

**CHAMPIONSHIP
PACKAGE DESCRIPTION**

DELTA**CAST**

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1 NAVIGATION

This section describes the available panels in the **DELTA-touch** National Championship package and details the information presented in each one.

As an external data provider provides the data presented in the panels, an Internet connection is necessary to retrieve them.

1.1 GENERAL SCHEDULE



The general schedule panel presents the schedule of the whole competition (both qualification and elimination phase).

Matches are grouped by day of competition, and each day presents its date.

For each individual match, displayed information is:

- Team's flag. If the flag is not available, no image will be shown.
- Short teams' names (made of 3 letters).
- Group or stage of the match (A, B, ¼, final...).
- Time of the match.
- Once the match has started, the score is displayed on the right side of the team names.

When this panel is loaded, it will automatically focus the next day of competition. For example, if we are the 5th June, there was a match on the 4th and the next one is the 7th; the panel will be centered on the 7th of June because it is the next day of competition.

Finally, each match slot is clickable and leads to the corresponding match presentation.

1.2 STANDINGS

STANDINGS		MP	PTS	W	D	L	GF	GA	GD
1	CLUB BRUGGE	31	70	22	4	5	66	21	45
2	ROYAL ANTWERP	31	54	16	6	9	50	40	10
3	KRC GENK	31	50	14	8	9	58	43	15
4	KV OOSTENDE	31	49	14	7	10	46	37	9
5	RSC ANDERLECHT	31	49	12	13	6	44	32	12
6	OUD-HEVERLEE LOUVAIN	31	45	12	9	10	51	51	0
7	BEERSCHOT	30	44	13	5	12	54	56	-2
8	SV ZULTE WAREGEM	31	43	13	4	14	47	57	-10
9	KAA GENT	31	43	12	7	12	43	38	5
10	KV MECHELEN	31	42	11	9	11	45	49	-4
11	SPORTING DE CHARLEROI	30	41	11	8	11	42	39	3
12	STANDARD DE LIÈGE	31	41	10	11	10	43	40	3
13	KAS EUPEN	31	40	9	13	9	40	47	-7
14	KV KORTRIJK	31	36	10	6	15	38	48	-10
15	SINT-TRUIDENSE VV	30	32	8	8	14	35	44	-9
16	ROYAL EXCEL MOUSCRON	31	30	7	9	15	27	46	-19
17	CERCLE BRUGGE	31	29	9	2	20	34	49	-15
18	WAASLAND-BEVEREN	30	25	6	7	17	35	61	-26

Standings panel displays the ranking.

The information displayed is:

- Teams' position in the group (1st, 2nd, 3rd or 4th).
- Teams' names.
- Teams' flags (not shown if not provided).
- MP (Number of played matches), PTS (Point), W (Win), D (Draw), L (Lost), GF (Goal For), GA (Goal Against), GD (Goal Difference)

1.3 MATCH

The screenshot shows a match information panel for a football match between Club Brugge and Royal Antwerp. The panel is set against a green background with light effects. At the top, the team names 'CLUB BRUGGE' and 'ROYAL ANTWERP' are displayed in white text on dark bars. Below the names are the respective team crests. In the center, the match details are shown: 'JAN BREYDELSTADION BRUGGE', '21 MARCH 2021', and '1:30 PM'. The score is '0' for Club Brugge and '2' for Royal Antwerp. Below the match details, there are two columns: 'REFEREES' and 'SCORERS'. The referees listed are Nicolas Laforge, Laurent Conotte, Christophe Battiston, and Kevin Van Damme. The scorers listed are Lamkel Ze (9') and Refaelov (P) (43'). At the bottom of the panel, there is a navigation bar with several icons: a home icon, a back icon, a refresh icon, a calendar icon showing '12', a list icon, a bar chart icon, a pie chart icon, a map icon, and a soccer ball icon. The Jupiler League logo is visible in the bottom right corner.

This panel presents the data associated to a match. The information presented is:

- Teams' names
- Teams' flags (not shown if not provided)
- Score of the match. If the match is not started yet, the score is set to 0-0
- The stadium and city where the match stands
- The date and time of match start
- If the information is available, a picture describes the meteorological conditions
- The scorers of each team. There are 9 scorers that are supported by the package. If there are more than 9 goals in a team, the score will be displayed correctly but only the 9 first scorers will be displayed. The system also specifies if the goal is from a penalty or an auto-goal and its display can be set in the translation files.
- When the information is available, the referee of the match is displayed between the scorers.

From this panel, is possible to go through statistics or team compositions.

Teams compositions are reachable by clicking in either teams' names or teams' flags (even if not shown).

Statistics are reachable by clicking on one of the three new buttons that appear in the navigation bar. From left to right, the buttons goes to compiled statistics, spatial statistics, heatmaps and penalty/free-kick localisation. Note that the 3 last ones are only available in the premium version of the package. In the standard version, these 3 buttons will not appear.

1.4 TEAM COMPOSITION

CLUB BRUGGE

PLAYERS

SIMON MIGNOLET	88
CLINTON MATA	77
STEFANO DENSWIL	24
ODILON KOSSOUNOU	5
BRANDON MECHELE	44
MATS RITS	26
HANS VANAKEN	20
RUUD VORMER (C)	25
CHARLES DE KETELAERE	90
BAS DOST	29
NOA LANG	10

SUBSTITUTES

IGNACE VAN DER BREMPT	28
ÉDER BALANTA	3
MATEJ MITROVIC	15
ETHAN HORVATH	22
DANIEL PÉREZ	30
TAHITH CHONG	7
EDUARD SOBOL	2

COACH

PHILIPPE CLEMENT
RIK DE MIL

Jupiler LEAGUE

This panel displays the composition of a team for a specific match. The information displayed is:

- Team's name
- The 11 players that stand on the field at the beginning of the match and their jersey number
- The substitutes that could stand on the field during the match and their jersey number. There can be at most 7 substitutes for a match
- The coach of the team

In the navigation toolbar, there are 4 more buttons to navigate (from left to right):

- Go back to corresponding match
- Go to team line-up
- Go to opposing team composition
- Go to opposing team line-up

1.5 TEAM LINE-UP



Line-up panel presents the 11 players that stand on the field at the beginning of the match according to their composition (433, 442, ...).

This panel is interactive: it is possible to move the character on the field to give them another place on the field simply by drag and drop. To put players back on their original place, the panel must be reload (button refresh or go back and forth on the panel).

It's also possible to choose to display video, photo or jersey of players (depending of media available). Different jersey are also planned for goalkeeper and field players

In the navigation toolbar, there are 4 more buttons to navigate (from left to right):

- Go back to corresponding match
- Go to team composition
- Go to opposing team composition
- Go to opposing team line-up

1.6 COMPILED STATISTICS



Compiled statistics panel offers a set of numerical statistics presented in confrontation for the two teams. They are sorted in 3 categories: general, attack and defense statistics. More they can be sorted by first half, second half or whole match.

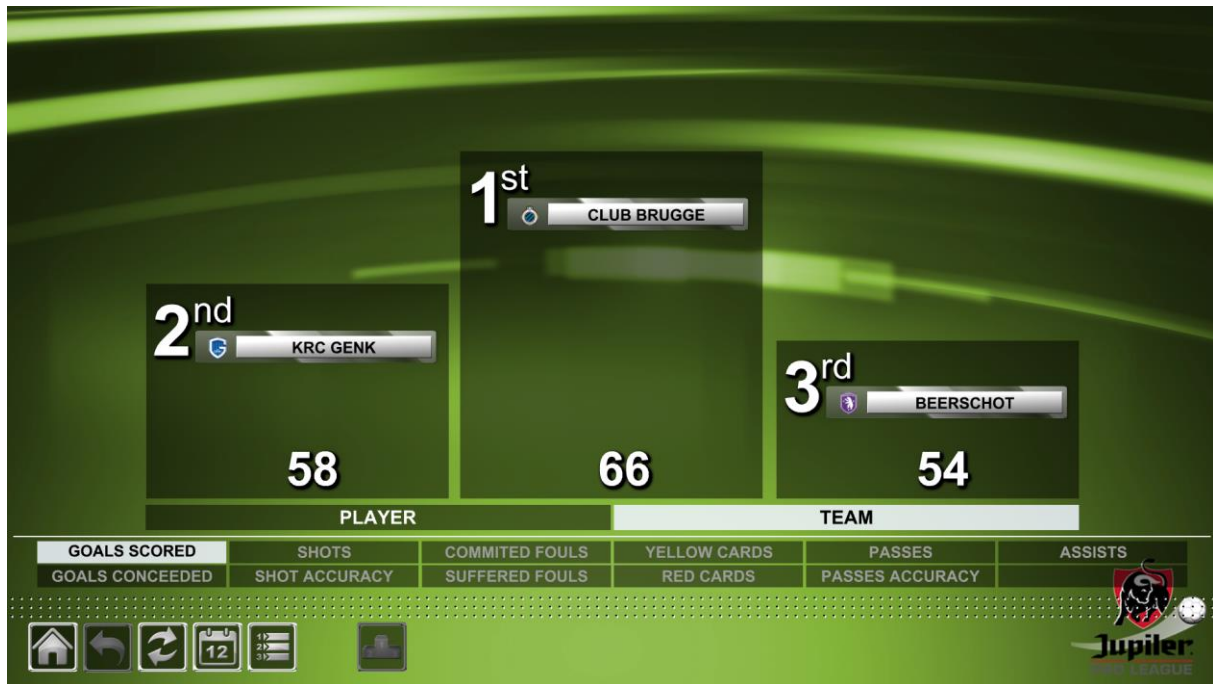
The information displayed is:

- Teams' names
- Teams' flags (not shown if not provided)
- List of statistics with their associated values

In the navigation toolbar, there are 3 more buttons to navigate (from left to right):

- Go back to corresponding match
- Go to spatial statistics (not available in standard package)
- Go to heatmap (not available in standard package)

1.7 PODIUM



The podium panel displays the 3 best players or the 3 best teams of the whole championship according to some statistics (Goal, Shots, Committed Fouls...).

The information displayed is:

- The 1st, 2nd and 3rd player or team name
- The flag of the team, or the flag of the nationality of the player (not shown if not available)
- The value of the statistics is presented at the bottom of each podium step
- The chosen statistic is highlighted at the bottom of the panel

1.8 PREMIUM PACKAGE

The following panels are only available in the premium version of the Cup package.

1.8.1 SPATIAL STATISTICS

Team Mean Recuperation Line



Won Duels



Shots



The spatial statistics panel presents a set of statistics spatially located on a field. Some statistics are represented with an arrow defining a starting and ending point (such as crosses for example), other statistics are represented with a circle (such as fouls) and the recuperation line is presented with only a line that crosses the whole field on its width.

The statistics can be selected by simply clicking on the chosen one in the bottom of the panel. For the players, the user can choose a single player by clicking on his name (clicking one time again will unselect it) or click on the flag or team name to select all the players in one shot. It is possible to select players of both teams to visualize a statistic

At the load of the panel, no statistic or player is selected. If the user selects one or all the players of a team, the shot statistic is displayed by default. If the user selects a statistic when no player is selected, by default all players of both teams will be selected.

In the navigation toolbar, there are 3 more buttons to navigate (from left to right):

- Go back to corresponding match
- Go to compiled statistics
- Go to heatmap
- Go to Penalty/Free Kicks location

1.8.2 ACTIVITY HEATMAP



The heatmap panel presents the activity of a player or the whole team during a match. The behavior of the panel is the same as spatial statistics panel, except that only a team or a player may be selected at a time.

1.8.3 PENALTY-FREE-KICK LOCATION



The Penalty/Free Kick panel presents the location of penalty or free kick for the whole team during a match or the season. The behavior of the panel is the same as spatial statistics panel, except that only a team or a player may be selected at a time.

1.9 EXPECTED GOAL



It is also possible to integrate predictive statistics like expected goals. This statistic permits to see if a shot should have been scored. In other words, **if team was effective during the match in converting its opportunities.**

2 DELTA-HIGHLIGHT / VIRTUAL SET SYSTEM

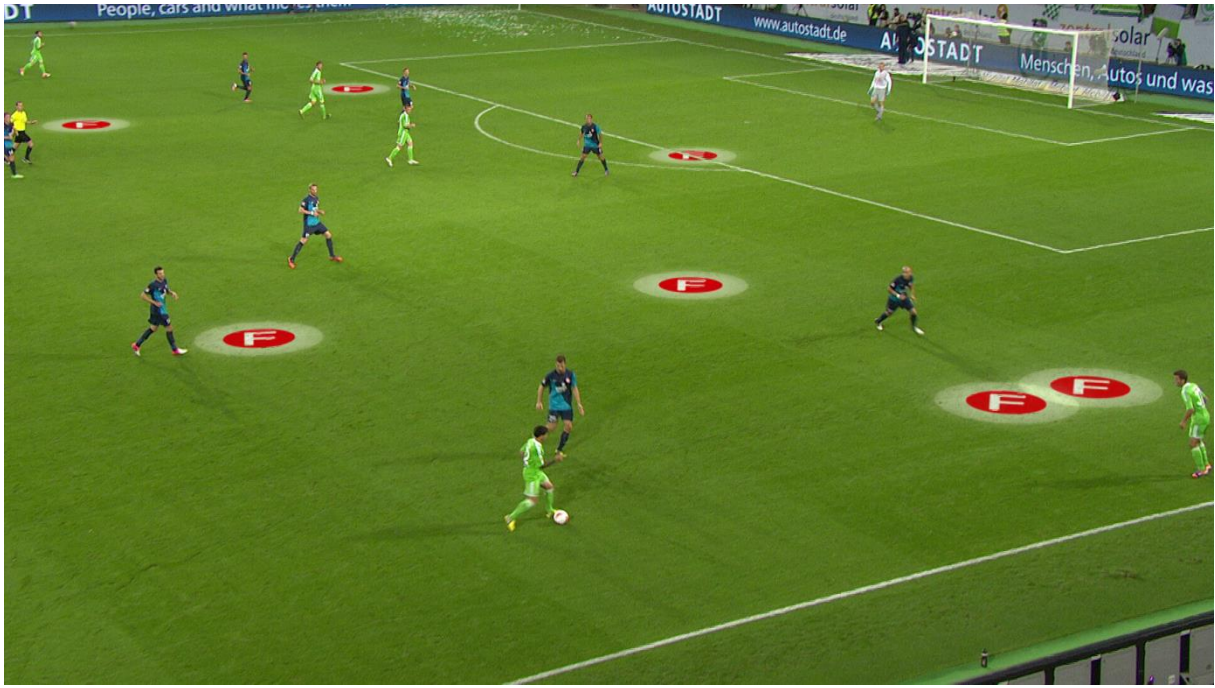
DELTA-touch National Championship package data can easily be made available to

- DELTA-highlight in order to build advanced analysis
- Virtual set systems with custom (xml files, SDI, png...)

2.1 DELTA-HIGHLIGHT







2.2 VIRTUAL SET

