  - 3.9.20 EZFacility Payroll & Commission Tracking
  - 3.9.21 EZFacility Strengths
  - 3.9.22 EZFacility Challenges
  - 3.9.23 EZFacility Features
- 3.10 Cogran
  - 3.10.1 Cogran Sports League Management/Cogran Registration
  - 3.10.2 Cogran Scheduling
  - 3.10.3 Cogran Team Management
  - 3.10.4 Cogran Sports League Management Pricing
  - 3.10.5 Cogran Strengths

- 3.10.6 Cogran Challenges
- 3.10.7 Cogran Handles Sports League Management
- 3.10.8 Cogran Revenue
- 3.11 Marriott Hotels for Sports Teams
  - 3.11.1 Marriott for Swimming Team Travel
  - 3.11.2 Marriott for Hockey Team Travel
- 3.12 SwimTopia
  - 3.12.1 Swimtopia Summer Swim Teams
  - 3.12.2 SwimTopia Summer Swim Leagues
  - 3.12.3 SwimTopia Revenue
- 3.13 BM Sports Leagues New York
- 3.14 Zebra Technologies Sports Solutions
  - 3.14.1 Zebra/NFL Partnership
- 3.15 Coach Logic
  - 3.15.1 Coach Logic Soccer
  - 3.15.2 Coach Logic Field Hockey
  - 3.15.3 Coach Logic Rugby
- 3.16 FiXi Competition Management
  - 3.16.1 FiXi Competition Management Subscription Based Solution
  - 3.16.2 FiXi Team
  - 3.16.3 FiXi Team Management Software
  - 3.16.4 FiXi Customer Platform
  - 3.16.5 FiXi Calendar
  - 3.16.6 FiXi Calendar Functions
  - 3.16.7 FiXi Ladders
  - 3.16.8 FiXi Reports
  - 3.16.9 FiXi Financial Management
- 3.17 HorizonWebRef.com
- 3.18 Jevin
- 3.19 Nike+

## **4. YOUTH AND RECREATIONAL LEAGUE SPORTS SOFTWARE RESEARCH AND TECHNOLOGY**

- 4.1 Payment Gateways
  - 4.1.1 Payment Processing Solutions For a League
  - 4.1.2 Recommended Merchant Broker Authorize.net Gateway
- 4.2 Responsive Web Design
  - 4.2.1 Robust Website Structure

- 4.3 Tournament Types
  - 4.3.1 MatchDay Types
- 4.4 Season Registration & eSport Configuration
- 4.5 Venue
- 4.6 FE management
  - 4.6.1 Extra fields
- 4.7 Artificial Intelligence And Software
- 4.8 Nike Open Source Software

## **5. YOUTH AND RECREATIONAL LEAGUE SPORTS SOFTWARE COMPANY PROFILES 41**

- 5.1 Youth and Recreational League Sports Software Acquisitions
- 5.2 Active Network
  - 5.2.1 Active Network Follow-On Acquisition
  - 5.2.2 Ministry Brands Acquires ACTIVE Network's Faith Division
  - 5.2.3 Active Network/Active Sports
  - 5.2.4 Active Sports Strengths
  - 5.2.5 Active Sports Challenges
  - 5.2.6 Active Sports Revenue Model
  - 5.2.7 Lanyon Solutions/Active Networks/Active Sports
  - 5.2.8 Active Network Acquires TeamPages
- 5.3 Affinity Sports
  - 5.3.1 Affinity Sports Concussion Protocols and Product Positioning
- 5.4 Amer Sports/Wilson
- 5.5 Aspen Institute
- 5.6 Athletrax/mysportsort
- 5.7 Bauer
- 5.8 Bear Dev
- 5.9 Blue Star Sports
  - 5.9.1 Blue Star Sports Equity Investment From Genstar Capital
  - 5.9.2 Blue Star Sports Has Nine Acquisitions, Adds 350 Employees
  - 5.9.3 Blue Star Sports CaptainU and Other Acquisitions
  - 5.9.4 Blue Star Sports Acquires Student Sports
  - 5.9.5 Blue Star Sports Acquires SportsTG
  - 5.9.6 Blue Star Sports Acquires Krossover
  - 5.9.7 Blue Star Sports Has Positioned to Provide USA Football with Player Development
  - 5.9.8 Blue Star Sports Association Contracts

- 5.9.9 USA Football Selects Blue Star Sports As Its Official Club, League, Team Technology Partner
- 5.9.10 Blue Star Sports Is Building Through Acquisition
- 5.9.11 Blue Star Sports Goalline
- 5.9.12 Blue Star Sports Acquires Groupnet Solutions
- 5.9.13 Blue Star Sports Acquires Bigfoot Hoops
- 5.9.14 Blue Star Sports Acquires LeagueLineup Blue Star Sports Adds Top Technology Provider To The Team
- 5.9.15 Blue Star Sports Acquires Primetime Sports
- 5.10 Catapult
  - 5.10.1 Catapult Acquisitions
  - 5.10.2 Catapult Customers
  - 5.10.3 Catapult Team Customer Base
  - 5.10.4 Catapult Monitoring Elite Athletes
- 5.11 Coach Logic
- 5.12 Cogran
- 5.13 Comcast/NBC/Sport Engine
  - 5.13.1 Comcast Revenue
  - 5.13.2 Comcast Business
  - 5.13.3 NBC Sports Group has purchased Sport Ngin
- 5.14 Dicks/Blue Sombrero
  - 5.14.1 Dick's Sporting Goods Revenue
  - 5.14.2 Dick's Sporting Goods Business
  - 5.14.3 Dick's Sporting Goods Competition
  - 5.14.4 Dick's Sporting Goods Management Discussion
  - 5.14.5 Revenue Model and Acquisitions
  - 5.14.6 Dicks/Affinity Sports
  - 5.14.7 Affinity Sports API
  - 5.14.8 Dick's Sporting Goods Announces Acquisition Of Affinity Sports
  - 5.14.9 Dick's Sporting Goods Acquires Mobile Scorekeeping Company GameChanger
- Media
- 5.15 Engage Sports
- 5.16 FiXi Competition Management
  - 5.16.1 FiXi Competition Management Revenue Model
  - 5.16.2 FiXi Competition Management Features and Functions
  - 5.16.3 FiXi Competition Management Target Markets
  - 5.16.4 FiXi Competition Management Customization and League Requirements
- 5.17 HorizonWebRef.com
  - 5.17.1 HorizonWebRef Revenue Model

## 5.18 Hudl

- 5.18.1 Hudl Acquisitions
- 5.18.2 Hudl Revenue Model
- 5.18.3 Hudl Financing
- 5.18.4 Hudl Partnership with Nike
- 5.18.5 Hudl Combine App

## 5.19 InterContinental Hotels Group IHG

- 5.19.1 IHG Strategic Priorities
- 5.19.2 InterContinental Hotels Group IHG's Holiday Inn Express
- 5.19.3 Holiday Inn Express

## 5.20 Jevin

### 5.21 Jonas Software/EZFacility

- 5.21.1 EZFacility Sports Facility & League Software
- 5.21.2 Revenue Model
- 5.21.3 EZFacility Features and Functions
- 5.21.4 EZFacility Target Market

### 5.22 JoomSport

- 5.22.1 JoomSport Revenue Model
- 5.22.2 JoomSport Target Market
- 5.22.3 JoomSport Features

### 5.23 LeagueApps

- 5.23.1 LeagueApps
- 5.23.2 LeagueApps Revenue Model
- 5.23.3 LeagueApps Features and Functions
- 5.23.4 LeagueApps Target Market

### 5.24 LeagueLobster

### 5.25 LeagueRepublic

- 5.25.1 LeagueRepublic Features

### 5.26 Marriott

### 5.27 NBC Universal/SportsEngine

- 5.27.1 SportsEngine Culture
- 5.27.2 SportsEngine Shared Values

### 5.28 Nike

- 5.28.1 Nike Personal Analytics
- 5.28.2 Nike Partnership with Hudl

### 5.29 QSTC

### 5.30 RosterBot

- 5.30.1 Rosterbot Team Management Service

### 5.31 Sideline Sports

- 5.31.1 Sideline Sports XPS Network
- 5.31.2 Sideline Sports XPS Network for Coaches
- 5.31.3 Sideline Sports Tools
- 5.32 Sports Facilities Advisory & Sports Facilities Management (SFA | SFM)
- 5.33 5.27 Sportlyzer
  - 5.33.1 Sportlyzer Team Management Software
- 5.34 Steel Sports
- 5.28 Swimtopia
  - 5.28.1 Team Topia/SwimTopia
  - 5.28.2 Team Topia Revenue Model
- 5.29 Teamer
- 5.30 TeamSideline.com
  - 5.30.1 TeamSideline Features
  - 5.30.2 TeamSideline Team Sites
- 5.31 TeamSnap
  - 5.31.1 TeamSnap Sports Teams
  - 5.31.2 15 Million in 2017, Up from 9 Million People a Year Ago Use TeamSnap:
  - 5.31.2 TeamSnap Target Sports
  - 5.31.3 TeamSnap/Manage League
  - 5.31.4 TeamSnap Metrics
  - 5.31.5 Teamsnap \$10 Million Investment Led by Northgate Capital
  - 5.31.6 TeamSnap Acquires EasyTeamManager
- 5.32 Time
  - 5.32.1 Time Revenue
  - 5.32.2 Time Business
  - 5.32.3 Time Strategy
  - 5.32.4 Time/Sports Illustrated
  - 5.32.5 Sports Illustrated Play
  - 5.32.6 Sports Illustrated Play
  - 5.32.7 Sports Illustrated Strengths
  - 5.32.8 Sports Illustrated Challenges
  - 5.32.9 Si Acquires League Athletics
  - 5.32.10 LeagueAthletics.com
  - 5.32.11 LeagueAthletics Revenue Model
  - 5.32.12 LeagueAthletics Features and Functions
  - 5.32.13 Tourney Machine Partnership with Sports Illustrated Play Prelude to Acquisition
  - 5.32.14 Sports Illustrated Play acquires Iowa-based Tourney Machine
  - 5.32.15 SI Online Sports Registration



- 5.32.16 SI Play Secure Communication
- 5.32.17 SI Play: Information About The Game Matters
- 5.32.18 SiPlay-Online-Registration-Secure Online Payments
- 5.32.19 Sports Illustrated Play Teamwall Mobile App
- 5.32.20 SiPlay-Customizable Online-Registration
- 5.32.21 Time Revenue Model
- 5.32.22 Time Acquires Viant
- 5.33 Vista Equity Partners Fund IV and Vista Equity Partners Fund III/Active Network/ActiveSports/Lanyon
  - 5.33.1 Active Network Activity and Participant Management Software Solutions For Event And Activity Organizers.
  - 5.33.2 Sister Companies San Diego Software Firm Active Network and Lanyon, both Part of Vista Equity Partners' Portfolio
  - 5.33.3 ActiveSports
  - 5.33.4 Vista Equity Partners STATS
  - 5.33.5 Vista Equity Partners Amisco Prozone ("Prozone")
  - 5.33.6 Vista Equity Partners Automated Insights
  - 5.33.7 Vista Equity Partners The Sports Network (TSN)
  - 5.33.8 Vista Equity Partners Bloomberg Sports
- 5.34 Under Armour
- 5.35 Wooter
- 5.36 YourTeamOnline
- 5.37 Zuluru
  - 5.37.1 Zuluru Revenue Model
- 5.38 Selected List of Youth Sports Software Companies

## **WINTERGREEN RESEARCH,**

WinterGreen Research Methodology

WinterGreen Research Process

Market Research Study

WinterGreen Research Global Market Intelligence Company

Report Description: Youth League Sports Software and Revenue Models Matter

Abstract: Youth and Recreational Sports League Markets are at \$17.8 Billion

Worldwide, \$15 Billion in the US, Bigger than the NFL by Some Counts

## List Of Figures

### LIST OF FIGURES

- Figure 1. Market Growth Factors in High End Youth Sports Schools and Facilities
- Figure 2. Market Growth in Youth Sports Driving Forces
- Figure 3. Market Growth in Youth Sports Driving Factors
- Figure 4. Driving Forces for Market Growth in Community Development Using Youth Sports
- Figure 5. Youth Sports Driving Forces for Community Development
- Figure 6. Youth League Sports Market Driving Forces
- Figure 7. Youth Sports Team, League, and Tournament, Market Shares, Dollars, Worldwide, 2016
- Figure 8. Youth Sports League Major Market Segments, Dollars, US, 2016
- Figure 9. Youth Sports League Software, Equipment and Facilities, Game Equipment and Apparel: Market Shares, Dollars, Worldwide, 2016
- Figure 10. Youth Team, League, and Tournament Sports Software, Apparel, Equipment Market Segments by Sport Dollars, US, 2016
- Figure 11. Youth Team, League, Tournament Sports Forecasts, Dollars, Worldwide, 2017-2023
- Figure 12. Barriers to Youth Sports Participation
- Figure 13. Challenges To Youth Sports Participation
- Figure 14. Aim to Ensure That All Kids Have The Chance To Grow Up Fit And Strong
- Figure 15. Youth Team Sports Organization Aspects
- Figure 16. Youth League Sports Software Market Driving Forces
- Figure 17. Youth League Sports Development Mapping
- Figure 18. Youth League Sports Market Factors
- Figure 19. Youth League Sports Software Functions1
- Figure 20. Youth Sports Software Communications Functions
- Figure 21. Market Growth Factors in High End Youth Sports Schools and Facilities
- Figure 22. Market Growth in Youth Sports Driving Forces
- Figure 23. Market Growth in Youth Sports Driving Factors
- Figure 24. Driving Forces for Market Growth in Community Development Using Youth Sports
- Figure 25. Youth Sports Driving Forces for Community Development
- Figure 26. Youth League Sports Market Driving Forces
- Figure 27. Youth League Sports Movement Toward Travel Teams
- Figure 28. Youth League Sports Market Growth Development Programs
- Figure 29. Youth League Sports Team Sponsors

Figure 30. Youth League Sports Software Functions

Figure 31. Team Sports HQ Reporting Functions

Figure 32. Team Sports Payments and Order Tracking Functions

Figure 33. Youth League Sports Software Revenue Model Market Factors

Figure 34. Youth League Sports Software Market Demands

Figure 35. Youth Sports Team, League, and Tournament, Market Shares, Dollars, Worldwide, 2016

Figure 36. Youth Sports Team, League, and Tournament, Market Shares, Dollars, Worldwide, 2016

Figure 37. Youth Team, League, and Tournament Sports Software Unit Analysis Market Shares, 2016

Figure 38. Youth Team, League, and Tournament Software including High School, College, Market Shares, Percent, Worldwide, 2016

Figure 39. Efficiency Of The Various Software Providers, Revenue per Employee

Figure 40. Youth and Adult Sports League Software Number Employees vs. Revenue Analysis, Number Employees, Dollars per Employee, 2016

Figure 41. Youth Team, League, and Tournament Participation, United States and Worldwide, Number of Players, 2016

Figure 42. Youth Team, League, and Tournament Software Markets by Sport, Units and Dollars, 2016

Figure 43. Aspects of Competition in Youth Sports Team, League, and Tournament Apparel and Equipment Markets

Figure 44. Youth Sports Team, League, and Tournament Apparel and Equipment Market Shares, Dollars, Worldwide, 2016

Figure 45. Youth Sports Team, League, and Tournament, Apparel and Equipment Market Shares, Dollars, Worldwide, 2016

Figure 46. Youth Sports Team, League, and Tournament Facilities Consultants Market Shares, Dollars, Worldwide, 2016

Figure 47. Youth Sports Team, League, and Tournament Hotels and Motels Market Shares, Dollars, Worldwide, 2016

Figure 48. Youth Sports League Major Market Segments, Dollars, US, 2016

Figure 49. Youth Sports League Software, Equipment and Facilities, Game Equipment and Apparel: Market Shares, Dollars, Worldwide, 2016

Figure 50. Youth Team, League, and Tournament Sports Software, Apparel, Equipment Market Segments by Sport Dollars, US, 2016

Figure 51. Youth Sports Team, League, and Tournament Apparel and Equipment Market Shares, Dollars, Worldwide, 2016

Figure 52. Youth Sports Team, League, and Tournament, Apparel and Gear Market Shares, Dollars, US, 2016

- Figure 53. Youth Sports League Major Market Segments, Dollars, US, 2016
- Figure 54. Youth Sports Travel, League Facilities, Fields, Ice Rinks, Hotel, Bus, Motel, Airfare: Market Segments, Dollars, US, 2016
- Figure 55. Youth Sports Team, League, and Tournament Software: Market Shares, Dollars, Worldwide, 2016
- Figure 56. Youth Sports Team, League, and Tournament Software, Market Shares, Dollars, Worldwide, 2016
- Figure 57. Youth, High School, College Team, League, and Tournament Software, Market Shares, Dollars, Worldwide, 2016
- Figure 58. Youth, High School, College Team, League, and Tournament Software, Market Shares, Percent, Worldwide, 2016
- Figure 59. College and University Sports League Participation, United States and Worldwide, Number of Players, 2015
- Figure 60. Youth Sports League Facilities, Fields, Ice Rinks, Hotel, Bus, Motel, Airfare: Market Segments, Dollars, Worldwide, 2016
- Figure 61. Youth Sports Team, League, and Tournament Travel, Facilities Construction Market Shares, Dollars, US, 2016
- Figure 62. Youth Sports League Hotel, Bus, Motel, Airfare: Market Segments, Dollars, Worldwide, 2016
- Figure 63. Youth Sports Team, League, and Tournament Hotels and Motels Market Shares, Dollars, Worldwide, 2016
- Figure 64. Youth Team Organized Sports Travel Hotel, Motel, Bus, Airfare Market, and Total, Dollars, Worldwide, 2015-2025
- Figure 65. Youth Team, League, and Tournament Sports Revenue Segments, Software, Facilities, Private Coaches, Airfare, Motels, Apparel, Equipment Markets, US 2016
- Figure 66. Youth Team, League, Tournament Sports Forecasts, Dollars, Worldwide, 2017-2023
- Figure 67. Youth Organized Sports Market Segments, Travel, Motels, Facility Construction, Apparel and Gear, Facility Fees, and Software, Dollars, Worldwide, 2017-2023
- Figure 68. Youth Organized Sports Market Segments, Travel, Motels Facility Construction, Apparel and Gear, Facility Fees, and Software Percent, Worldwide, 2017-2023
- Figure 69. Youth and Recreational League Sports Trends
- Figure 70. Sports Illustrated Play Online Registration
- Figure 71. Blue Star Sports One-Stop Shop For Sports Registration, Payments And Management
- Figure 72. Youth Team, League, Tournament Sports Software Forecasts, Dollars,

Worldwide, 2017-2023

Figure 73. Youth Team, League, Tournament Sports Software Forecasts, Dollars, Worldwide, 2017-2023

Figure 74. Market Division Between Youth And Amateur Adult Sport Leagues

Figure 75. Sports Team And League Software Market Expansion Factors

Figure 76. Youth Team Organized Sports Travel Hotel, Motel, Bus, Airfare Market, and Total, Dollars, Worldwide, 2015-2025

Figure 77. Youth Team Organized Sports Travel Hotel, Motel, Bus, Airfare Market, and Total, Dollars, Worldwide, 2006-2014

Figure 78. Youth Team Organized Sports Fees, Software, Apparel Market Forecasts, Youth Team Sports Travel Sports Market, and Total, Dollars, Worldwide, 2015-2025

Figure 79. Youth Team Organized Sports Fees, Software, Apparel Market Forecasts, Youth Team Sports Travel Sports Market, and Total, Dollars, Worldwide, 2006-2014

Figure 80. Youth Organized Sports Software Markets, Units and Dollars, Installed Base, Units, Total, Worldwide, 2017-2023

Figure 81. Youth Organized Sports Software Market Segments, League, Team, Tournament, Dollars and Units, Worldwide, 2017-2023

Figure 82. Youth Organized Sports Software Market Segments, League, Team, Tournament, Percent, Worldwide, 2017-2023

Figure 83. League Software Functions

Figure 84. League Registration Features

Figure 85. Youth Sports Hotels and Motels

Figure 86. Youth and Amateur Adult Team Sports League Software Unit Analysis Percent Penetration, Worldwide, 2016-2022

Figure 87. Youth Team Sports Software Functional Models Market Forecasts, Simple Registration, Registration, Communication and Web Site Development, or Combination with Coaching Video, Dollars, Worldwide, 2017-2023

Figure 88. Youth Team, League, and Tournament Sports Software Revenue Models Market Forecasts, Transactional Apps, Free Apps Information Based License Fee per Software Package, Per User Fee, Dollars, Worldwide, 2016-2022

Figure 89. Team Sports Software License, Transaction, and Advertising Revenue Models Market Forecasts, Number of Players, Worldwide, 2017-2023

Figure 90. Active Sport Sliding Scale Registration Fee: Transaction Processing Fee

Figure 91. Average Credit Card Processing Fees

Figure 92. Youth Team, League, Tournament Sports Software Transactional Revenue Models Market Forecasts, Dollars, Worldwide, 2017-2023

Figure 93. Youth, High School, University, College and Adult Team, League, Tournament Sports Software Revenue Models Market Forecasts, License Fee per Software Package, Dollars, Worldwide, 2017-2023

- Figure 94. Youth Team Sports Software Revenue Models Market Forecasts, Free App Software Package, Per User Fee, Dollars, Worldwide, 2017-2023
- Figure 95. Youth and Amateur Adult Team Sports Participation, United States and Worldwide, Number of Players, 2017-2023
- Figure 96. Applications for Youth Sports Software Platforms
- Figure 97. Organizations Served: Parks and Recreation
- Figure 98. Youth Team, League, and Tournament Sports Software Market Segments by Sport, Units and Dollars, US, 2016
- Figure 99. College and University Team, League, and Tournament Sports Participation, United States and Worldwide, Number of Players, 2016
- Figure 100. Youth and Adult Sports League Participation, United States and Worldwide, Number of Players, 2016
- Figure 101. Youth Team, League, and Tournament Sports Software Revenue Models Market Forecasts, Transactional Apps, Free Apps Information Based License Fee per Software Package, Cloud Based SaaS Model, Dollars, Worldwide, 2017-2023
- Figure 102. Youth Team Sports Software Transactional Revenue Models Market Forecasts, Dollars, Worldwide, 2017-2023
- Figure 103. Youth Team Sports Software Revenue Models Market Forecasts, Free App Software Package, Per User Fee, Dollars, Worldwide, 2017-2023
- Figure 104. Youth, High School, University, College and Adult Team Sports Software Revenue Models Market Forecasts, License Fee per Software Package, Dollars, Worldwide, 2017-2023
- Figure 105. Team Sports Software License Revenue Models Market Forecasts, Number of Players, Worldwide, 2017-2023
- Figure 106. Team Sports Software License, Transaction, and Advertising Revenue Models Market Forecasts, Number of Players, Worldwide, 2017-2023
- Figure 107. Youth Team Sports Software Functional Models Market Forecasts, Simple Registration, Registration, Communication and Web Site Development, or Combination with Coaching Video, Dollars, Worldwide, 2017-2023
- Figure 108. Youth Team Organized Sports Travel Hotel, Motel, Bus, Airfare Market, and Total, Dollars, Worldwide, 2005-2014 and 2015-2025
- Figure 109. Hudl Prices
- Figure 110. Blue Star Sports Prices for Software
- Figure 111. Blue Star Sports Tools
- Figure 112. Youth Sports Team, League, and Tournament Software, Regional Market Segments, 2016
- Figure 113. Youth Sports Team, League, and Tournament Software Regional Market Segments, 2016
- Figure 114. Youth Sports Team, League, and Tournament Software Regional Market

Segments, Dollars, 2016

Figure 115. Youth Sports Team, League, and Tournament Software Regional Market Segments, 2016

Figure 116. Number of Youth Sports Players US and Worldwide, Dollars per Player, 2016

Figure 117. Youth and Adult Sports Team, League, and Tournament Software Users, Players and Teams Analysis, Number by Vendor, Worldwide, 2016

Figure 118. \$5.8 Billion Canadian Youth Sports Market

Figure 119. Sports Illustrated Play Online Registration

Figure 120. Sports Illustrated Play Online Scheduling

Figure 121. Sports Illustrated Play Online Team & Roster

Figure 122. iScore Sports Illustrated Play Online Scoring & Stats

Figure 123. iScore Specific Sports Scorekeeping

Figure 124. Sports Illustrated League and Club Team Software Strengths

Figure 125. Sports Illustrated League and Club Team Software Challenges

Figure 126. Blue Star Sports Registration & Payments

Figure 127. Blue Star Sports Registration & Payments Functions

Figure 128. Blue Star Sports Web & App Builder

Figure 129. Blue Star Sports Back Office Management & Communication

Figure 130. Blue Star Sports Key Features

Figure 131. Blue Star Sports Performance

Figure 132. Blue Star Sports Performance Tools

Figure 133. Blue Star Sports Sport Event Management Functions

Figure 134. Blue Star Sports GoalLine Customers

Figure 135. Blue Star Sports One-Stop Shop For Sports Registration, Payments And Management

Figure 136. SportsEngine Drag-And-Drop, One-Click Website

Figure 137. SportsEngine Website

Figure 138. SportsEngine Sitebuilder Website Content Management Software Sports Organization Functions

Figure 139. SportsEngine Sitebuilder Website Content Management Software Sports Organization Features

Figure 140. SportsEngine/SportsEngine Hockey Websites

Figure 141. SportsEngine Online Registration

Figure 142. SportsEngine Sitebuilder Website E-Commerce Functions

Figure 143. NBC Universal/SportsEngine Sitebuilder Website Governing Bodies Support Functions

Figure 144. SportsEngine SportsEngineLive Scoring

Figure 145. SportsEngine Sitebuilder Website Live Game View

- Figure 146. SportsEngineMobile App
- Figure 147. SportsEngine Fundraising
- Figure 148. SportsEngine Strengths
- Figure 149. SportsEngine Challenges
- Figure 150. Dick's Blue Sombrero FanWear Store Website
- Figure 151. Dick's Team Sports HQ
- Figure 152. Dick's Team Sports HQ
- Figure 153. Dick's Team Sports HQ App Functions
- Figure 154. Dick's Team Sports HQ Online Registration
- Figure 155. DICK'S Team Sports HQ App Registration System For Programs, Leagues, And Tryouts
- Figure 156. Dick's Team Sports HQ Websites
- Figure 157. Dick's Team Sports HQ App Features
- Figure 158. Dick's Team Sports HQ Scheduling Features
- Figure 159. Dick's Team Sports HQ Payments & Order Tracking Functions
- Figure 160. Dick's Team Sports HQ Communication Tool Functions
- Figure 161. Dick's Team Sports HQ Team & Volunteer Management Functions310
- Figure 162. Dick's Team Sports HQ Reporting Functions
- Figure 163. Dick's Team Sports HQ Premium Support Functions
- Figure 164. Dick's Blue Sombrero Software Strengths
- Figure 165. Dick's Blue Sombrero Software Challenges
- Figure 166. Active Sports National Sports Governing Body Partners
- Figure 167. League Management Solutions
- Figure 168. Sports Management Solutions
- Figure 169. Active Sports Online Sports Registration
- Figure 170. Active Sports - Sports League Management
- Figure 171. Active Sports – Sports Website
- Figure 172. Active Sports Club Management
- Figure 173. Active Sports Club Management Functions
- Figure 174. Active Sports Club Management Functions by Type of Club
- Figure 175. TeamSideline Features
- Figure 176. TeamSideline Tournament Scheduling Functions
- Figure 177. TeamSideline League Schedule Maker Modules
- Figure 178. EZFacility Facility Scheduling & Management
- Figure 179. Figure 59. EZFacility Facility Scheduling & Management Functions
- Figure 180. EZFacility MemberMe+ - Branded Mobile App
- Figure 181. EZFacility's MemberMe+ Mobile App For Sports Or Fitness Businesses Classes, Clinics, And Rentals Functions
- Figure 182. EZFacility Trainer & Instructor Scheduling



- Figure 183. EZFacility Fitness Business Optimize Trainer Productivity, Schedule Recurring Sessions Software Features
- Figure 184. EZFacility Membership Management
- Figure 185. EZFacility Customer Relationship Management
- Figure 186. EZFacility Customer Relationship Management Functions
- Figure 187. EZFacility Rentals & Special Events
- Figure 188. EZFacility Invoice & Payment Tracking
- Figure 189. EZFacility Locker & Equipment Tracking
- Figure 190. EZFacility Front Desk Check-In
- Figure 191. EZFacility Access Control
- Figure 192. EZFacility Employee Time Clock
- Figure 193. EZFacility Fitness Assessment
- Figure 194. EZFacility League Scheduling & Management
- Figure 195. EZFacility Extensive Reporting
- Figure 196. EZFacility Registration Management
- Figure 197. EZFacility Marketing Tools
- Figure 198. EZFacility Member Self-Service
- Figure 199. EZFacility Point of Sale
- Figure 200. EZFacility Credit Card/ACH/EFT Processing
- Figure 201. EZFacility Payroll & Commission Tracking
- Figure 202. EZFacility Sports Facility & League Software Scheduling & Management Types
- Figure 203. Cogran Registration
- Figure 204. Cogran Sports League Management/Cogran Registration Features
- Figure 205. Cogran Scheduling
- Figure 206. Cogran Organizations Served
- Figure 207. Cogran Systems Flexible Payments Systems Functions
- Figure 208. Cogran Supports Major Payment Processors:
- Figure 209. Marriott for Hockey Team Travel Functions
- Figure 210. Zebra Technologies RFID Sports Positioning
- Figure 211. Coach Logic Player Development Functions
- Figure 212. Coach Logic Video Analysis
- Figure 213. Coach Logic Soccer
- Figure 214. Coach Logic Player Development Functions
- Figure 215. Coach Logic Field Hockey
- Figure 216. Coach Logic Rugby
- Figure 217. FiXi Team Organization Screen
- Figure 218. FiXi Customer Management Functions
- Figure 219. FiXi Team Player Medical Tracking

- Figure 220. FiXi Calendar
- Figure 221. FiXi Ladders
- Figure 222. FiXi Ladders Functions
- Figure 223. FiXi Reports
- Figure 224. FiXi Business Operations Monitoring Functions
- Figure 225. FiXi Business Operations Monitoring Allocation Breakdown
- Figure 226. FiXi Business Operations Monitoring Functions
- Figure 227. FiXi Financial Management
- Figure 228. FiXi Supports Tracking Business Financials In One Place
- Figure 229. Jevin Registration Functions
- Figure 230. Responsive Web Design (RWD) Illustrated
- Figure 231. Robust Website Structure
- Figure 232. Division of Tournament Types
- Figure 233. Active Network Solutions:
- Figure 234. Active Network Management Software Solutions:
- Figure 235. Active Network Platform Features
- Figure 236. Active Network Customers
- Figure 237. ACTIVE Highlights
- Figure 238. Affinity Sports Software Functions
- Figure 239. Crowdfunding for Sports Teams
- Figure 240. Blue Star Sports Software Competitive Advantage
- Figure 241. Catapult Customers
- Figure 242. Catapult Team Customer Base
- Figure 243. Catapult for Coaches Providing Scientifically-Validated Metrics on Athlete Performance
- Figure 244. Cogran Sports League Management Software Modules
- Figure 245. Engage Sports Tools
- Figure 246. HorizonWebRef Pricing per Official
- Figure 247. EZ Facility Key Features
- Figure 248. EZFacility Target Markets
- Figure 249. LeagueRepublic Sports Software Functions
- Figure 250. NBC SportsEngine Culture
- Figure 251. SportsEngine Party
- Figure 252. SportsEngine Culture
- Figure 253. NBC SportsEngine Team Bonding
- Figure 254. Sideline Sports XPS Network Functions
- Figure 255. Sideline Sports Clients by Category And Sport
- Figure 256. Sportlyzer Monthly Recurring Revenue
- Figure 257. Sportlyzer Market Exit Strategy

- Figure 258. Sportlyzer Sports Customers
- Figure 259. Sportlyzer Sports Metrics
- Figure 260. SwimTopia Investors
- Figure 261. TeamSnap Employees
- Figure 262. TeamSnap Coaching Platform Toolset Tasks
- Figure 263. TeamSnap Platforms Supported
- Figure 264. TeamSnap Target Market
- Figure 265. TeamSnap Online Sports Team Management Application
- Figure 266. TeamSnap Online Features
- Figure 267. Teamsnap Benefits
- Figure 268. TeamSnap Mobile App
- Figure 269. TeamSnap Team Management Sports Targeted
- Figure 270. TeamSnap Integration Features
- Figure 271. TeamSnap Free Features
- Figure 272. TeamSnap Basic Prices and Features
- Figure 273. TeamSnap Premium Features
- Figure 274. TeamSnap Ultra Prices and Features
- Figure 275. TeamSnap Smartphone App Functions
- Figure 276. TeamSnap Smartphone System Requirements
- Figure 277. Teamsnap Awards
- Figure 278. TeamSnap Metrics in 2016
- Figure 279. Key Components of Time Platform Strategy
- Figure 280. Sports Illustrated Si Play
- Figure 281. SI Communication Smart Phone and Online
- Figure 282. SI Play Sending League Members An Email Or Text Message
- Figure 283. Game And Player Statistics
- Figure 284. Sports Illustrated League and Club Team Software Strengths
- Figure 285. Sports Illustrated League and Club Team Software Challenges
- Figure 286. Sports Illustrated TeamWall Mobile App
- Figure 287. Vista Equity Partners Active Network Follow-On Acquisitions
- Figure 288. Vista Equity Partners Portfolio Companies

## I would like to order

Product name: Youth Team, League, and Tournament Sports: Market Shares, Strategies, and Forecasts, Worldwide, 2017 to 2023

Product link: <https://marketpublishers.com/r/Y937D424F15EN.html>

Price: US\$ 4,200.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/Y937D424F15EN.html>