FOOTBALL AI ANALYTICS PLATFORM

FAA
Football AI Analyzer

From one match video to a complete set of reusable tactical assets

9 analysis views | 3D tactical sandbox | Live broadcast analysis | 24 named tactics

Interface captures in this deck are from the product's Chinese language mode; every report, chart, table and export is available in English.

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01

Why FAA

The cost of obtaining tactical-level data is falling by an order of magnitude with AI vision — a shared opportunity for coaching staffs, data analysts and content teams.

01 · WHY FAA

Six cost drivers in traditional post-match analysis

Manual clipping is expensive

Tagging key events in a 90-minute match takes hours, and plays still get missed.

Metric definitions drift

Different analysts and tools compute possession and pressure differently, so games are not comparable.

Experience stays in heads

A coach's tactical intuition is never written down; new staff restart from zero.

Each match is a one-off

Analysing games in isolation leaves no season trends and no player growth curves.

Live games outrun you

In-match decisions need insight in seconds; post-match analysis cannot help at all.

Calibration breaks down

Long focal lengths and goal-end angles defeat classical calibration; tracks visibly misalign.

FAA BREAKS IT WITH THREE THINGS

◆ **One video in** — broadcast, screen recording or local file, any camera

◆ **Fully automated pipeline** — detection, tracking, calibration, tactics and events in one run

◆ **Evidence-backed timeline** — the whole match becomes searchable, simulable, reusable

02

One match, one asset set

Upload one match video and the system runs detection, tracking, calibration and tactical analysis automatically — producing an annotated video, a 3D sandbox, an event timeline, player data, a tactical digest and a deep insight report.

02 · ONE MATCH, ONE ASSET SET

Overview: video in, insight out

FAA (Football AI Analyzer) accepts broadcast feeds, streaming screen recordings or local footage — no professional multi-camera rig and no manual calibration.

Local video upload → **AI analysis engine**
`detection · tracking · calibration · tactics · events` →

- `Annotated video`
- `Live data panel · tactical report / PDF`
- `3D sandbox (trajectory replay / multi-match compare)`
- `Named tactic maps · player profiles`
- `AI Q&A`

POSITIONING

Most competing products are post-match offline analysis only. FAA also does live broadcast analysis, and covers detection, calibration, tactics, events and LLM Q&A inside a single system.



Real capture: upload a match video and detection, annotation and match parameters appear on the same screen (Yangzhou vs Suzhou).

02 · ONE MATCH, ONE ASSET SET

Core capabilities across the whole analysis chain

From live capture to tactical insight — 12 capabilities a customer can use directly.

Live

Live broadcast analysis

Broadcast or screen capture ingested in near real time; annotations and panels while the game is on.

Offline

Full-match deep analysis

The whole match runs detection, tracking, tactics and events end to end, resuming automatically after interruption.

CV

Player recognition & tracking

Football-specific jarvis2 model + ByteTrack across frames, occlusion resistant; quality gates drop false positives.

Zero setup

Team & camera calibration

Kit-colour clustering, voting and Re-ID assign teams; per-frame calibration suits long lens and multi-camera.

10+ metrics

Tactics & formations

Formation recognition, passing networks, PPDA, line height, xG, transitions and half-by-half comparison.

Events

Shots · on target · goals

Two-stage multimodal verification; scoreline OCR confirms goals; timeline plus clips exported.

Sandbox

Dynamic 3D sandbox

Both teams and the ball replayed on the real pitch map, with speed control and multi-match compare.

Named

Tactic maps & library

Named tactic maps from pressing, progression and transitions, filed into a searchable library.

Profiles

Player profiles

Goals, shots on target, assists, cards and saves aggregated automatically across appearances.

Multimodal

Lineup OCR + ASR

Starting XI, substitutes and shirt numbers read automatically; commentary transcribed into structured events.

League

League analysis

Season- and round-level team data aggregated into league reports, with data packs managed in one place.

LLM

AI Q&A & reports

Conversational insight from a local model; one-click bilingual EN/CN tactical PDF reports.

02 · ONE MATCH, ONE ASSET SET

Match parameters generated straight after analysis

Annotated video output in real time

Upload and it runs detection: players, ball, referee and keeper annotated on screen, with ID and distance shown live.

Match parameters generated instantly

`Possession 68.7% : 31.3% · shots 28 : 13 — both teams on one screen, no manual counting.`

Zero-config run

Jarvis 2 detection model (recommended) + Apple MPS GPU acceleration; automatic team classification on by default.

Views switch in one click

First half / second half / full match / player analysis — parameters refresh with the view.



Real capture: upload a match video, automatic detection and annotation plus match overview parameters on one screen (Yangzhou vs Suzhou).

Tactical visualisation: drawing the attacking structure on the pitch



12 overlay views, one click to switch · first and second half plotted separately, with automatic direction mirroring.

12 OVERLAY VIEWS

whole-pitch heatmap · attacking channels · defensive positions · composite · goal analysis · passing network · pass lines · pressing intensity · cumulative xG · formation shape · formation tactics

Pass route map

Passing networks reconstructed from real start and end points: thin lines = all passes (build-up network); thick dark arrows = single-foot progressive passes (attacking routes).

Hot zones and corridors

Dashed polygons mark the build-up concentration zone and the final-third attacking zone; thick dashed arrows mark the corridors connecting defence to attack, pointing at goal.

Attack chain reconstruction

Consecutive progressive passes are aggregated into one complete attack chain (back → middle → front), reviewable chain by chain with the original evidence.

02 · ONE MATCH, ONE ASSET SET

3D tactical sandbox: the match back on a replayable pitch



Full-match trajectory replay

Both teams and the ball replayed dynamically on the real pitch map, initialising automatically.

Three sandbox modes

Full / Precise / Tactical digest — switch view depth with one click.

Playback and speed

`Play / pause / scrub, 0.5–4× slow motion, multi-match comparison.`

Formations and heatmaps

Formation overlay, heatmap, formation comparison and multi-match comparison; players remain identifiable.

02 · ONE MATCH, ONE ASSET SET

Tactical digest: the whole match's momentum at a glance

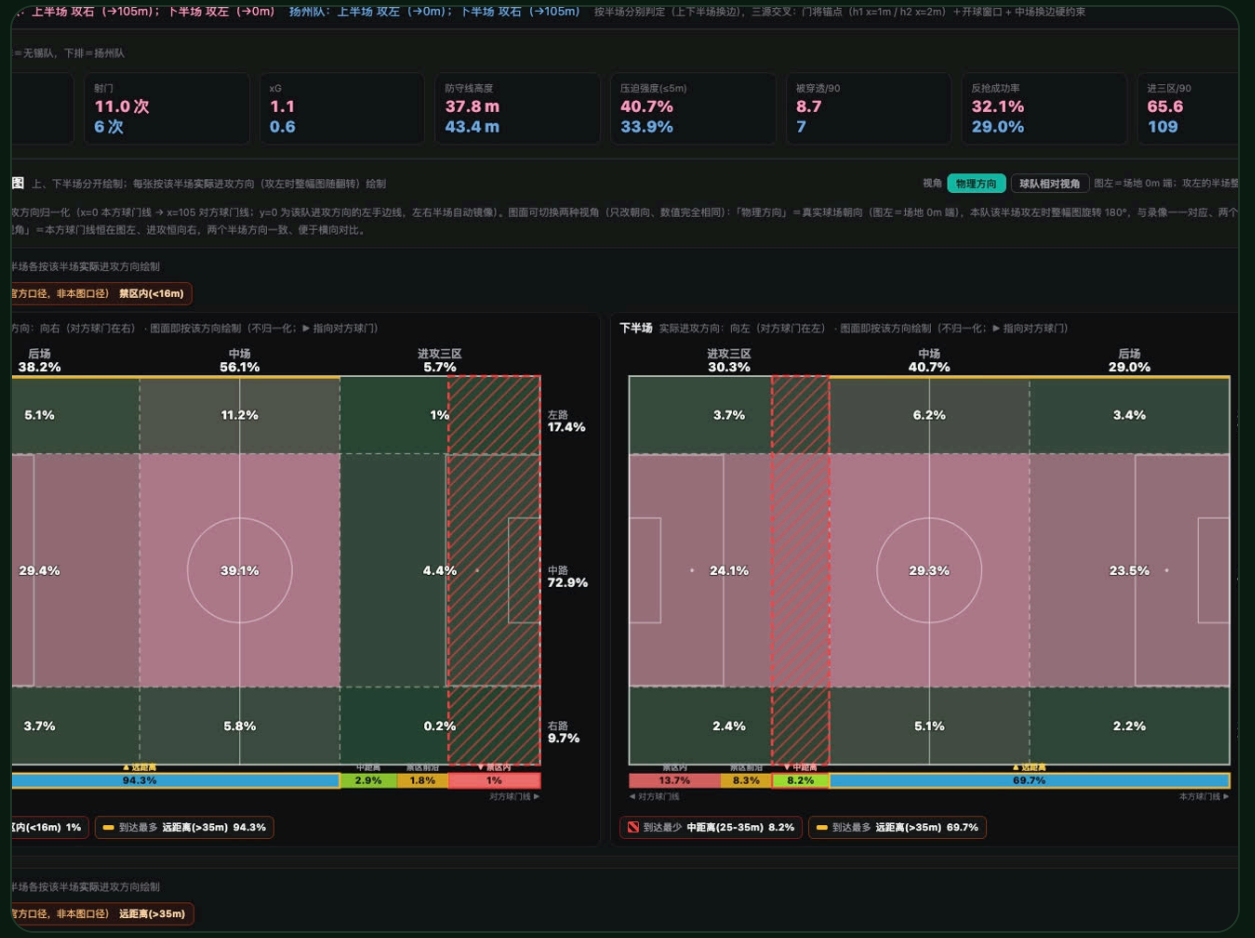
METRIC	YANGZHOU	SUZHOU
Possession	47.5%	52.5%
Shots	11.0	6
Shots on target	1.1	0.6
Farthest shot	37.8 m	43.4 m
Pressing intensity	40.7%	33.9%
Off-ball runs	65.6	109

Zone distribution maps

Counted separately for each half, normalised to that half's actual attacking direction (left/right mirrored), so the centre of gravity of attack and defence is obvious at a glance.

Ball and off-ball views

Switch between team-with-ball and team-off-ball views with one click; defensively exposed zones (1 m band outside the box, centre circle, 35 m outside the box) are marked automatically.



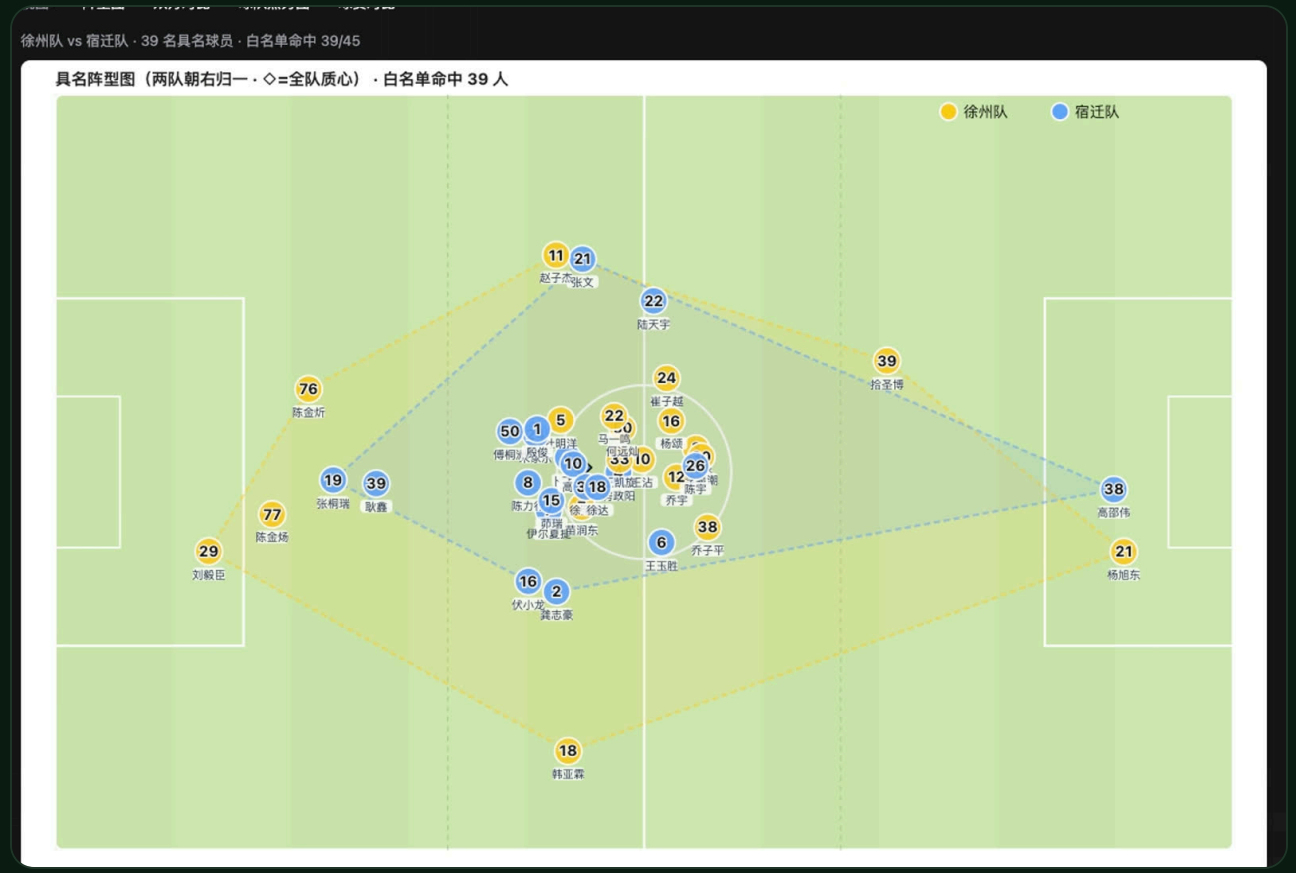
Real capture: tactical digest with key numbers and pitch-zone distribution.

03

Differentiators

It goes beyond "what happened" — accumulating tactical knowledge, profiling both teams and answering the question "what if we changed formation".

Player analysis: putting trajectories on named players



Shirt-number OCR + commentary ASR + squad-list matching, resolved onto a 105 × 68 m pitch coordinate system.

NAMED SCAN · WHITELIST HIT

Xuzhou vs Suqian: 39 named players output, whitelist hits 39 / 45. Tracks that miss the whitelist are kept out of named maps, so identities are never misattributed.

Named player tactic maps

Named formation maps, distance rankings, and per-player heat zones, running trajectories and speed bands, all generated from the whitelisted trajectories.

Four views × three phases

Formation map / head-to-head / team heatmap / player comparison, freely switchable between first half, second half and full match.

Automatic coordinate normalisation

Both teams are mirrored to attack rightwards, making maps comparable across halves and matches; ◇ marks the team's centre of gravity.

Duel simulation: win probability per formation

Engine A · Monte Carlo scoring

6 × 6 candidate formations, 300 randomised perturbations, scored across 15 dimensions: possession, PPDA, line height, transition success, pressing intensity, width tendency.

Engine B · trajectory segment duels

916 duel segments cut from the full sandbox (continuous frames with the ball in play and at least 2 players), possession transitions recomputed segment by segment.

Output

Win probability and duel score of each formation against the current opponent, with the best targeted tactic flagged (e.g. 4-2-2-3 at 67%) plus counter, wide-area and deep-zone breakdowns.

Adjustable opponent strength

An xG intensity slider plus opponent style selection simulate how win probability and formation ranking shift against stronger or weaker opponents.



Real capture: duel simulation and win-probability output.

> The interface labels this explicitly: "simulated estimate · not a real probability · tactical reference only".

03 · DIFFERENTIATORS

Tactic library: coaching experience as a searchable asset

24

tactic entries

4

categories: attacking · defending · transition · set pieces



- **Counters** — which opponent patterns this tactic effectively neutralises
- **Countered by** — which opponent tactics would break it
- **Preconditions** — formations and game states it applies to, filterable by condition
- Tactics usable tonight are recommended automatically against the opponent's profile, with the reasoning and the risks stated

Tactical advice: comparing both profiles into actionable output

PROFILE COMPARISON

Possession 67.8% vs 32.2%

Pressing PPDA 6.21 vs 17.91

Formation match-up 4-1-3-2 vs 3-4-2-1

plus line height, transition efficiency and shot quality

Strength and weakness cards

Each team gets automatic "strong dimensions / weak dimensions" cards, each with verifiable evidence behind the judgement.

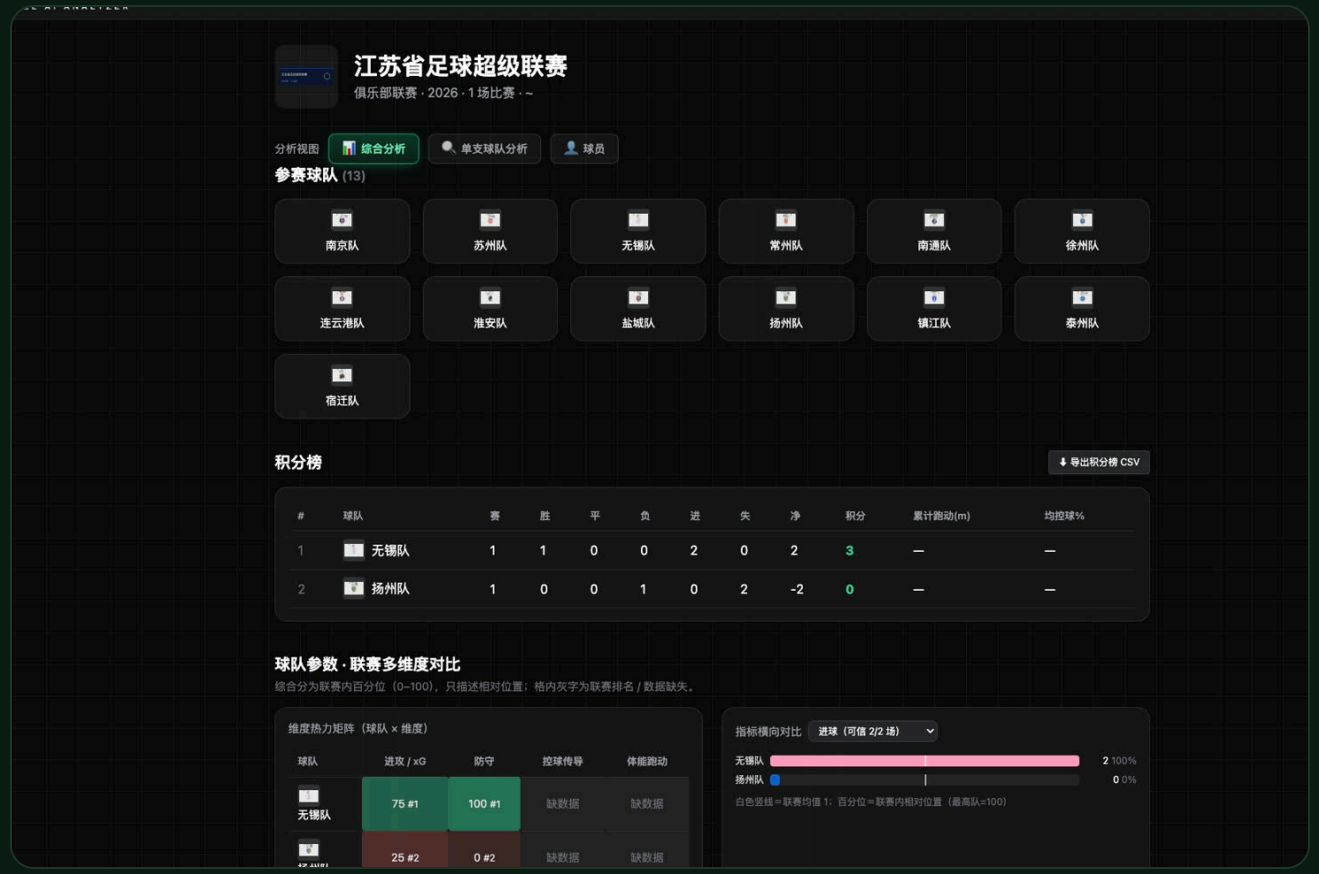
From looking things up to getting advice

Recommendations are paired with the duel simulation (If-X formation projection), so a coach sees the suggestion and its expected effect together.



Real capture: both team profiles compared, with recommendations attached.

League album: single matches compounding into season assets



Real capture: Jiangsu Football Super League 2026 album, 13 teams filed.

Album aggregation

Matches grouped by league or competition, with all participating teams filed in one place — example: Jiangsu Football Super League, 2026, 13 teams.

League table

Played, won, drawn, lost, goals for, goals against, goal difference and points accumulate match by match, with one-click CSV export of the table.

Multi-dimension capability matrix

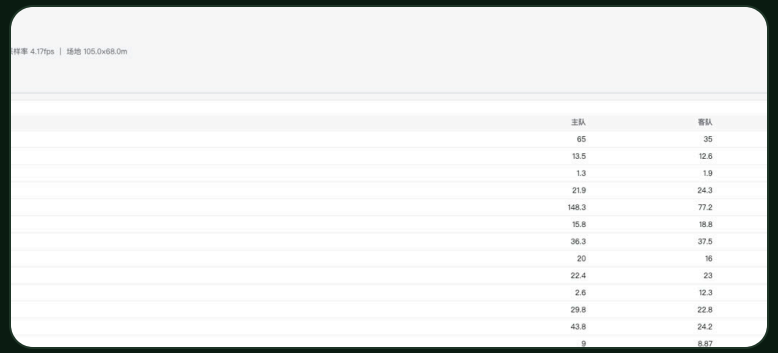
Team × dimension scores (attacking / xG, defence, ball progression, fitness and running distance) normalised, switchable and comparable across the league.

Season trends

Round-by-round comparison per team: every additional match analysed thickens the album — it gets more accurate the more you use it.

Live analysis, reports and quality control





	主队	客队
	65	35
	13.5	12.6
	1.3	1.9
	21.9	24.3
	148.3	77.2
	15.8	18.8
	36.3	37.5
	20	16
	22.4	23
	2.6	12.3
	29.8	22.8
	43.8	24.2
	9	8.87



Live broadcast analysis

Point it at a stream and it analyses near real time; a half-time report with the opponent profile is ready at the break.

Deep insight report

White, print-friendly layout, exportable as PDF or HTML, generated in English or Chinese.

Parameter health check

`Batch-by-batch validation of output confidence — 148 checks passed, 92.8% confidence, anomalies flagged in place.`

Video clipping and team management

Event clips exported per shot, goal and foul; squads, jerseys and player rosters maintained centrally for repeat runs.

On-premise by default

Raw footage, tracking data and tactical assets stay on the machine that analysed them; nothing needs to be uploaded to a third party.

GET STARTED

Turn every match into a reusable set of tactical assets

On-premise

One-click launch on a Mac; footage and data never leave the machine — built for a club's own analysis room.

Cloud collaboration

Tactic library and match assets sync across devices so the coaching staff annotates on one shared timeline.

Live match

Analysis starts the moment the stream is connected; a half-time report lands before the second half.

Youth academy edition · Women's football edition · Esports-style UI · Bilingual EN / CN reports · Demo on request

Pricing is quoted by squad size, match volume and deployment model — there is no standard price list. Send us one full match video and we return the sandbox, the event timeline and the tactical report.

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