



Powered by:



2024-2025 Season



HYPERSHOWDOWN FOOTBALL INDEX

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Hyper Showdown football

powered by the Goal Shack TV

1. PURPOSE & PERSPECTIVE

We are faced with an exciting challenge: collaborating in the transformation of grassroots football in Catalonia and capturing the interest of our young people at a time when competition with addictive technologies is fierce. However, instead of seeing this as an obstacle, we have turned it into a great advantage.

We introduce a revolutionary proposal: the technological match, a concept that merges the passion for football with the latest technology. This innovation not only enhances the on-field experience but extends to every aspect of training and personal development for our young players.

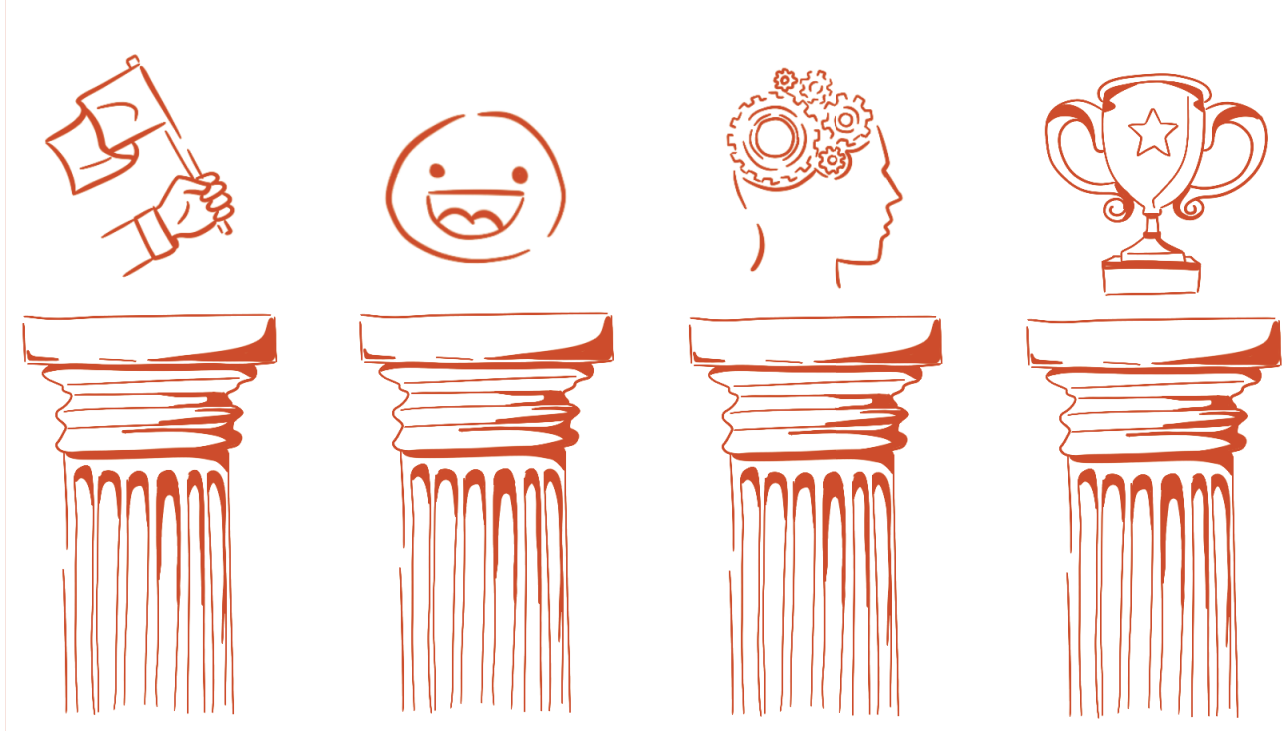
In our technological encounters, each player, team, and coach will have access to cutting-edge technology that provides valuable information for self-awareness and personal improvement. This approach will not only allow players to know and accept themselves better but also offer essential quantitative and qualitative data for their development.

Furthermore, we have integrated an exceptional element to amplify motivation and enthusiasm even more: a digital television program that will cover all aspects of the project. This program will not only bring the excitement of our technological matches into homes but will also allow young players to see themselves in action and be inspired by their own progress and that of their teammates.

Beyond technology, we want to redefine the foundational football experience by emphasizing the importance of leadership, enjoyment, learning, and competition. These four pillars are fundamental to ensure that young people not only join football but also stay and grow within the sport.

With this project, our goal is clear: to collaborate with clubs and the Federation to ensure that all young players in Catalonia fall in love with football and remain faithful to it. We want every young footballer who steps into the TechStadium to feel the magic of football, understand the importance of teamwork, and be inspired to reach their maximum potential, both on and off the field.

Participation in this television program offers a unique opportunity for amateur football clubs in Barcelona to catapult their visibility, improve their sporting performance, and strengthen their community ties, while opening up new economic and development opportunities.



2. FUNDAMENTALS

"Hyper Showdown Football" is a new competitive format for youth football that will be introduced in Catalonia in the 2024-2025 season. Developed by the new production company The Goal Shack TV and driven by a small group of traditional local clubs in Catalonia, **it has the backing of the Catalan Football Federation and its foundation.** This project seeks to enrich Catalan grassroots football by offering an innovative competitive platform for the development and loyalty of players, fans, and sponsors.

The name "Hyper Showdown Football" originates from the idea of an "extreme showdown," suggesting a more intense and dramatic version of football competitions. This term stands out by elevating the excitement and importance of the matches, taking the event beyond the conventional. It provides a spectacle loaded with energy and emotion, marking the climax or culminating point of a competition where teams face each other decisively.

"Hyper Showdown Football" has these key stakeholders:

1. The GoalShack TV:

"The Goal Shack TV," a new digital television production company, is a key player in "Hyper Showdown Football." It represents a unique opportunity to strengthen its market presence, innovate in sports content creation, and promote Catalan grassroots football, leaving a positive legacy. With exclusive access to high-quality sports content—including unique interviews, behind-the-scenes material, big data, video analysis, and much more—The Goal Shack amplifies its offering to the public and fosters greater engagement.



2. The Catalan Football Federation together with the FCF Foundation:

"Hyper Showdown Football" falls under the umbrella of the Catalan Football Federation and its Foundation (FCF). All these matches are coordinated through the exclusive intranet for federated teams. The assignment of referees is handled by the FCF's Referees Committee. Additionally, it is a mandatory requirement that all participants are insured by the Footballers' Mutual Insurance, thus guaranteeing their coverage during the competition.



3. Historic pioneering clubs:

A group of historic clubs from Catalonia are the pioneers in promoting this project, starting with an initial group that will gradually expand to include more clubs wishing to join this initiative.



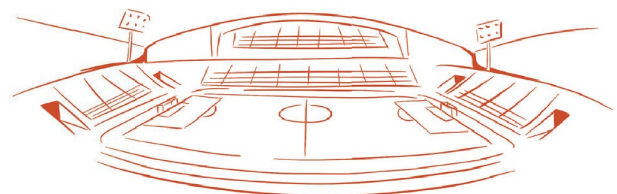
4. Participating federated clubs:

The clubs participating in this amateur football television program can benefit in multiple ways, which will not only enhance their visibility and reputation but also offer opportunities for growth and development at both individual and collective levels.

Participating clubs do not need to incur any expenses for the Hyperliga matches.

5. The participants players:

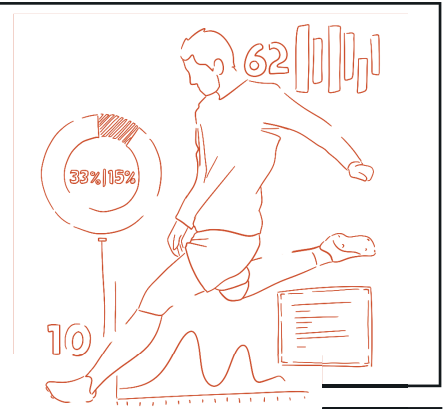
Participating in a stadium adapted for television broadcasts gives players a professional-like experience. This not only enhances their performance and motivation but also expands their visibility on a global level.



6. Los entrenadores de los equipos participantes:

Professional Analysis: Access to detailed analyses of matches and player performance, which can be used to improve tactics, strategies, and individual player performance.

Advanced Technology: Benefit from tracking and analysis technologies used during broadcasts, which can be costly or inaccessible to grassroots clubs under normal circumstances.



7. Sponsors & partners:

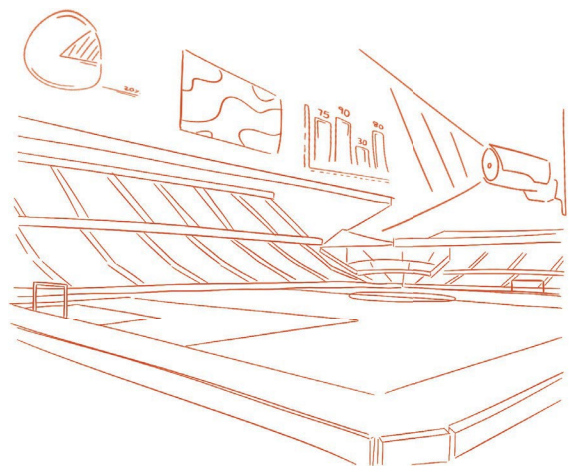
Participating in "Hyper Showdown Football" provides an excellent opportunity to increase the likelihood of attracting more sponsors and supporters. This is largely due to the extensive reach of the platform and the visibility offered by the associated television program.



8. TechStadium:

It is the place where the matches broadcast live on television will be played. The stadium's configuration offers a more immersive viewing experience, with cameras capable of capturing the players' emotions, audience reactions, and the overall atmosphere of the event.

Moreover, the stadium's technology allows for the integration of interactive features for spectators, such as live voting, analysis of favorite plays, and participation on social networks, thus creating a more dynamic viewing experience.



9. Team WILDCARD

The term "Wildcard" is used to describe an unpredictable participating team that can have a significant impact on the outcome of a competition, similar to the role of a joker in card games.

The Wildcard team is the one that plays each matchday of the Hyperliga at the TechStadium.



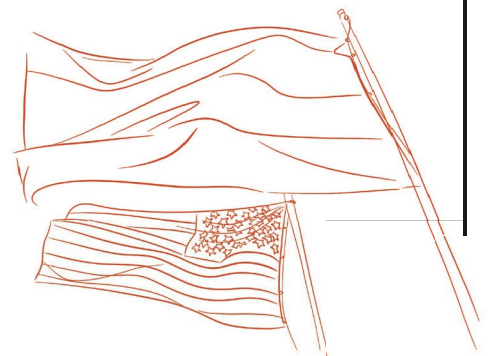
10. "San Juan de Dios" Hospital

The funds generated will be allocated to the oncology unit of the San Juan de Dios Hospital.

SJD Sant Joan de Déu
Barcelona · Hospital

11. Universities & Educational programs

Players and coaches participating in the Hyperliga who are selected, will be able to benefit from a scholarship fund at universities in the USA and Spain and Vocational Training Centers.



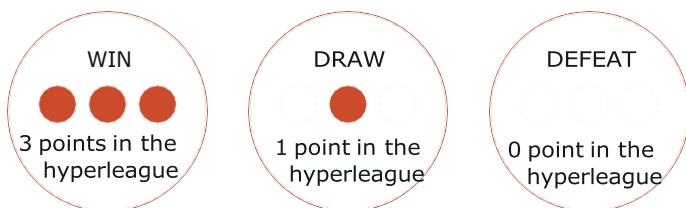
3. HYPERLIGA

The Hyperleague is an innovative football competition that stands out for its unique and inclusive format and is integrated into "Hyper showdown football" along with other competitive formats.

In this league, eight teams participate, one of them designated as the **WILDCARD team** (This term is used to describe an unpredictable participant who can have a significant impact on the outcome of a competition, similar to the role of a joker in card games).

During the seven matchdays of the Hyperleague, each of the seven teams plays an exclusive match against the **Wildcard team**. These encounters take place (one per matchday) at the iconic **Techstadium of the Hyperleague**. Every match against the **Wildcard team** becomes the focus of the day, being broadcast live on TV so that fans can follow the action directly and vibrantly. This structure ensures that all teams have the opportunity to face a prominent challenge against the **Wildcard team**, adding an additional layer of excitement and intensity to the tournament.

In each matchday of the Hyperleague, while one team faces the **Wildcard team** at the TechStadium, the other six teams play matches within their own federated leagues. Although these encounters take place outside the direct context of the Hyperliga, they significantly influence the tournament standings. The teams' results in their federated leagues during dates that coincide with Hyperliga matchdays are converted into points as follows:



Therefore, the final position of each team in the Hyperleague is determined by combining the points accumulated in the six matches played in their respective federated leagues with the result of their match against the **Wildcard team**.

The **Wildcard team**, meanwhile, it accumulates points in the Hyperliga based on the results of its seven matches played at the TechStadium, facing each of the seven teams in the Hyperliga, one per matchday.

This scoring system ensures that all teams remain active and committed in their respective competitions while contributing to their position in the Hyperleague. It facilitates a balance between the individual performance of teams in their federated leagues and their participation in this special tournament, enriching the competitive dynamics and increasing interest for teams, players, and fans alike.

The top four teams ranked in the Hyperleague play in the "Final Four".



During the 2024-2025 season **three Hyperleague cycles** are contested:

1. **Opening:** October and November (8 weeks).
2. **Midpoint:** January, February, and March (8 weeks).
3. **Closing:** April, May, and June (8 weeks).

Field:

All matches are played in Barcelona, either at the TechStadium with live TV coverage or at another venue with recorded TV broadcast using a mobile unit.

Calendario y horario:

- U18-20 players - Tuesday or Thursday at 4:30 PM or 6:00 PM.
- U16-17 players - Tuesday or Thursday at 6:00 PM or 7:30 PM.
- U15 Juniors - Wednesday at 6:00 PM.

Summary:

During each cycle of the Hyperleague (Opening, Midseason, and Closing), every participating team is guaranteed **one** match at the TechStadium. Teams that progress to the "final four" stage will play one or two additional matches.

The Hyperleague stands out for promoting a high level of competition and uniting various leagues under a single structure. It offers a unique platform that acknowledges and celebrates local competition achievements on a larger scale—even globally—through televised broadcasts and a comprehensive tracking program. This tournament uniquely combines matches played at the TechStadium against the **Wildcard team**, which are broadcast on TV, with results from teams' respective federated leagues. This interaction between different formats enriches the competition with complex strategies, displays of skill, and high athletic performance. It creates a full, nuanced football experience, offering both participants and spectators an exciting and innovative dimension to the sport.

The Hyperleague's format fosters competitive excellence and cohesion across multiple leagues, providing a unique environment where local achievements are valued and rewarded on a broader, globally recognized stage via televised broadcasts and its tracking program. The mix of televised matches at the TechStadium against the **Wildcard team** and the results achieved in federated leagues offers a captivating blend of strategy, skill, and athletic performance, resulting in a comprehensive and multidimensional football experience.



4. "THE GOAL SHACK TV"

Partnering with an innovative project like "Hyper Showdown Football" will help The Goal Shack TV stand out in the sports production market. This unique approach not only attracts a wide and diverse audience but also positions the production company as a thought leader in the sports and entertainment industry.

Creation of exclusive content:

As the driving force behind "Hyper Showdown Football," The Goal Shack TV has exclusive access to high-quality sports content. This includes not only the matches themselves but also exclusive interviews, behind-the-scenes footage, and other materials that enhance the audience's experience and boost engagement.

1 Technological Innovation and Viewer Experience:

- **Innovation in Sports Broadcasting:** Use of advanced technologies such as high-definition cameras, LED lighting, and immersive sound effects to enhance the viewer's experience.
- **Accessible Platforms and Formats:** Ensuring content is available on various digital platforms and across multiple devices.
- **Advanced Tracking and Analytics Technology:** Real-time tracking technology to provide in-depth statistics and tactical analysis.
- **Audience Interaction:** Introducing interactive formats that allow active participation from viewers.

2 Development and promotion of talent:

- **Development of Local Talent:** Provide a competitive platform for young football players in Catalonia.
- **Exclusive and In-Depth Coverage:** Offer unique content such as interviews, analysis, and personalized highlights.
Talent Promotion: Create opportunities for players to showcase their skills to a wider audience.

3 Comercial and Brand benefits:

- **Increase in Audience:** Opportunity to capture the interest of local and international fans, attracting more sponsors and advertisers.

- **Strategic Networking and Alliances:** Chance to build partnerships with clubs, federations, and sponsors.
- **Greater Visibility and Recognition for Participating Clubs:** Enhanced exposure through regular media coverage.
- **Sponsor Attraction:** Visibility on a television program boosts appeal to potential sponsors.
- **Improved Brand Image:** Association with a high-quality program can strengthen the club's reputation.

4. Social and community impact:

- **Social responsibility and support for youth sports:** Supporting the development of youth sports as part of corporate social responsibility.
- **Community connection:** Using the program as a platform to strengthen the bond between the club and the local community.

5. Training and Development:

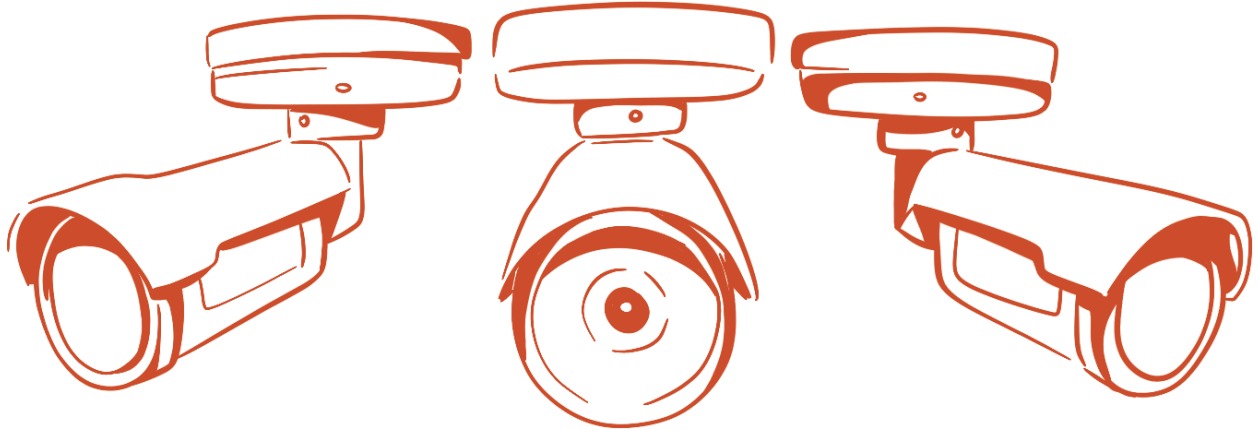
- **Professional Analysis:** Access to detailed match and player performance analysis to improve tactics and strategies.
- **Technical Review of Plays:** Use of slow-motion replays and graphics to break down key plays and tactics.
- **In-Depth Analysis:** Pre-match and post-match analysis segments with experts.



5. TECHSTADIUM

“The Shack Goal TV” Stadium

The participation of clubs in matches held at the TECHSTADIUM (located at the Marcet Academic and Sports High-Performance Center), where state-of-the-art cameras and technology are centralized, is essential for several reasons. All these reasons aim to enhance the experience for both players and spectators and ensure the production of a high-quality broadcast. Here are the key points:



Total immersion: The stadium's setup offers a more immersive viewing experience, with cameras capturing the players' emotions, audience reactions, and the overall atmosphere of the event.

Interactivity: The stadium's technology enables interactive features for spectators, such as live voting, analysis of favorite plays, and social media engagement, creating a more dynamic viewing experience.

Enhanced professionalism: Playing in a stadium specifically designed for broadcast purposes provides players and teams with an experience similar to professional-level events, boosting their performance and motivation.

Maximum exposure: The high production quality ensures players and teams are showcased at their best, increasing their visibility and potentially attracting interest from scouts, sponsors, and fans.

Analysis and Improvement: Access to match analysis technology in this setting allows teams to review their performance with unprecedented detail, significantly contributing to their tactical development and improvement.

Teams and players benefits: The combination of high-quality production, an immersive viewer experience, and tangible benefits for players and teams, turns every match in the TV stadium into an unforgettable event. This setup is not only essential for broadcasting high-quality matches but also celebrates amateur football, elevating it to a level of recognition and appreciation previously out of reach for many clubs and players.

Transform amateur football: Hosting some matches in the TV stadium ensures that the television program achieves its goal of transforming how amateur football is perceived and enjoyed, providing an unparalleled platform for its promotion and enjoyment.



This project is more than just a competition; it's a showcase for local talent, a platform for the passion for football, and an opportunity to grow and stand out in the world of sports. We are committed to providing all the tools and the stage necessary to make this possible.

Television has tremendous potential to transform and enrich the experience of amateur football, particularly through match analysis and the storytelling of players and teams.

It's a chance to compete and a platform to show the world what Catalonia has to offer in amateur football.

Together, we can create something truly special for our teams, players, and the broader Catalan football community.

Implementing these ideas will not only enhance the value of televised content for viewers but also provide players and teams with unprecedented exposure and opportunities for growth.

These initiatives can help build a stronger, more passionate community around amateur football while also showcasing the sport as a force for good in society.

Participating in this television program offers a unique opportunity for amateur football clubs in Barcelona to boost their visibility, improve their athletic performance, and strengthen their community ties, while also unlocking new economic and development opportunities.



THE GOAL SHACK

Destellos del Showdown  TV

From Catalonia to the world:
The Digital TV that takes youth football to the next level

Not only will it encourage players and teams to join its competitions, but it will also build a strong foundation of engaging and high-quality content that can attract and retain a global audience. This, in turn, will position the platform as a leader in innovative digital sports coverage.

Weekly TV Coverage:

The skills, goals, victories, and most exciting moments will be broadcast every week, providing your club with a unique platform to gain fans and local support.

Player Stats and Analysis:

Using advanced technology and sports experts, we will deliver detailed statistics and video analysis of players, enabling a professional approach to tracking performance. This will help improve both individual and team development and could also attract attention from international clubs.

Top Plays and Highlights:

Every week, we will showcase the best plays and most spectacular moments, giving players a chance to shine on a national and international stage.

Team Tactical Analysis:

We will provide tactical match analyses, offering a professional perspective on team strategies and gameplay, which is essential for the ongoing growth and improvement of clubs.

In-Depth Match Analysis:

Pre- and post-match insights will include segments dedicated to evaluating strategies before the game and reflections and lessons learned afterward. Football experts and former players will share their views on tactics and execution on the field.

Tracking Technology:

Real-time tracking technology will be implemented to provide advanced statistics, such as distance covered, sprints, heatmaps, direct matchups, and more. These insights can be used for tactical analysis and player development.

Technical Play Review:

Use slow-motion replays and AI-generated graphics to break down key plays, goals, and tactical decisions, helping to gain a deeper understanding of the game.

In-depth Interviews:

Conduct interviews with players, coaches, and support staff to explore their personal stories, motivations, and dreams. This can include how they prepare for matches, overcome setbacks, and balance football with other responsibilities.

Social Media Interaction:

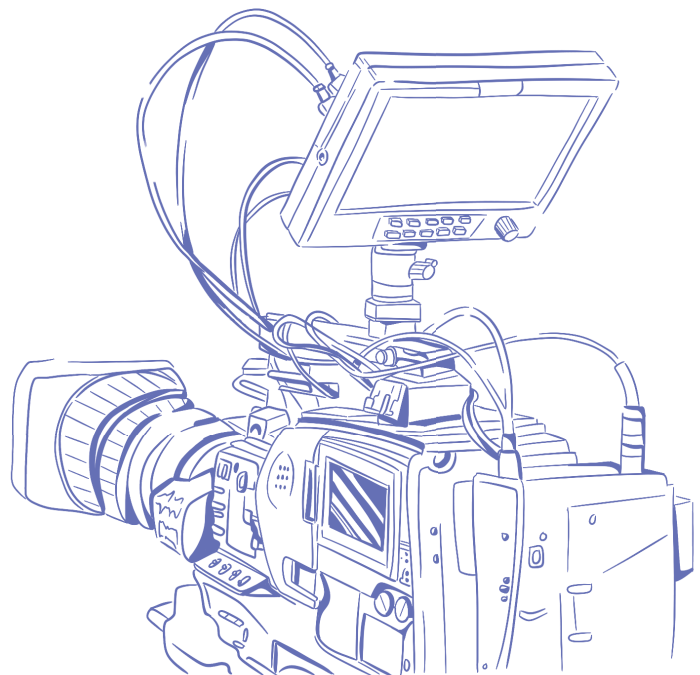
Encourage viewer engagement through social media with contests, polls (e.g., goal of the week), and live Q&A sessions with players and coaches.

Crowdsourced Story Platform:

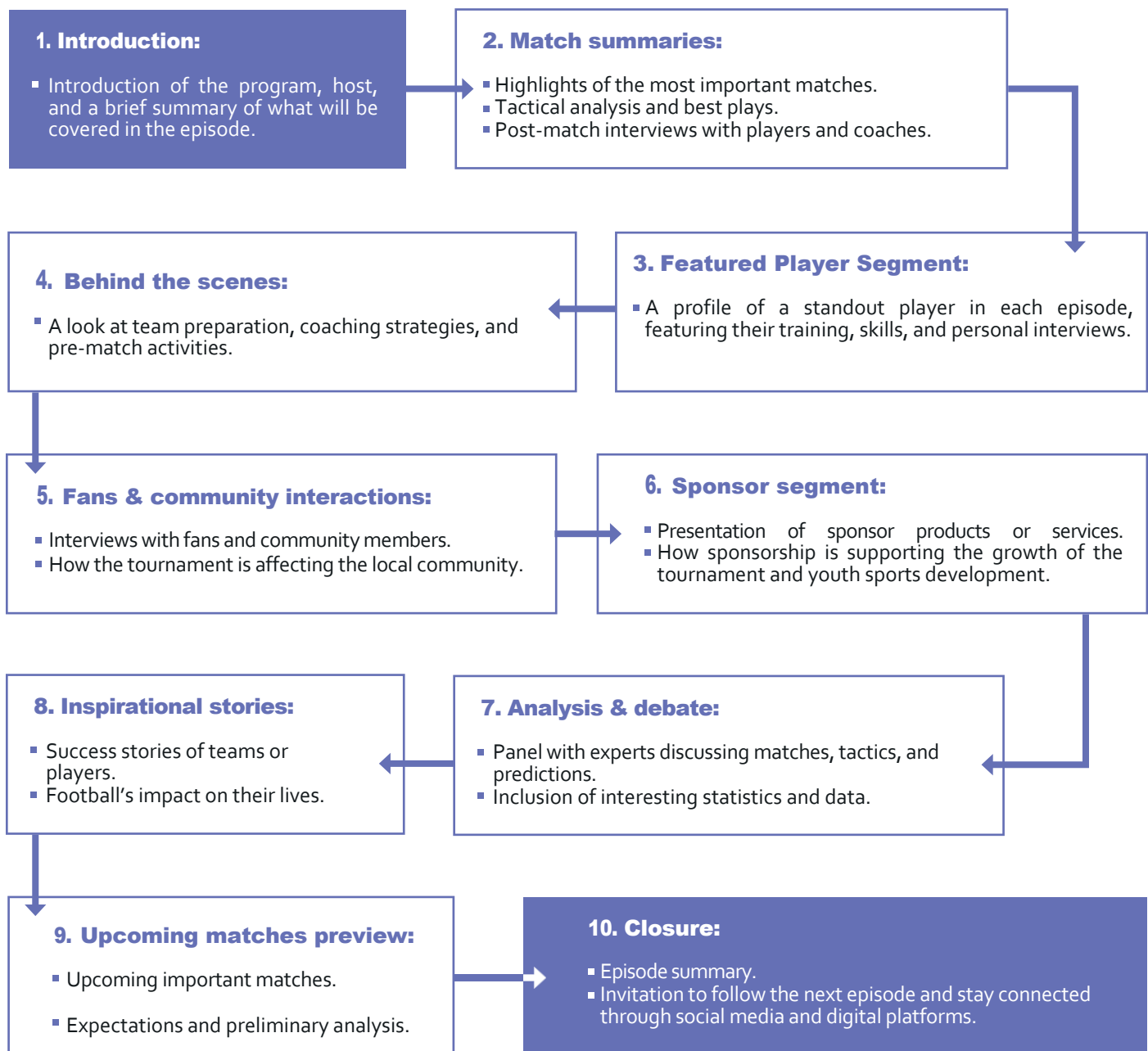
Invite the community to share their own football-related stories, whether about personal growth, the sport's impact on their community, or how football has helped them in life. The most inspiring stories could be featured on the show.

"Player of the Week" Segment:

Highlight a player each week, not just for their skills on the field but also for their character, contributions to the team and community, and personal journey.



GENERAL STRUCTURE OF THE DIGITAL PROGRAM



Additional content:

- Surveys and Audience Engagement: Use social media to encourage interaction with questions, polls, and contests.
- Educational Segments: Share information on football tactics, sports nutrition, physical training, and more.
- Augmented Reality and Animated Graphics: Make match analyses and highlights more engaging and visually appealing.
- Sponsor Integration: Creatively and naturally include the sponsor's brand in various segments.

MARCET MATCH SCAN VISION

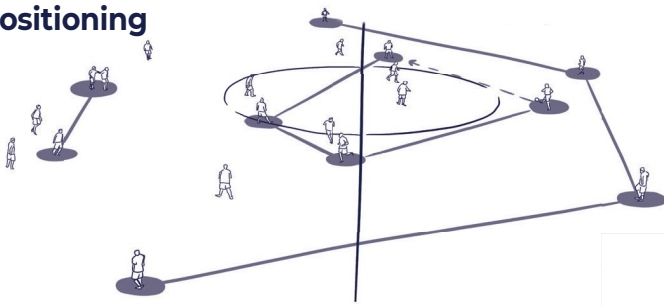
THE TECHNOLOGICAL MATCH

Technology provided to support the clubs invited to participate in the
HYPER SHOWDOWN FOOTBALL.

Some Features of Marcet Match Scan Vision

A - PERFORMANCES

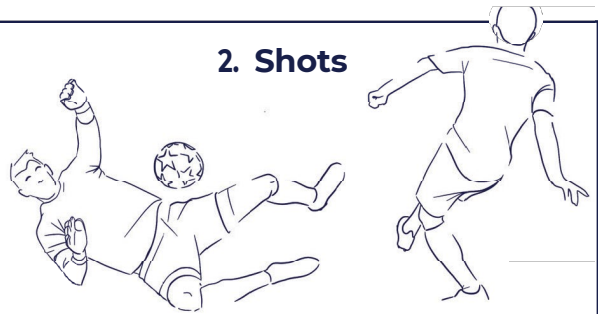
1. Positioning



Average positioning of all players, analyzed for the entire match or separately for the first and second halves. Option to analyze this average positioning in 15-minute intervals.

Comparison of average positioning between a substituted player and their replacement.

2. Shots



Shots, goals, % of shots on target, blocked shots, goalkeeper interventions, and missed shots.

The specific area of the goal where the goals were scored.

The area of the field from which the shot was taken.

Shot timing with player, left/right foot or head, and outcome: on target, goal, or save.

Detailed tracking from the start of the play to the shot execution, including the players involved from both teams and the technical and tactical actions linked throughout the process.

3. Pases

Key passes during the match (specifying the 2 halves), indicating the percentage performed in the buildup, creation, and finishing zones, including whether they occurred in the wide or central lanes.

Specify the players who made them.

Crosses: Indicate the total number of crosses made by each team, noting whether they were successful or not, and the percentage of crosses performed in different field quadrants.

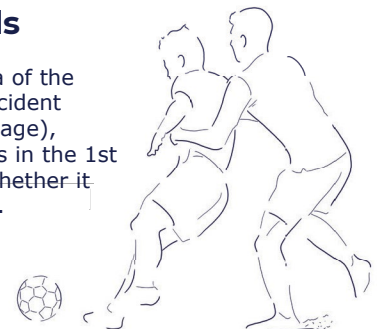
Specify the players making the crosses and their individual success rates.

Offsides: Specify the quadrant of the field where they occurred, whether it was in the 1st or 2nd half, and the player responsible for each one.



4. Fouls

Indicates the area of the field where the incident occurred (percentage), specifying if it was in the 1st or 2nd half and whether it resulted in a card.



6. Rebounds

Indicates by percentage the area of the field where the action took place, the player involved, and the success rate.



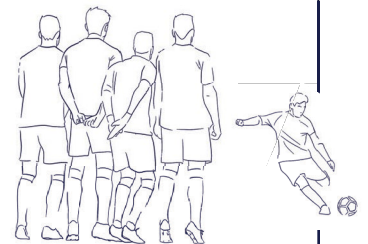
7. Dribbles

Indicates by percentage the area of the field where it was performed, the player involved, and the success rate.



5. Free kicks

Percentage of free kicks completed with a cross or shot on goal, indicating the area of the field from which the action is taken and the success rate.



8. Clearances

Indicate by percentage the quadrant of the field where the action took place, the player involved, and the success percentage.



Some Features of Marcet Match Scan Vision

B – GAME ORGANIZATION

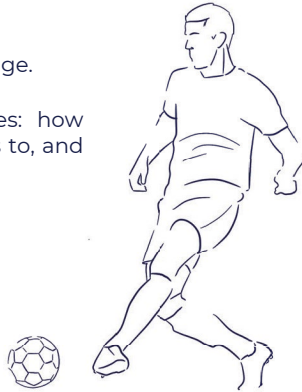
1. Pases

Success and possession percentage.

Analysis of each player's passes: how many they make, who they pass to, and who passes to them.

This is further detailed with a 15-minute segmented analysis, showing success and possession percentages, along with the field quadrant and the player involved.

The analysis also includes the distance of the pass (short, medium, long), direction (progression, horizontal, safety), and zone (initiation, creation, finishing), with the players performing the pass and the success percentage.



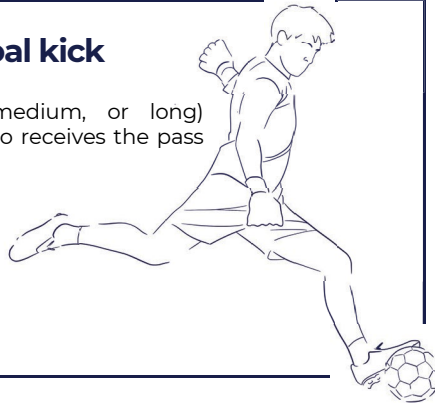
2. Crosses in dynamic phase

Indicates percentages specifying footedness, field quadrant, crosses finished with a shot, and the tracking of crosses that end in a shot.



3. Goalkeepers. Goal kick

Success rate (short, medium, or long) specifying the player who receives the pass and repetition.



4. Duels

Specifies each player's duels, indicating the opponent and success (ground and aerial duels).



Some Features of Marcet Match Scan Vision

C -TEAM STATISTICS

1. Offensive

Goals, assists, shots, shots on target, blocked shots, shots from inside the box, shots from outside the box, shooting accuracy percentage, offsides, dribbles, and successful dribbles.

3. Dead ball

Free kicks, free kick shots on goal, free kick crosses, corner kicks, and throw-ins.

2. Defensive

Tackles, successful tackles, aerial duels won, duels won, interceptions, recoveries, clearances, blocks, and mistakes.

3. Fouls

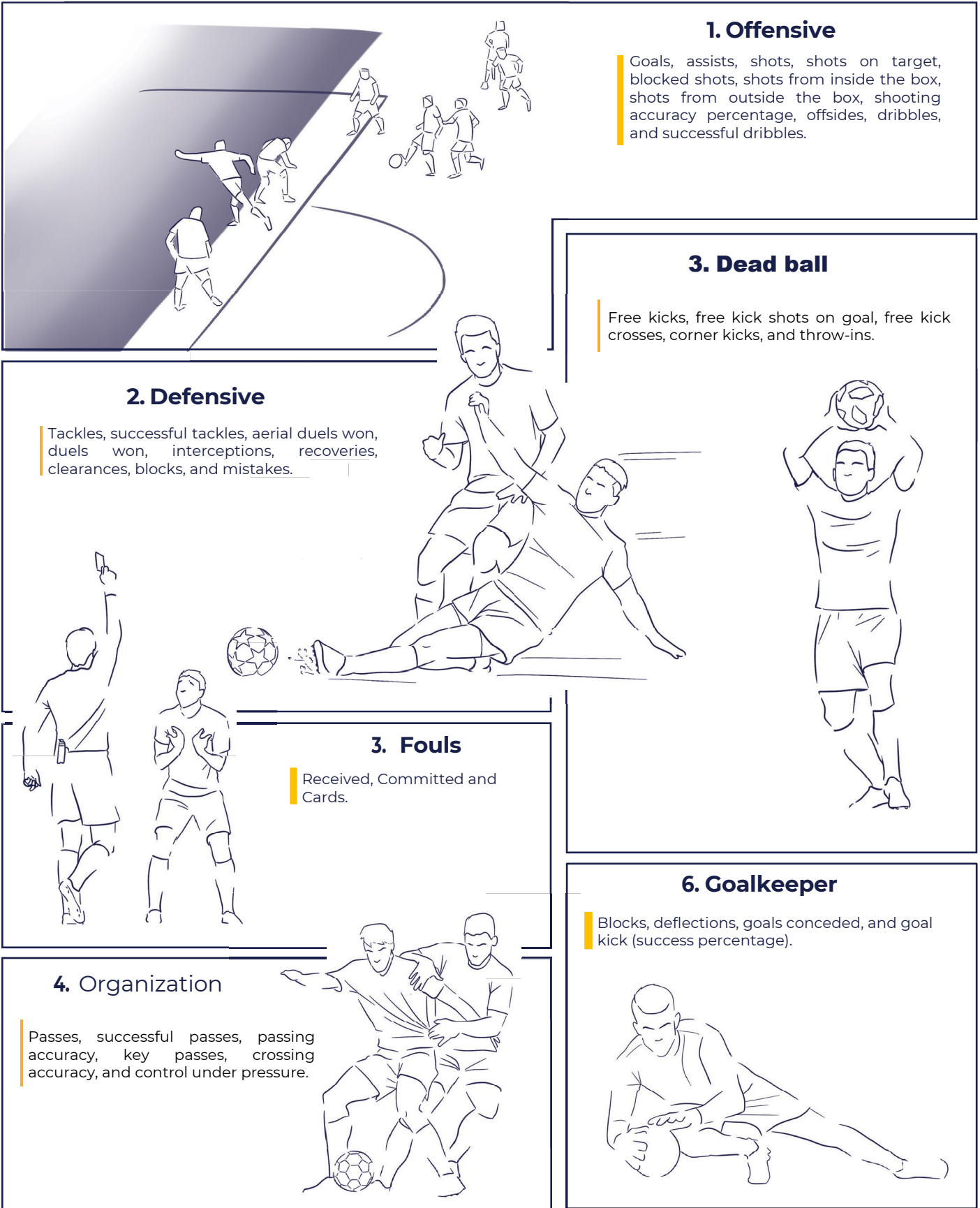
Received, Committed and Cards.

6. Goalkeeper

Blocks, deflections, goals conceded, and goal kick (success percentage).

4. Organization

Passes, successful passes, passing accuracy, key passes, crossing accuracy, and control under pressure.



Some features of Marcet Match Scan Vision

D – PLAYER STATISTICS

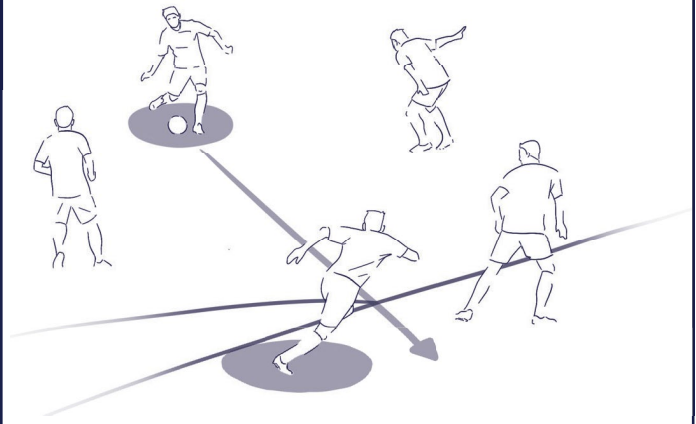
1. Offensive

Role, rating, minutes played, goals, assists, shots, shots on target, blocked shots, off-target shots, shots from inside the box, outside the box, offside, free kicks, corner kicks, throw-ins, and dribbles.



2. Organization

Role, rating, passes, accurate passes, key passes, crosses, passes in the final third, creation or build-up, progressive passes, horizontal passes, safe passes, short-medium-long passes, and controls under pressure.



3. Goalkeepers

Assessment, goals conceded, blocking, deflections, goal kicks with success percentage, and aerial clearances.



4. Defensive

Assessment, tackles, aerial duels, percentage of aerial duels won, interceptions, clearances, blocks, recoveries, blocked shots, mistakes, fouls committed, fouls received, and cards.

