

Youth Sports Video Apps: Table of Contents and List of Figures

Table of Contents

Youth Sports Video Apps: Executive Summary

The study is designed to give a comprehensive overview of the Youth Sports Video Apps: market segment. Research represents a selection from the mountains of data available of the most relevant and cogent market materials, with selections made by the most senior analysts. Commentary on every aspect of the market from independent analysts creates an independent perspective in the evaluation of the market. In this manner the study presents a comprehensive overview of what is going on in this market, assisting managers with designing market strategies likely to succeed.

Youth Sports Video Apps Executive Summary	21
Google / You Tube / Google Chrome Casting	25
Hudl	25
Youth Sports Video Coaching Market Shares	25
1. Youth Sports Video Apps Market Definition and Market Dynamics	28
1.1 Value of Video Apps in Youth Sports	28
1.1.1 Parents Tag 2,000 Plays	30
1.2 Video Analysis for Youth Sports Analytics	30
1.2.1 Video Analysis Helps Athlete Development	31
1.2.1 Biofeedback	32
1.2.2 Video Software Features	33
1.3 Youth Sports Smartphone and Tablet Applications	35
1.4 Video Systems	38
1.1.1 5G	38
1.4.1 Youth Sports Video Analytics Branding	38
1.5 All Teams Crunch Numbers	39

2 Youth Sports Video APPs Market Driving Forces and Market Shares	40
2.1 Sports Video Apps Market Driving Forces	40
2.1.1 “Over-the-Top” (OTT) Video Services	47
2.2 Youth Sports Video APPs Coaching Market Shares	48
2.2.1 Google / You Tube / Google Chrome Casting	53
2.2.2 Hudl	53
2.2.3 Dicks Game Changer	54
2.2.4 Stack Sports	54
2.2.5 TeamSnap	54
2.2.6 Coach Logic	55
2.2.7 Youth Sports Video App Coaching	56
2.2.8 Youth Sports Sharing Video	57
2.2.9 Streaming Media	58
2.2.10 Youth Sports Video Online App, Dollars, Worldwide, 2018	58
2.3 Youth Sports Video App Forecasts	59
2.3.1 Youth Team Sports Apps	65
2.3.2 Youth Sports Markets	66
2.3.3 Youth Team, League, and Tournament Sports Market Segments 2016	68
2.3.4 Youth Sports Registration Fees	72
2.4 Youth Sports Trends	72
2.4.1 Local Recreational Sports Facilities Are Being Developed as Services	74
2.4.2 Youth Sports Video Statistics via Mobile Devices	77
2.4.3 Innovative Game Score Tracking Applications	78
2.5 Team, League, and Tournament Sports Market Driving Forces	80
2.6 Youth Team Sports, Video Regional Market Segments, Dollars, 2017	84

3 Youth Sports Video Systems Description	87
3.1 Youth Sports Video Systems Integration	87
3.2 Youth Sports Video Systems User Metrics	90
4 Video Apps Technology	91
4.1 Video Apps Invaluable Resource in Any Sport	91
4.2 Coach's Eye	91
4.3 Dartfish	92
4.4 Hudl / Ubersense Coach	92
4.5 BaM Video Delay	92
4.6 RePlay Cam	93
4.7 Selected Youth Sport APPs	93
4.7.1 Android	93
4.7.2 Bonzi	99
4.7.3 TeamSideline App	100
4.7.4 RosterBot	102
4.7.5 ManageYourLeague	103
4.7.6 TeamSnap	104
4.7.7 LeagueApps	106
4.7.8 Sports Illustrated Play	107
4.7.9 Engage Sports	108
4.7.10 SportLoMo	108
4.7.11 DialMyCalls	109
4.7.12 Tips for Keeping Sports Leagues Going	111
4.8 Coach's Eye and Variety of Apps	111
4.8.1 Pitch Lab	133
4.8.2 Burst	135
4.8.3 Hudl	137
4.8.4 VIDDY	139

4.8.5	Maxmobile2	141
4.8.6	NCSA SPORTS	143
4.8.7	iSCORE BASEBALL	145
4.8.8	GameChanger	147
4.9	Digital Revolution Transforming Youth Sports	148
4.9.1	ScoreStream	148
4.9.2	First Aid App from the American Red Cross	148
4.9.3	Canva’s Sports Certificate Templates	149
4.9.4	Rocky Top Sports World	149
5	Youth Sports Video App Company Profiles	150
5.1	Boxcast	150
5.1.1	BoxCast Pricing	150
5.1.2	Boxcast Revenue	152
5.1.3	Boxcast Real Time Scores	152
5.2	Catapult	158
5.2.1	Catapult Wearable Monitoring Technology	159
5.2.2	Catapult Acquisitions	159
5.2.3	Catapult Revenue	161
5.2.4	Catapult Customers	169
5.3	CineSports	171
5.3.1	CineSports Elevated Filming Gives The Best Depth Perception	172
5.3.2	CineSports Partnered with Swedish Company, Spiideo	172
5.4	Clipcast	172
5.4.1	ClipCast Integration with TeamSnap	174
5.5	Coach Logic	177
5.5.1	Coach Logic	178
5.5.2	Coach Logic Brings Teams Closer Together	182

5.6 Comcast / NBC / Sport Engine	183
5.6.1 Comcast Revenue	183
5.6.2 Comcast Business	183
5.6.3 NBC Sports Group Purchases Sport Ngin	186
5.6.4 NBC Universal / SportsEngine	187
5.6.5 SportsEngine Culture	188
5.7 Dicks / Game Changer	188
5.7.1 Dicks Sporting Goods	191
5.7.2 Dick's Sporting Goods Revenue	192
5.7.3 Dick's Net Sales	194
5.8 Fantag	196
5.8.1 Teamsnap Partnership with Fantag	196
5.8.2 Fantag Capturing and Sharing Video from A Game	196
5.9 Formula One	197
5.10 Google You Tube Youth Sports Video	198
5.11 Hudl	198
5.11.1 Hudl Profile: Video Permits Coaches To Improve Team Performance	199
5.11.2 Hudl Acquisitions	200
5.11.3 Hudl Profile	200
5.11.4 Hudl Operation	200
5.11.5 Hudl Revenue Structure: Hudl Revenue and Financing	201
5.11.6 Hudl Clients and Suppliers: Hudl Partnership with Nike, APPs	202
5.11.7 Hudl R&D and Investment	202
5.11.8 Hudl Pricing	203
5.11.9 Hudl Gross Margin	203
5.11.10 Hudl Development and Prospects	203

5.11.11 Hudl Acquisitions Spur Growth	204
5.11.12 Hudl Features and Benefits: Video Review, Team Feedback and Advanced Analysis Tailored to Team	204
5.11.13 Hudl Video Informed In-Game Decisions	206
5.12 iPhone Team Sport App No.4: ChalkTalk (\$4.99)	208
5.13 iPhone Team Sport App No.5 : Game Changer (free)	208
5.14 Klipdraw	209
5.14.1 Klipdraw Moves Players to New Position	210
5.15 Live Barn	212
5.15.1 Live Barn Hassle Free Camera	213
5.15.2 Live Barn Revenue	213
5.15.3 LiveBarn Venue Marketing Portal	216
5.16 Youth Sports Network	222
5.16.1 Sources of Monetization of Youth Live Stream Services:	223
5.17 NAYS	224
5.17.1 NAYS Coach Training and Membership	225
5.17.2 NAYS Functions	226
5.18 NBC Sports	227
5.19 Net Edge Sport Video- Get The Edge!	227
5.20 Newtek	230
5.21 Access Industries / Perform Group	230
5.21.1 Perform / Opta for Broadcasters, Media Brands, Betting Companies	230
5.21.2 Perform / Opta Sport Streaming Platform	232
5.21.3 Access Industries	232
5.22 QSTC	232
5.23 RAMP Holdings	233
5.24 ScoreStream	233

5.25 Sideline Sports	234
5.25.1 Sideline Sports XPS Network	234
5.25.2 Sideline Sports XPS Network for Coaches	236
5.25.3 Sideline Sports Tools	237
5.26 Skype	240
5.27 Spiideo	240
5.27.1 Spiideo Individual vs. Team Sports	242
5.27.2 Spiideo Makes Video a Part of Workflow and Coaching Process	244
5.27.3 Spiideo Installed Base	245
5.27.4 Spiideo For Individual Sports	249
5.27.5 Spiideo Video Recording and Analysis of Ice Hockey	251
5.28 Sportlyzer	254
5.28.1 Sportlyzer Recurring Revenue	256
5.28.2 Sportlyzer Privately-Held Company	258
5.28.3 Sportlyzer Team Management Software Customers	259
5.28.4 Sportlyzer Team Management Software Is a Seedcamp Company	260
5.29 Sportradar AG	261
5.29.1 Sportradar Sports Betting Services	262
5.29.2 Sportradar Revenue	262
5.30 Sports Reference	263
5.31 Sports Vision Technologies	263
5.32 Stack Sports	264
5.32.1 Stack Sports Profile	268
5.32.2 Stack Sports Operation	269
5.32.3 Stack Sports Revenue	272
5.32.4 Stack Sports Gross Margin	272
5.32.5 Stack Sports Clients and Suppliers	273

5.32.6 Stack Sports Development and Prospects	274
5.32.7 Stack Sports Soccer	275
5.32.8 Stack Sports Development: Is Building Company Through Acquisition	276
5.33 Steel Sports	278
5.34 Synergy Sports	279
5.34.1 Synergy Sports	280
5.34.2 Synergy Market Opportunity: Streaming	280
5.34.3 Synergy Statistics	281
5.34.4 Synergy Basketball Video	282
5.34.5 Synergy Basketball Designed for Coaches By Coaches	283
5.34.6 Synergy Changes The Game	283
5.35 TechSmith	285
5.36 TeamSnap	288
5.36.1 TeamSnap Video Platform	288
5.37 Youth Sports Live	289
5.38 Vista Equity Partners	290
5.38.1 Vista Equity Partners STATS	290
5.38.2 Stats	291
5.38.3 Stats Revenue	293
5.38.4 Active Network (Owned by Vista Capital)	295
5.38.5 Active Sports	295
5.39 Zebra	296
5.39.1 Zebra Data and Company Metrics	296
5.39.2 Zebra Technologies Sports Solutions	297
5.39.3 Zebra / NFL Partnership	299

Figure 1. Youth Sports Video Coaching and Streaming APPs, Market Shares, Dollars, Worldwide, 2018	18
Figure 2. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018	19
Figure 3. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018, (Continued)	20
Figure 4. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018, (Continued)	21
Figure 5. Youth Sports Video Coaching and Streaming, Market Shares, Dollars, Worldwide, 2017	24
Figure 6. Youth Sports Video Software Features	30
Figure 7. Market Growth Factors in Youth Sports Video Apps	38
Figure 8. Market Growth in Youth Sports Driving Forces	39
Figure 9. Market Growth in Youth Sports Driving Factors	40
Figure 10. Driving Forces for Market Growth in Community Development Using Youth Sports	41
Figure 11. Youth Sports Coaching Video Positioning for Strong Growth	42
Figure 12. Youth Sports Coaching Video Team Branded Approach	43
Figure 13. Youth Sports Local, Grounded In Communities	43
Figure 14. Youth Sports Video Coaching and Streaming APPs, Market Shares, Dollars, Worldwide, 2018	45
Figure 15. Youth Sports Video Coaching and Streaming APPs, Market Shares, Dollars, Worldwide, 2018	46
Figure 16. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018	47
Figure 17. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018, (Continued)	48
Figure 18. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018, (Continued)	49
Figure 19. Youth Sports Video Coaching App, Dollars, Worldwide, 2018	53

Figure 20. Youth Sports Video Sharing, Dollars, Worldwide, 2018	54
Figure 21. Youth Sports Video Online App, Dollars, Worldwide, 2018	55
Figure 22. Youth Sports Video App Markets, Dollars, Worldwide, 2019-2025	57
Figure 23. Youth Sports Video Apps Markets, Dollars, Worldwide, 2019-2025	58
Figure 24. Youth Sports Video Coaching and Video Sharing Apps, Market Segments, Dollars, Worldwide, 2019-2025	59
Figure 25. Youth Sports App Video Coaching, Sharing, and Online Interface, Market Segments, Units and Dollars, Worldwide, 2019-2025	60
Figure 26. Youth Sports Video Apps, Segments, Coaching, Sharing, Online, Markets, Dollars, Worldwide, 2019-2025	61
Figure 27. Youth Sports Video Apps, Coaching, Sharing, Online, Markets, Percent, Worldwide, 2019-2025	62
Figure 28. Youth Team Organized Sports Travel Hotel, Motel, Bus, Airfare Market, and Total, Dollars, Worldwide, 2016	63
Figure 29. Youth Team Organized Sports Travel Hotel, Motel, Bus, Airfare Market, and Total, Dollars, Worldwide, 2015-2025	64
Figure 30. Youth Team, League, and Tournament Sports Market Segments, Dollars, Worldwide, 2018	65
Figure 31. Youth Team, League, and Tournament Sports Market Segments, Dollars, Worldwide, 2016	65
Figure 32. Youth Sports Travel and Facilities Market Segments, Dollars, Worldwide, 2016	67
Figure 33. Youth Sports Team, League, and Tournament Software Market Shares, Dollars, Worldwide, 2016	68
Figure 34. Youth and Recreational League Sports Trends	69
Figure 35. Youth Sports Evolution As Part Of The Healthcare Delivery System	70
Figure 36. Samples of New Venues Under Construction \$33MM to \$85 MM	72
Figure 37. Market Growth Factors in High End Youth Sports Schools and Facilities	77
Figure 38. Market Growth in Youth Sports Driving Forces	78
Figure 39. Monetizing Sports Analytics Market Features	79

Figure 40. Improving Youth Sports Coaching Analytics Features	79
Figure 41. Youth Team, League, and Tournament Sports Software, Apparel, Equipment, and Facilities Market Segments by Sport, Dollars, 2016	80
Figure 42. Youth Sports Video Regional Market Segments, Dollars, Regional Market Segments, 2017	82
Figure 43. Youth Sports Video Regional Market Segments, Dollars, Regional Market Segments, 2017	83
Figure 44. Systems Integration Functions	85
Figure 45. Video Streaming of Youth Sports	85
Figure 46. Android Youth Sports Apps	90
Figure 47. SportLoMo	105
Figure 48. Coach's Eye	108
Figure 49. Sportz Interactive	110
Figure 50. Variety of Youth Sports Apps	111
Figure 51. BoxCast Pricing	148
Figure 52. Boxcast Real Time Scores Video Display	149
Figure 53. Boxcast Hockey Video Game	150
Figure 54. BoxCast Simultaneous Broadcast	151
Figure 55. Selected Venues for Boxcast TV Broadcast	151
Figure 56. Sample Boxcast Broadcasts	152
Figure 57. Boxcast Enhanced Viewer Analytics	153
Figure 58. Boxcast Available Features	154
Figure 59. Catapult: NHL Technology Reduces Injuries	155
Figure 60. ARR / Catapult Wearables Subscription Growth	161
Figure 61. ARR Catapult Wearables and Video Growth	162
Figure 62. Catapult Vision	163
Figure 63. Catapult Recurring Revenue Drives Revenue Growth	164
Figure 64. Catapult Stack Positioning	165
Figure 65. Catapult Customers	166

Figure 66. CineSports Business Metrics	168
Figure 67. ClipCast Video App Features	171
Figure 68. ClipCast Usability Functions	172
Figure 69. ClipCast Youth Sports Video Tagging	173
Figure 70. Coach Logic Video Analysis Tool Features	175
Figure 71. Coach Logic Sports Video Functions	176
Figure 72. Coach Logic Sports Video Features	177
Figure 73. Coach Logic Features	178
Figure 74. Coach Logic Player Development Functions	179
Figure 75. Coach Logic Video Analysis	179
Figure 76. Comcast Technology Initiatives	182
Figure 77. NBC Sports SportsEngine Partners	184
Figure 78. Game Changer Calendar, RSVP, Chat	186
Figure 79. Game Changer App Sports Supported	187
Figure 80. Game Changer App Sports Partners	188
Figure 81. Hudl Video Code Customization	202
Figure 82. Hudl Better Game Film: No Cameraman Required	203
Figure 83. Hudl Systems Integration Functions	205
Figure 84. Klipdraw Image Moves a Player To A New Position In The Playing Field	207
Figure 85. Live Barn Venue Totals:	211
Figure 86. LiveBarn Venue Pricing	211
Figure 87. LiveBarn Channels, Broadcasts, Hours Available, Total Hours Broadcast	212
Figure 88. LiveBarn Revenue, 2017	212
Figure 89. Livebarn Recent Milestones	213
Figure 90. Live Barn Venue Map	214
Figure 91. LiveBarn Channels in Massachusetts Total	215
Figure 92. Massachusetts Live Hockey Youth Sports Streaming, 56 Channels	215

Figure 93. Youth Sports Network Funding Status and Goal	219
Figure 94. Sources of Monetization of Youth Live Stream Services	220
Figure 95. Sources of Monetization of Youth Live Stream Services	221
Figure 96. NAYS Functions	223
Figure 97. Perform / Opta Target Markets for Providing Official Data	228
Figure 98. Sideline Sports XPS Network Functions	232
Figure 99. Sideline Sports XPS Network for Coaches	233
Figure 100. Sideline Sports Clients by Category And Sport	235
Figure 101. Spiideo Upgrading Sports Video Recording System	237
Figure 102. Sports Video Coaching Parameters	239
Figure 103. Spiideo Video Recording And Analysis Platform at Quinnipiac University Athletics	243
Figure 104. Spiideo System at Quinnipiac University Athletics Sports Using Video Coaching Technology	244
Figure 105. USL Tampa Bay Rowdies Soccer Using Spiideo for Video Capturing and Analysis	244
Figure 106. Spiideo System Components	245
Figure 107. Spiideo Efficient, Detailed Analysis Of Practice And Competition	247
Figure 108. Spiideo Virtual Panorama System Advantages	248
Figure 109. Spiideo Video Recording and Analysis of Ice Hockey	249
Figure 110. Spiideo Skiing	251
Figure 111. Sportlyzer Team Management Software Pricing	251
Figure 112. Sportlyzer Team Management Software Features	252
Figure 113. Sportlyzer Monthly Recurring Revenue	254
Figure 114. Sportlyzer Total Registered Clubs	255
Figure 115. Sportlyzer Market Exit Strategy	256
Figure 116. Sportlyzer Sports Company Metrics	257
Figure 117. Sportlyzer Sports Customers	258
Figure 118. Stack Sports Game Video Analytics	262

Figure 119. Stack Sports Software Features	265
Figure 120. Stack Sports Brands	267
Figure 121. Stack Sports Clients and Suppliers	270
Figure 122. Stack Sports Target Markets	271
Figure 123. Stack Sports Soccer Structure	272
Figure 124. Stack Sports Software Competitive Advantage	274
Figure 125. TechSmith Video Analysis	282
Figure 126. TechSmith Video Content	283
Figure 127. TechSmith Coach's Eye	284
Figure 128. Stats Sports Partners	289
Figure 129. Stats Partners	291
Figure 130. Zebra Data and Company Metrics	294
Figure 131. Zebra Net Sales	294
Figure 132. Zebra Technologies RFID Sports Positioning	295
Figure 133. Zebra Has One Million RFID Tags in Place	296