



London TFC – Technology & Video Support for Players and Families

Our Approach to Technology

At London TFC, technology is used to support player learning, understanding, and development, not to evaluate or rank players publicly.

Video and digital tools help players:

- See the game more clearly
- Reflect on decisions made in matches
- Connect training sessions to real match situations
- Develop confidence and understanding over time

Technology is one of the many tools we use to help players grow — alongside coaching, training, and positive team environments.

Why We Use Match Video

Watching football helps players learn in a different way than being told. Our focus is always on learning and improvement, not mistakes or criticism.

Match video allows players to:

- Recognize good decisions they already make
- Understand positioning, spacing, and movement
- See how team principles appear in real games
- Reflect on moments at their own pace

How Matches Are Recorded

Home Matches

- All London TFC home matches are recorded using the **Vevo camera system**
- Vevo automatically records the full match
- Video is securely stored online and made available to coaches and players

Away Matches

- Away matches are recorded by the opposition team (OPDL)
- Footage is uploaded to **Hudl** (OPDL)
- London TFC coaches have access to this video for review and preparation

This ensures that all matches — home and away — are available for learning.

How Players Use Video

Access for Players

Players have access to their match footage and may:

- Watch full games
- Review key moments shared by coaches
- Reflect on performances independently or with guidance

Video is optional and used in a guided, supportive way.

Coach Support

Coaches may:

- Select short clips linked to training themes
- Highlight positive examples of team play
- Use video to reinforce learning already happening on the field

Players are encouraged to notice, think, and ask questions, rather than simply receive instructions.

Using Video to Support Training

What we see in matches helps shape:

- Weekly training focus
- Team principles being reinforced
- Individual conversations with players

This helps ensure that training is relevant and connected to match realities.

Preparing for Matches

London TFC coaches may use video to:

- Review upcoming opponents
- Understand team shapes and tendencies
- Prepare players for game scenarios they may face

This is done through age-appropriate discussion, helping players:

- Anticipate situations
- Improve awareness
- Build confidence going into matches

Who Is Responsible for Technology Use

Technical Director

- Oversees how technology supports development across the club
- Ensures video use aligns with learning, safeguarding, and ethical standards

Coaching Staff

- Review match footage
- Share learning moments appropriately
- Use video to support training and player understanding

London TFC

- Provides access to video platforms
- Ensures privacy, safeguarding, and responsible use
- Supports coaches in using video effectively

When and Where Technology Is Used

Technology may be used:

- After matches for review
- During the training week to guide learning
- Before matches to support preparation
- In team meetings or secure online platforms

Use varies by age group and is always developmentally appropriate.

Privacy, Safeguarding & Responsible Use

London TFC is committed to responsible digital use.

Match video:

- Is shared only through secure platforms
- Is accessible only to authorized players and staff
- Is used strictly for development purposes

Video is **never used** for:

- Public criticism

- Punishment
- Public sharing without consent

Player wellbeing and dignity always come first.

Our Commitment Going Forward

London TFC is committed to:

- Recording all matches
- Giving players access to their games
- Supporting coaches in effective video use
- Helping players learn to understand the game more deeply

Technology will continue to support what matters most: **player development, confidence, and love of the game.**