EDITION

November 2026

iTechnoSol Inc.

PROJECT OVERVIEW

League management platform for an amateur sports organizer

Players register, pay, arrange matches and follow standings on the web, from their local league up to country level.



League management platform for an amateur sports organizer

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CLIENT

An amateur sports league organizer running singles and doubles leagues

INDUSTRY

Sports

PLATFORMS

Web

THE REQUIREMENT

The organizer ran singles and doubles leagues for men, women and mixed pairs across areas, cities, states and countries. Registration, payment, match arranging, score reporting and rankings had no single home. Organizations also wanted private leagues for their own people.

WHAT WE BUILT

We built a web platform with a player portal, an organization portal and a role-based admin back end. Players register, pay online, set availability and report scores. Admins generate league schedules and manage regions, sponsors and news. Organizations create leagues and invite players by referral code.

THE OUTCOME

Players register, pay, arrange matches and follow standings in one place, from their league up to country level. Organizations run private leagues with their own invite codes. A waitlist and automated emails cover players who drop out.

CLIENT PROJECT

What it does

In short: register, pay, play and follow standings.

Registration and payment

Players sign up, choose one of six singles and doubles categories and pay online through a payment gateway.

Schedules and availability

Players see their schedule, change availability, mark playoff availability and message opponents.

Score reporting and standings

Reported scores update standings at league, city, state and country level.

Head-to-head analysis

Players compare head-to-head records and results against the same opponents, and view others' match statistics.

Organization leagues

Organizations create leagues, invite players by referral code and accept or reject registrations.

Referral wallet

Players earn referral points in a wallet when they bring in new players.

Admin back end

Role-based admin manages users, sponsors, news, rules, regions and leagues, and generates league schedules.

Waitlist and automated emails

A waitlist fills open places and automated emails go out when a player backs out.

BUILT WITH

React · Node.js · Express.js · MongoDB · Stripe · AWS · GitHub Actions · Git

PLATFORMS

Web

SERVICES

- Web application development
- Custom software development
- SaaS and MVP development

WORKING WITH US

How a project runs

The same four stages for every project, with working software early and the option to stop after any stage.

STAGE 1

Audit

We map the current process and agree on a first release.

STAGE 2

Trial

A working version on your data before the full build.

STAGE 3

Build

Weekly working demos, integrated with your systems.

STAGE 4

Go live

Rollout to one team, then company-wide.

INCLUDED IN EVERY QUOTATION

- Written scope with dated milestones
- Testing before delivery
- Documentation for your team
- Weekly working demo
- Code in your repository from day one
- Free bug fixes in the warranty period after launch

OUR PROMISES

- **NDA before anything**
- **You own all the code**
- **Your first call is with a founder**

Planning something similar?

Send us a few lines about your project. A founder replies within 4 business hours with an indicative cost and timeline, free and with no obligation.

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