

UTANGULIZI

Mfumo wa DIMBAA ni mfumo unaotumika kukusanya taarifa za uendeshaji wa ligi za mchezo wa mpira wa miguu Tanzania pamoja na kukusanya taarifa za usimamizi wa ligi hizo.

Ligi za mchezo wa mpira wa miguu nchini Tanzania ni Pamoja na;

1. NBC Ligi Kuu
2. Ligi daraja la kwanza wanaume
3. Ligi daraja la pili wanaume
4. Ligi ya wanawake
5. Ligidaraja la kwanza wanake

Mfumo huu unapatikana kwa njia zifuatazo:-

1. Mobile APP inayoitwa DIMBAA ambayo inapatikana kwenye (App store).
2. WEB ambayo inapatikana kwa anuani ifuatayo <https://tplb.dimbaa.com/authentication/login>

1. WATUMIAJI WA MFUMO WA DIMBAA

Mfumo wa Dimbaa unawatumiaji wa aina nane kama zinavyoonekana hapa.

- i. Super admin
- ii. Team admin
- iii. Team manager
- iv. Data manager(organizer)
- v. League director
- vi. General coordinator
- vii. Referee
- viii. Match commissioner
- ix. Referee assessor

2. JINSI YA KUJIUNGA KWENYE MFUMO.

Kujiunga na mfumo unahitaji kufanyiwa usajili na msajili wa mfumo(Super admin), yeye atachukua barua pepe ya mtumiaji wa mfumo kumfungulia akaunti na atasajili neno la siri la mtumiaji mfumo. Baadae mtumiaji mfumo atatakiwa kubadilisha neno lake la siri ili kuongeza ulinzi wa akaunti yake.

i. JINSI YA KUINGIA KWENYE MFUMO

Kuingia

Ili kuingia kwenye mfumo mtumiaji atahitaji kutumia simu janja au kompyuta.

Utafungua kivinjari(browser) kisha utaandika URL ya mfumo wa Dimbaa

<https://tplb.dimbaa.com/authentication/login>

akibonjeza ingia kwenye kivinjari itampeleka kwenye fomu kama inavyoonekana katika mwongozo huu kwenye maelezo.

AU

Pakua programu ya Dimbaa kutoka kwenye kurasa husika mtandaoni. Baada ya kusakinisha program ya Dimbaa utaifungua nayo itakupeleka kwenye kurasa ya mfumo kama inavyoonekana.

3. JINSI YA KUTUMIA MFUMO WA DIMBAA

A. Super admin

Ukiwa umesajiliwa kwenye mfumo na timu ya watengenezaji wa mfumo wa Dimbaa utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama ifuatavyo;

Jaza fomu kwa taarifa sahihi za barua pepe na neno la siri kama itakavyoonekana hapa

Kwa kutumia kivinjari cha kompyuta;

The screenshot shows a web browser window with a light blue header bar. The address bar contains the URL <http://qtb.dimbaa.com/authentication/login>. Below the address bar is a search bar with a magnifying glass icon. The main content area is a white form with a title "Login to Proceed" at the top center. The form has two input fields: "Email" containing "superadmin@dimbaa.com" and "Password" containing several dots. Below the password field is a link "Forgot password?". At the bottom of the form is a large orange "LOGIN" button. The background of the page is white, and there are some small icons in the top right corner of the browser window.

Ukurasa huu utafunguka kwenye kompyuta yako

User Name	Full Name	Role	Mobile	Action
Namungo FC	Kelvin	Admin	Dodoma	Edit
Namungo FC	Kelvin	Admin	Dodoma	Edit
Namungo FC	Kelvin	Admin	Dodoma	Edit
Namungo FC	Kelvin	Admin	Dodoma	Edit
Namungo FC	Kelvin	Admin	Dodoma	Edit
Namungo FC	Kelvin	Admin	Dodoma	Edit
Namungo FC	Kelvin	Admin	Dodoma	Edit
Namungo FC	Kelvin	Admin	Dodoma	Edit
Namungo FC	Kelvin	Admin	Dodoma	Edit

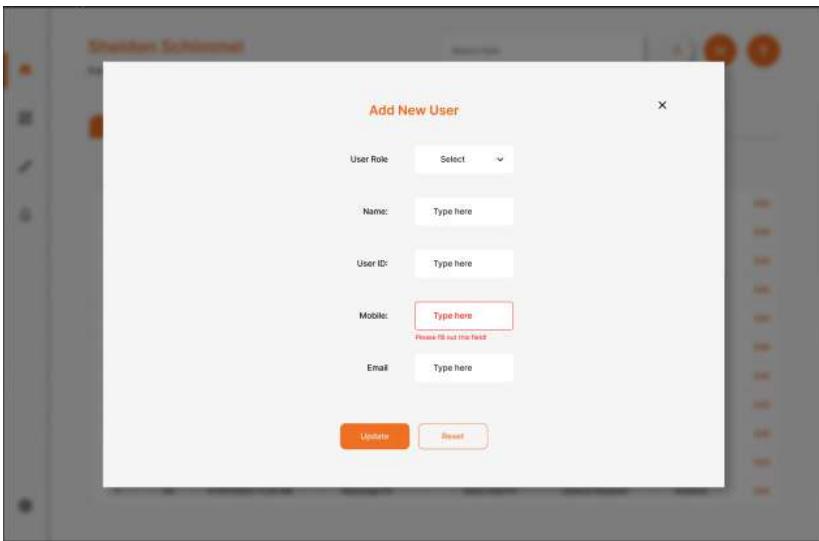
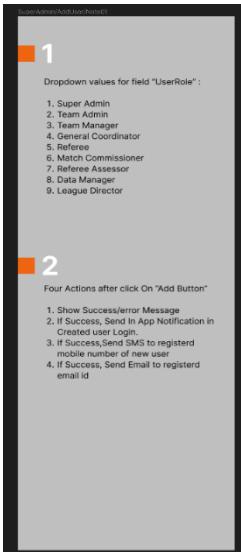
I. KUSAJILI WATUMIAJI WA MFUMO

Super admin anasajili watumiaji wapya wa mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe cha neno “User” upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

Add New User

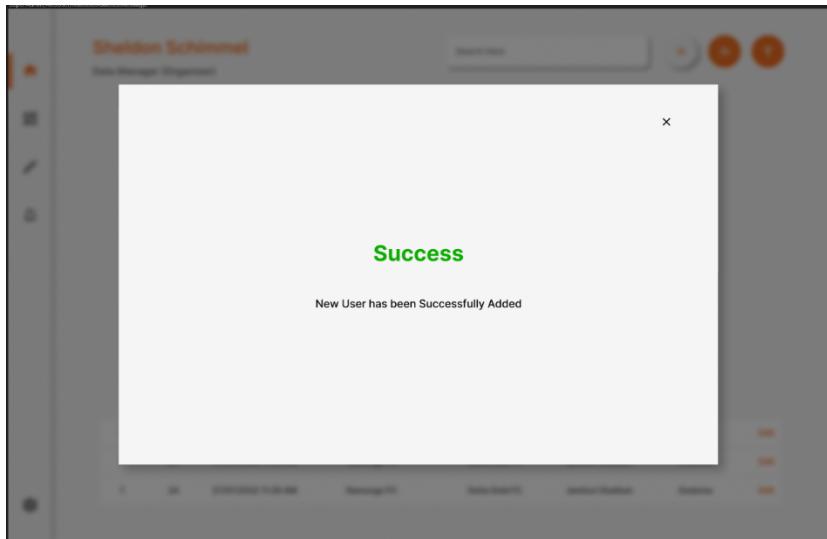
User Role:	Select
Name:	Type here
User ID:	Type here
Mobile:	Type here
Email:	Type here

Add Reset

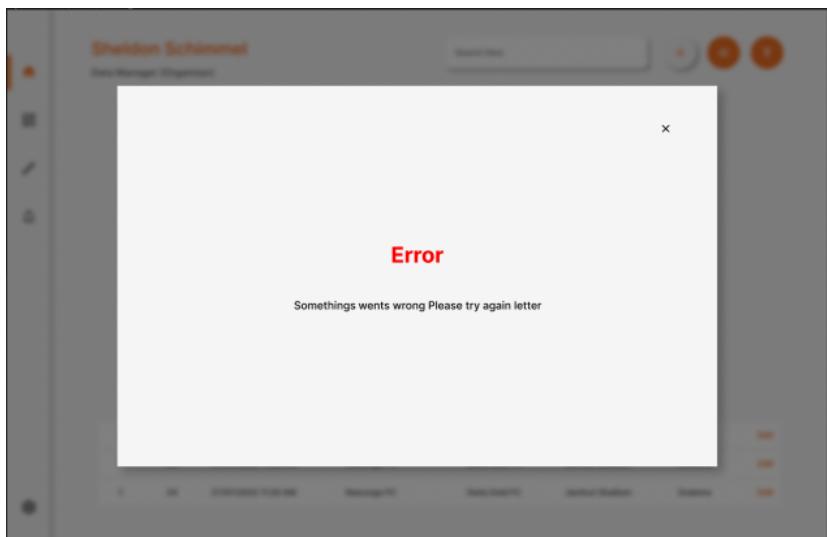


Mfumo wa Dimbaa utampatia “Super user” ujumbe wa kufanikiwa au kushindwa kusajili mtumiaji mpya kama inavoonekana hapa;

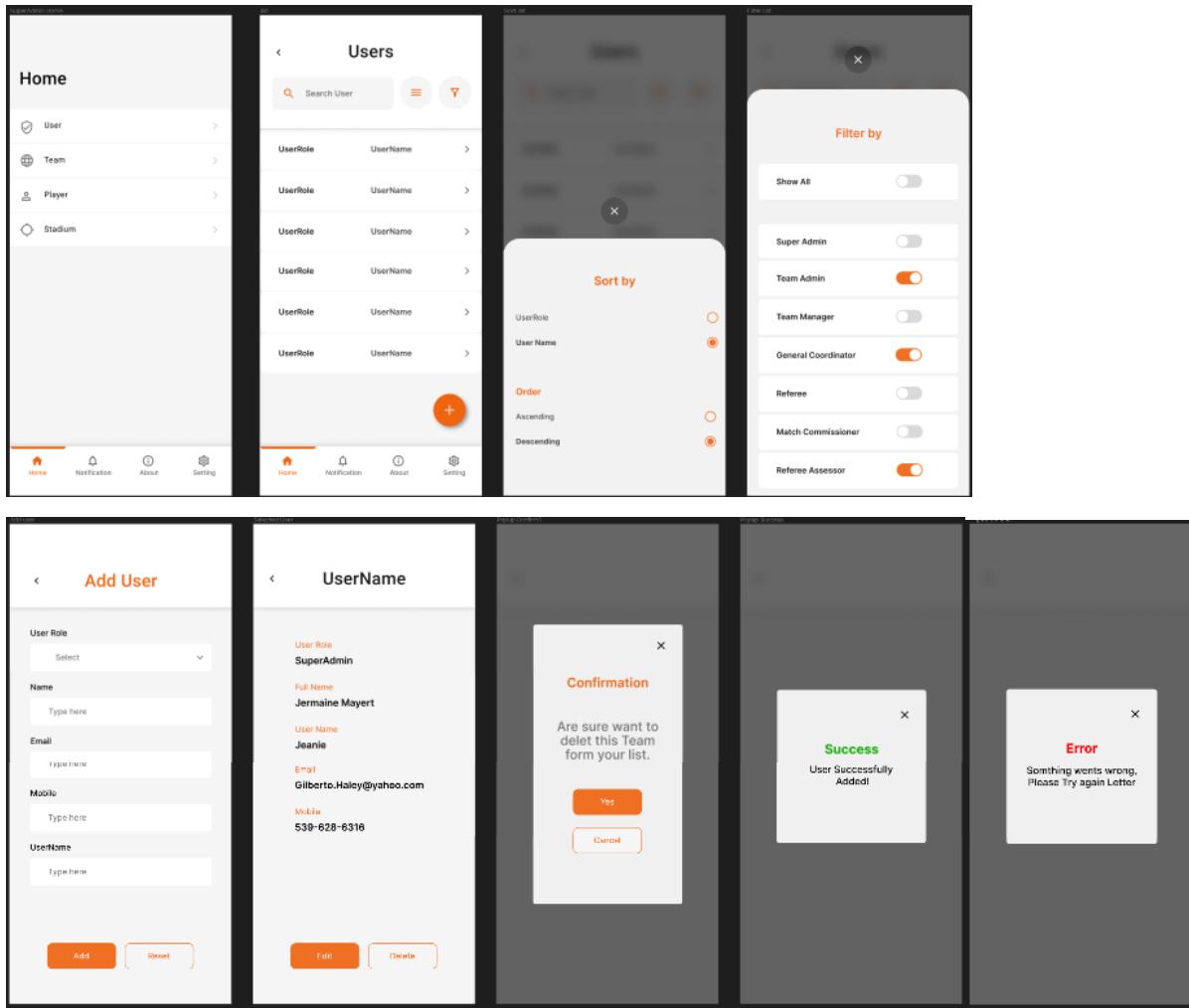
Kufanikiwa.



Kushindwa.

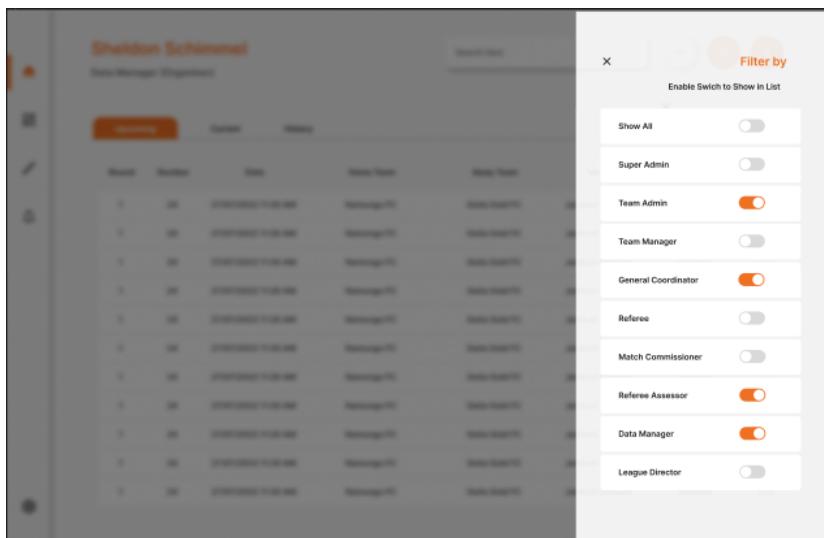
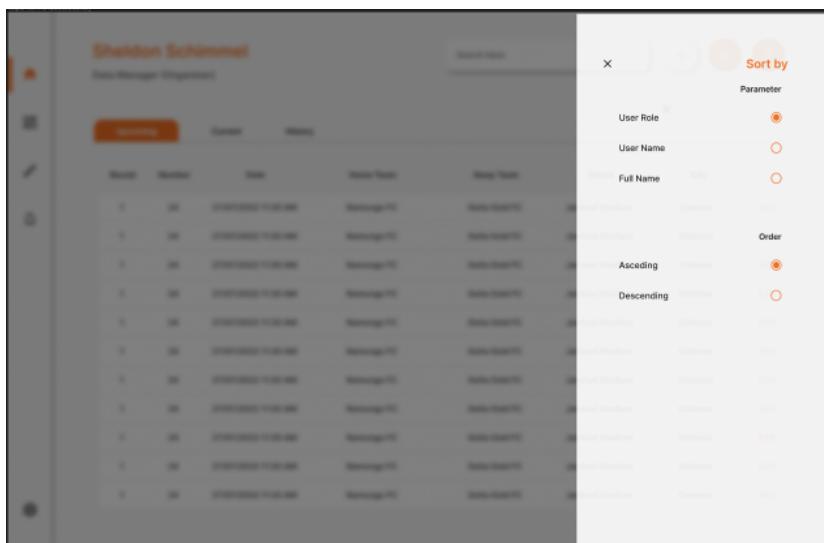


Kwenye Simu yako itaonekana hivi.



II. KUREKEBISHA AU KUFUTA TAARIFA ZA WATUMIAJI MFUMO

Ili kufanya marekebisho ya taarifa za watumiaji wa mfumo “super admin” anaweza kumtafuta mtumiaji husika kwa kutumia kitufe cha “search” au atatumia vitufe vyatubaki kubadilisha mtiririko kumtafuta mtumiaji anayehitaji kumfanyia marekebisho.



Mbele ya jina la mtumiaji anayehitaji marekebisho atabonyeza kitufe cha “edit” itafunguka kama inavyoonekana hapa chini.

Sheridan Schimmel

Edit User Details

User Role: abcd

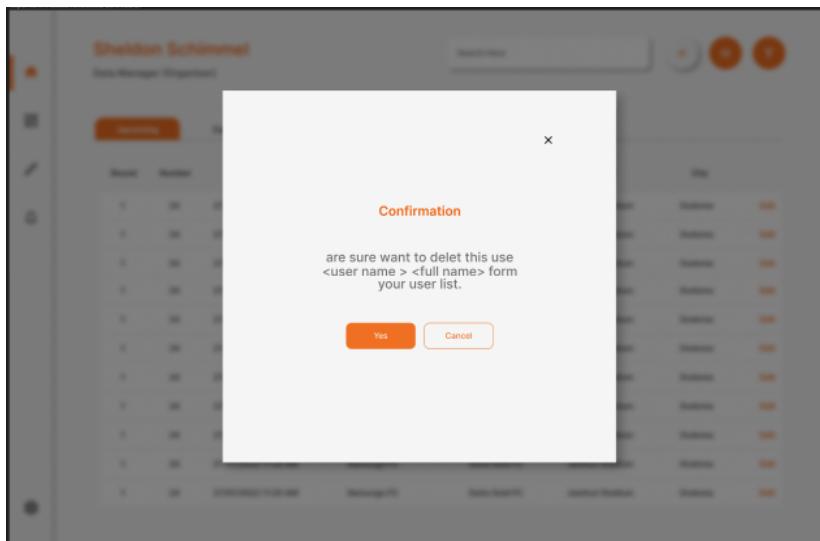
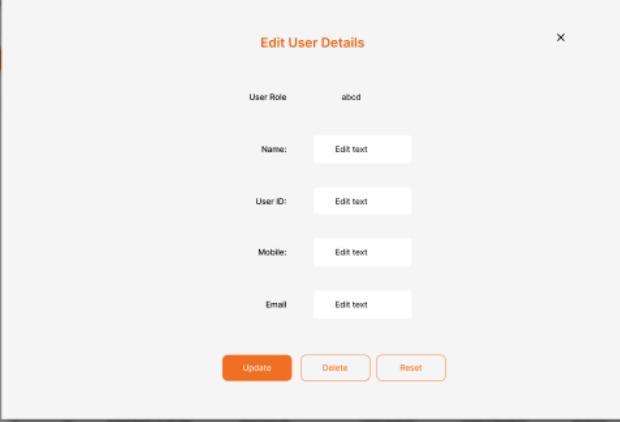
Name:

User ID:

Mobile:

Email:

Update Delete Reset



Sheridan Schimmel

Add New User

User Role: Team Admin

Select Team: Team Name

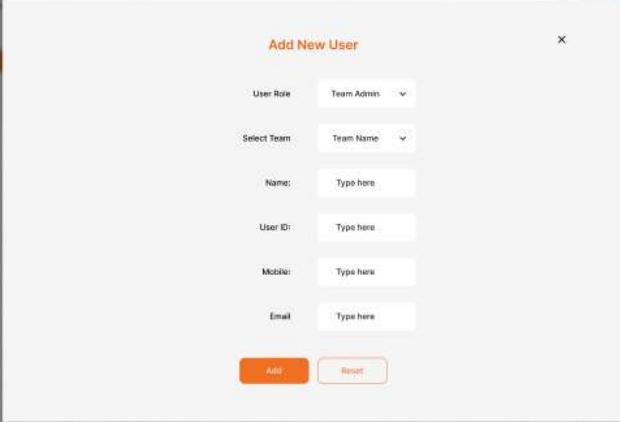
Name:

User ID:

Mobile:

Email:

Add Reset



III. KUSAJILI TIMU KWENYE MFUMO

"Super admin" anasajili timu mpya kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe cha neno "Team" upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha "add" ili kuongezea taarifa kwenye mfumo.

The image consists of two vertically stacked screenshots of a web-based application interface. The top screenshot shows a 'Team List' page with a search bar and a table of team data. The bottom screenshot shows a modal dialog for 'Add Team' with input fields for Region, Team Name, and Stadium.

Team List Page (Top Screenshot):

Team Name	Region	Stadium	View
Team Name	Region	Stadium Name	view
Team Name	Region	Stadium Name	view
Team Name	Region	Stadium Name	view
Team Name	Region	Stadium Name	view
Team Name	Region	Stadium Name	view
Team Name	Region	Stadium Name	view
Team Name	Region	Stadium Name	view
Team Name	Region	Stadium Name	view
Team Name	Region	Stadium Name	view

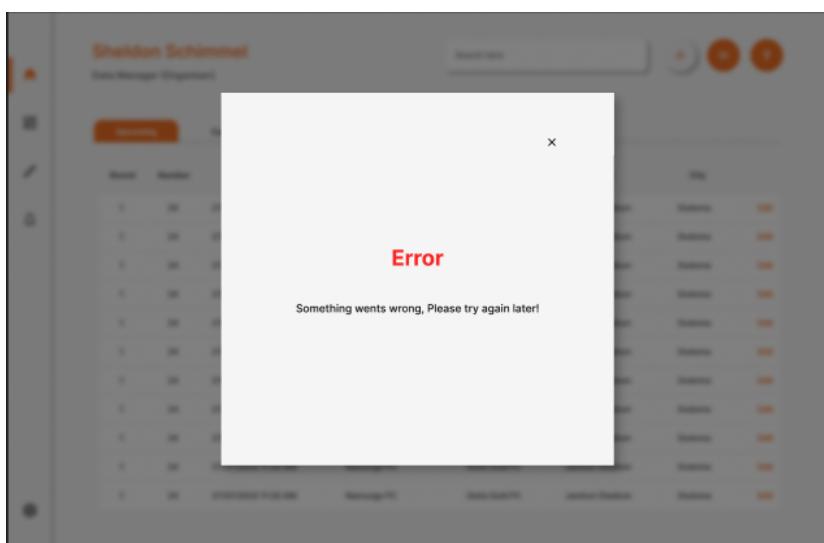
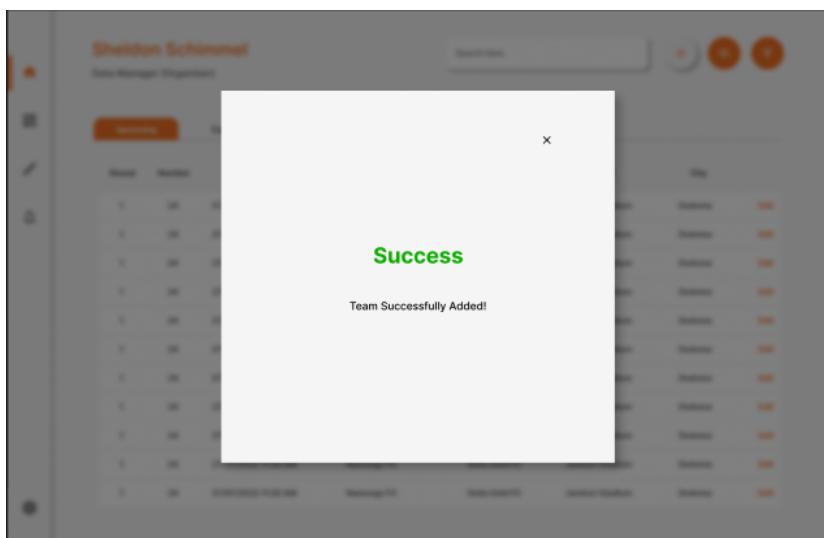
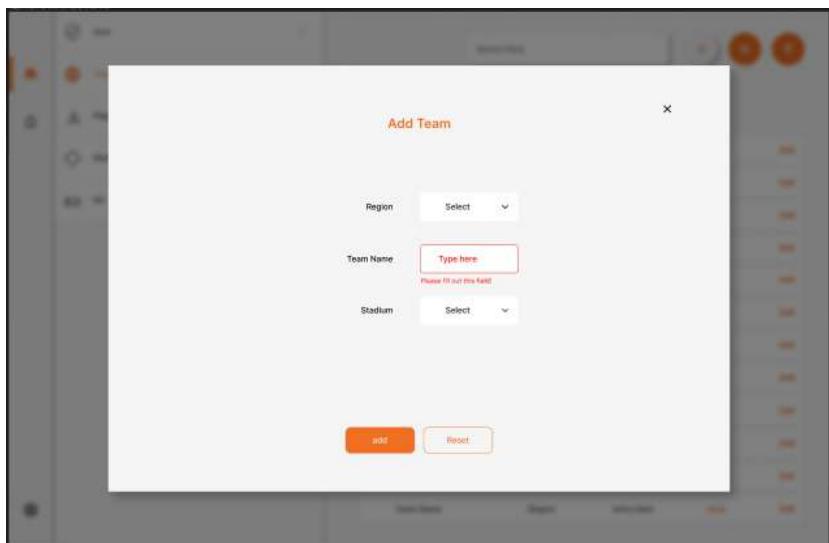
Add Team Modal (Bottom Screenshot):

Fields in the modal:

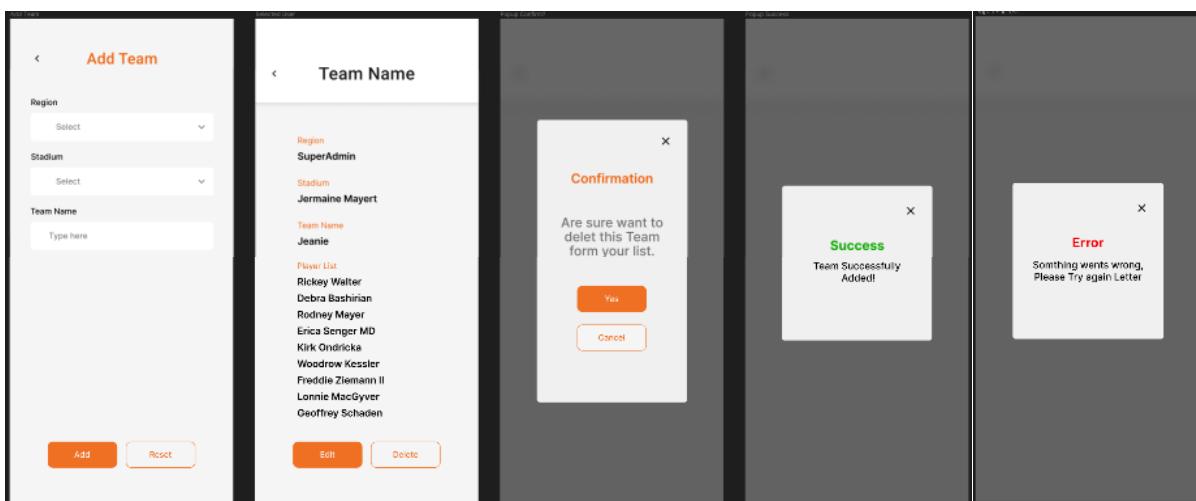
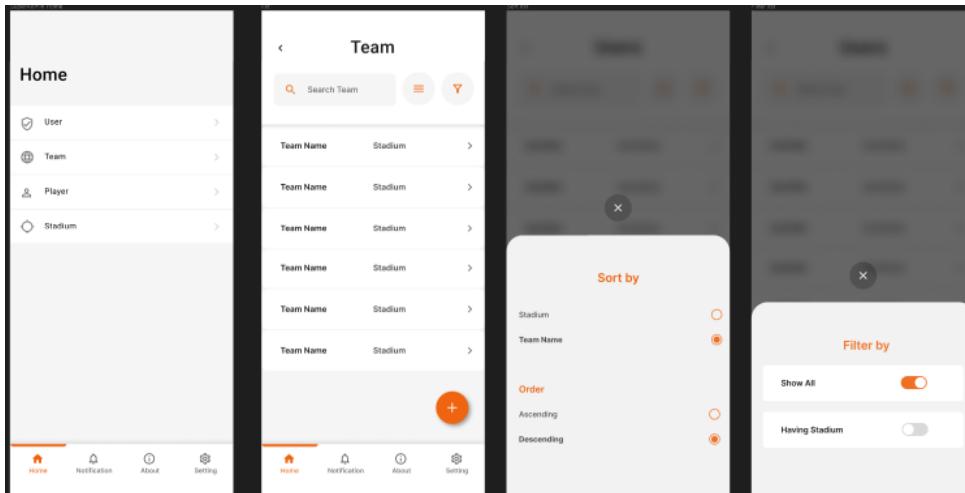
- Region: Select dropdown menu showing "Select".
- Team Name: Input field with placeholder "Type here".
- Stadium: Select dropdown menu showing "Select".

Buttons at the bottom of the modal:

- add (orange button)
- Reset (white button)



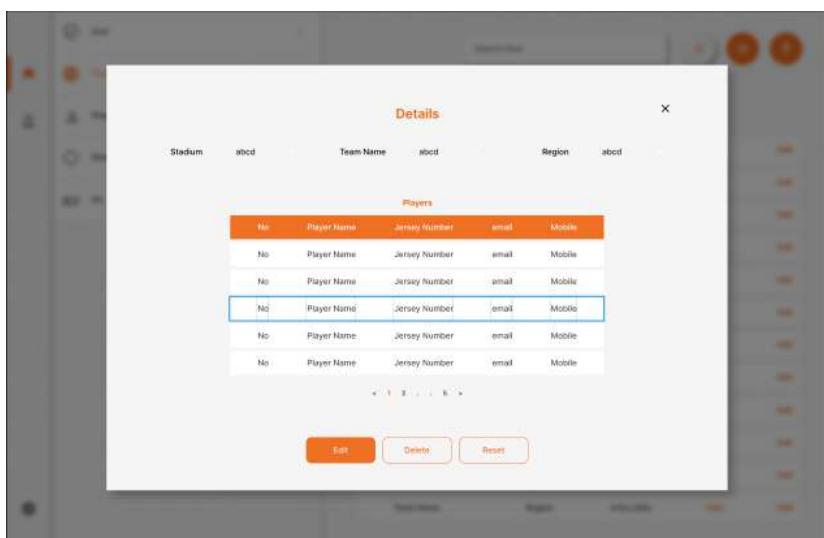
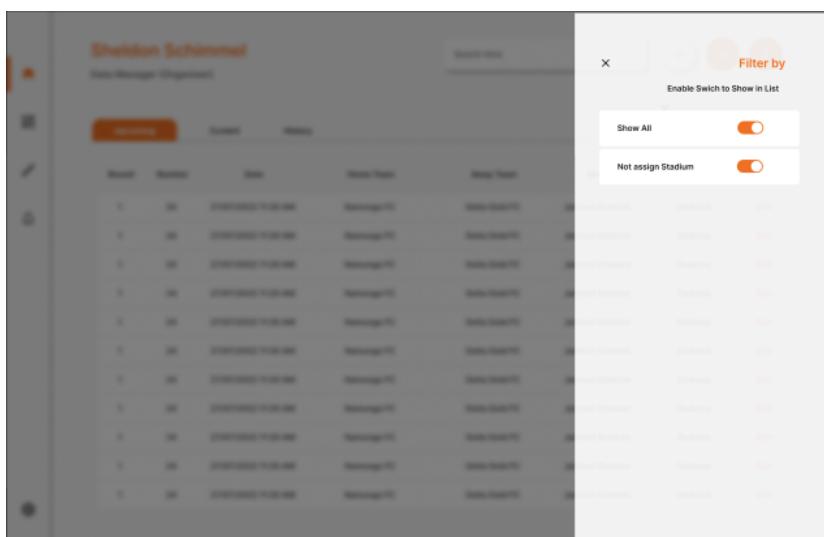
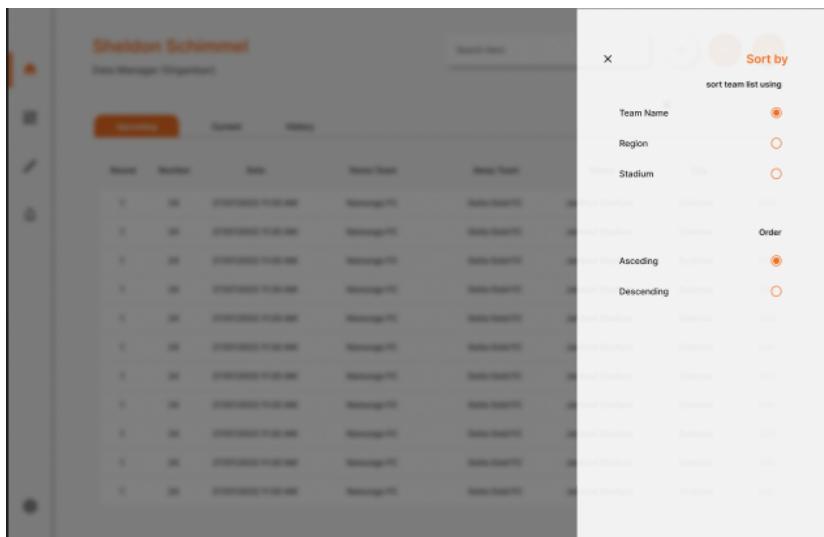
Kwenye simu itaonekana hivi

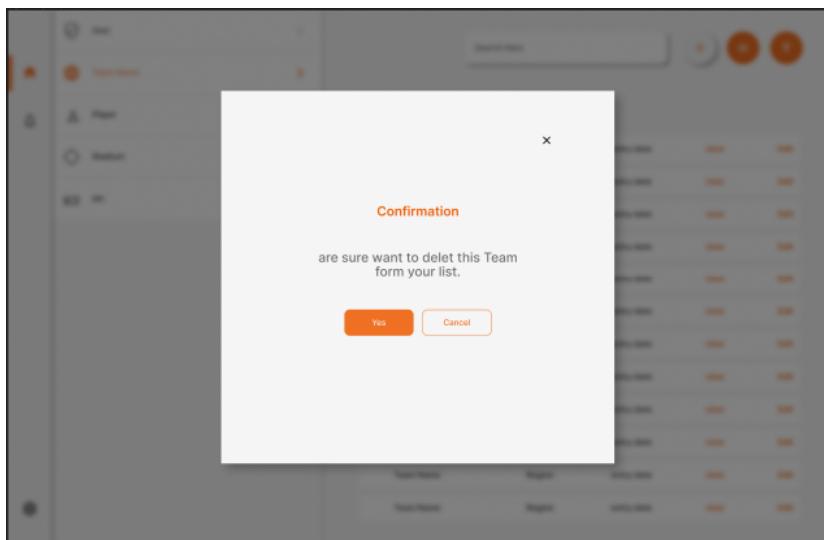
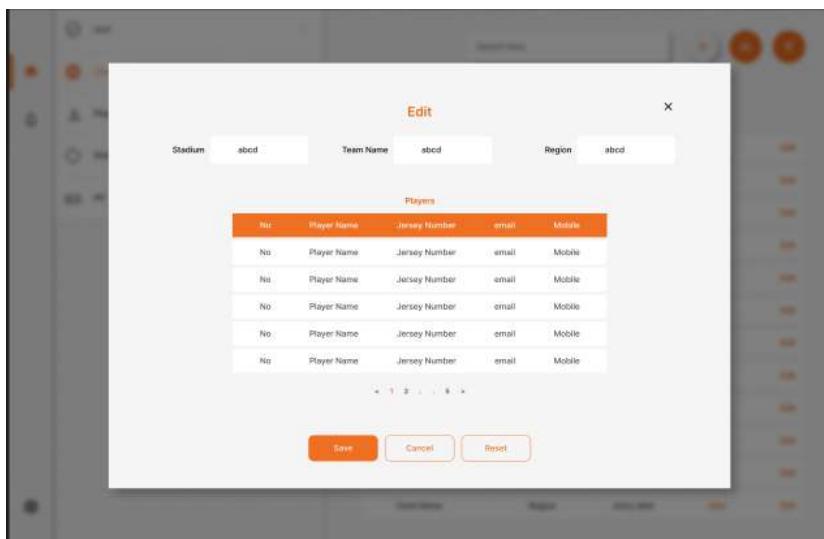


IV. KUREKEBISHA AU KUFUTA TAARIFA ZA TIMU KWENYE MFUMO

Ili kufanya marekebisho ya taarifa za timu kwenye mfumo “super admin” anaweza kuitafuta timu husika kwa kutumia kitufe cha “search”, baadae atabonyeza neno “edit”(rekebisha) mbele ya jina la timu. Baada ya kumaliza marekebisho anatakiwa kubonyeza kitufe cha “add”.

Akitakiwa kuondoa anabonyeza kitufe cha “Delete”(ondo).





V. KUSAJILI TAARIFA ZA WACHEZAJI WA TIMU

"Super admin" anasajili mchezaji mpya kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe cha neno "Player" upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha "add" ili kuongezea taarifa kwenye mfumo.

Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view
Player Name	Jersey Number	Team	view

Add Player

Player Name :

Jersey number :

Team :

Email :

Mobile :

Add Player

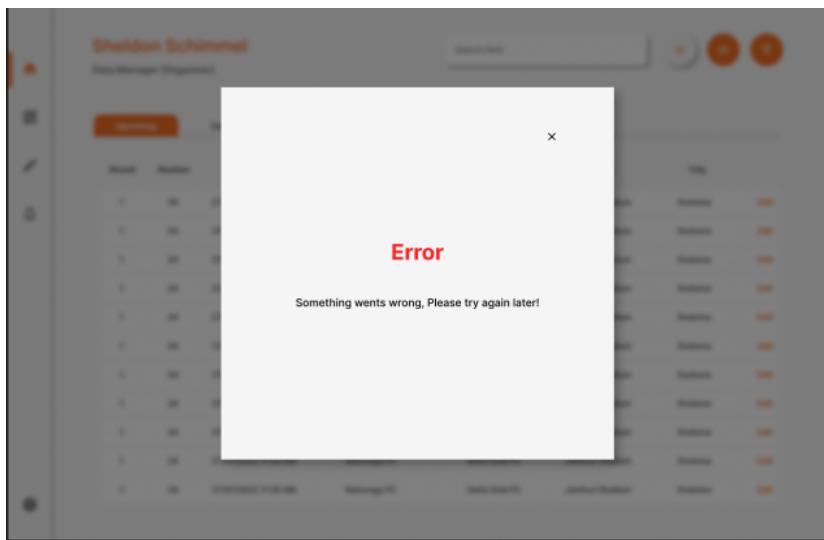
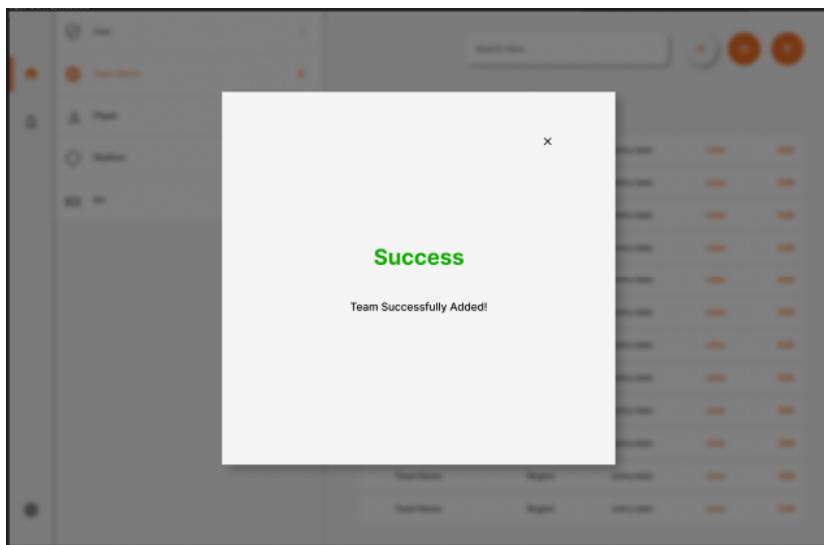
Player Name :

Jersey number :

Team :

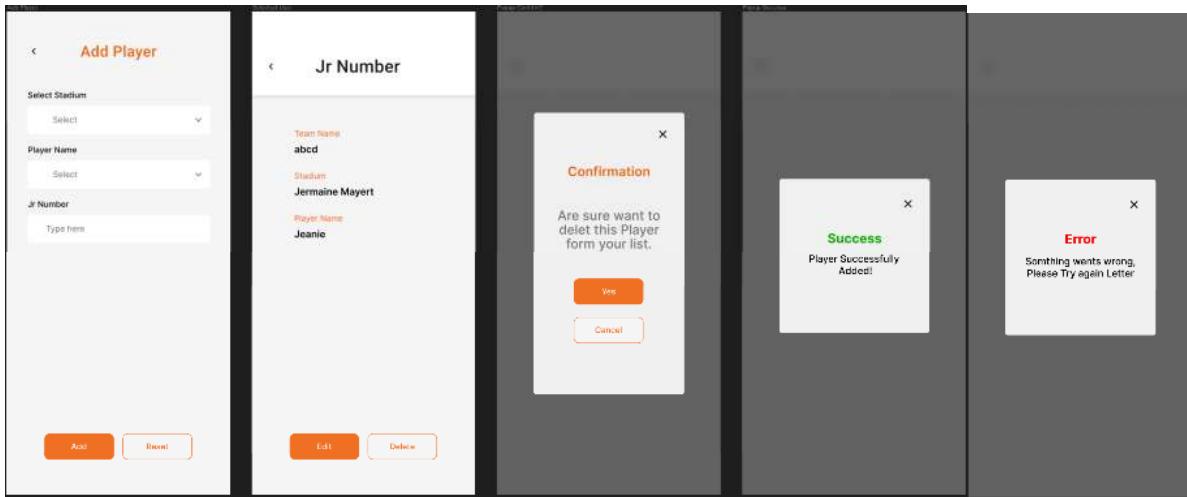
Email :
Please fill out this field!

Mobile :



Kwenye simu itaonekana hivi.

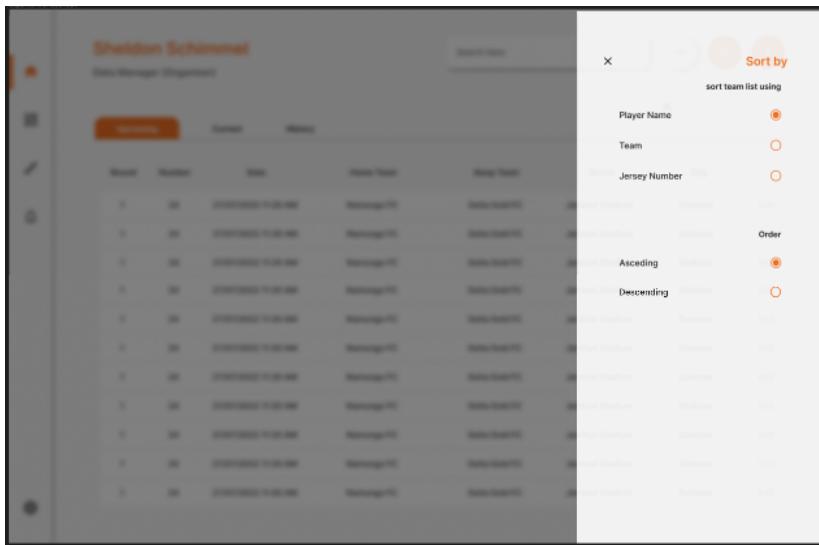
A screenshot of a mobile application interface for managing players. The screen is divided into four panels. The left panel is a sidebar with navigation items: Home, User, Team, Player, and Stadium. The second panel is titled "Player" and contains a search bar and a list of player entries. The third panel is titled "Sort by" and shows options for sorting by Player Name or Team Name, with "Player Name" selected. The fourth panel is titled "Filter by" and shows a toggle switch for "Show All" (which is turned on) and a toggle switch for "Having Stadium" (which is turned off). At the bottom of the second panel is a large orange circular button with a plus sign (+).

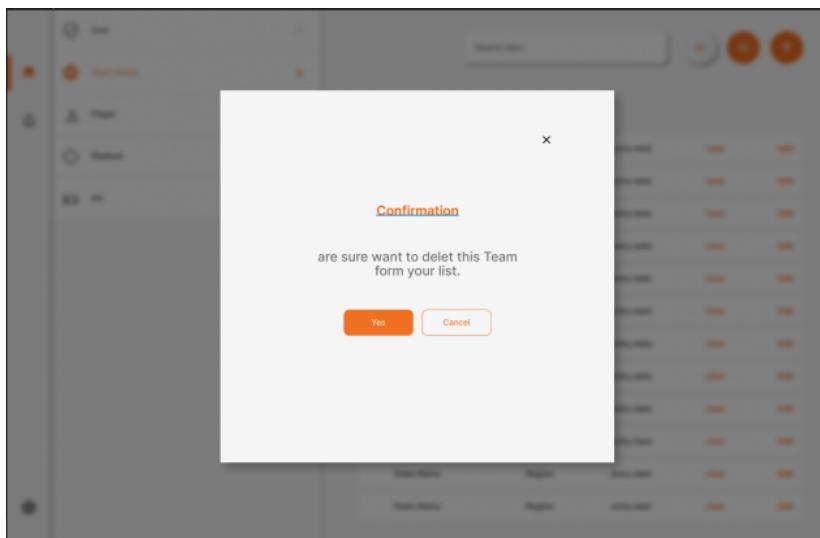
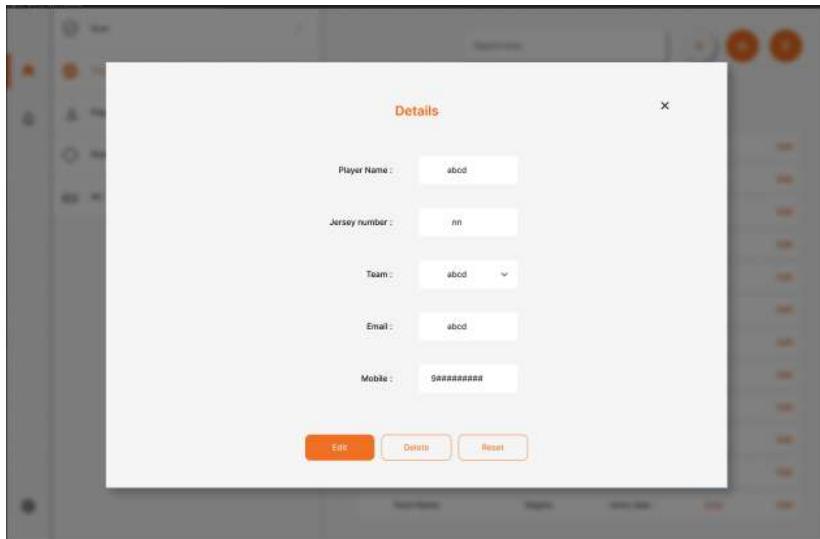


VI. KUREKEBISHA AU KUFUTA TAARIFA ZA WACHEZAJI WA TIMU KWENYE MFUMO

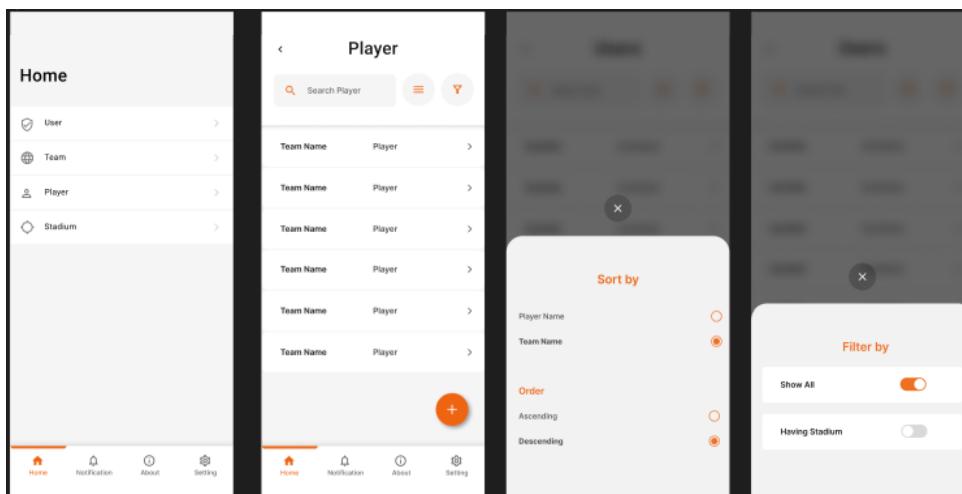
Ili kufanya marekebisho ya taarifa za wachezaji kwenye mfumo “super admin” anaweza kutafuta taarifa za mchezaji husika kwa kutumia kitufe cha “search”, baadae atabonyeza neno “edit”(rekebisha) mbele ya jina la mchezaji. Baada ya kumaliza marekebisho anatakiwa kubonyeza kitufe cha “add”.

Akitakiwa kuondoa anabonyeza kitufe cha “Delete”(ondoa).





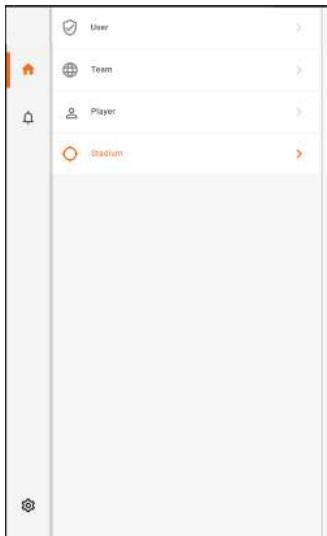
Kwenye simu itaonekana hivi.



VII. KUSAJILI TAARIFA ZA VIWANJA VYA MPIRA VYA TIMU

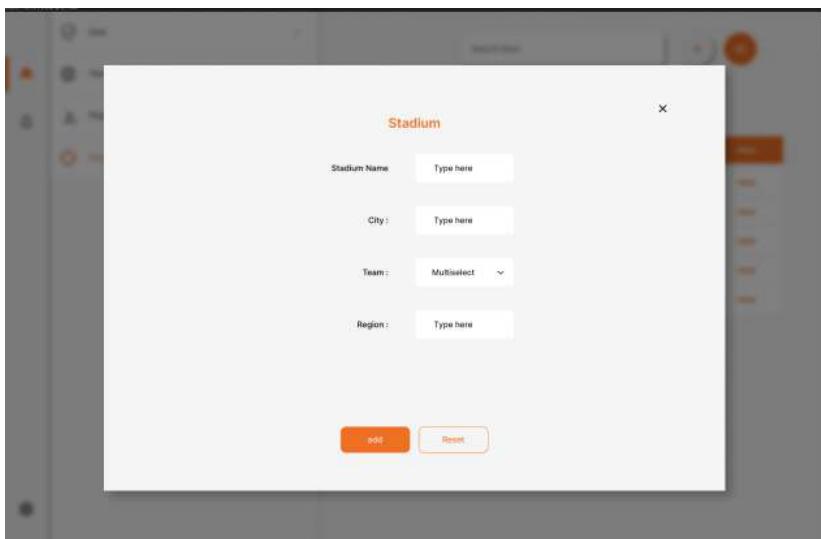
"Super admin" anasajili kiwanja kipya kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe cha neno "Stadium" upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha "add" ili kuongezea taarifa kwenye mfumo.

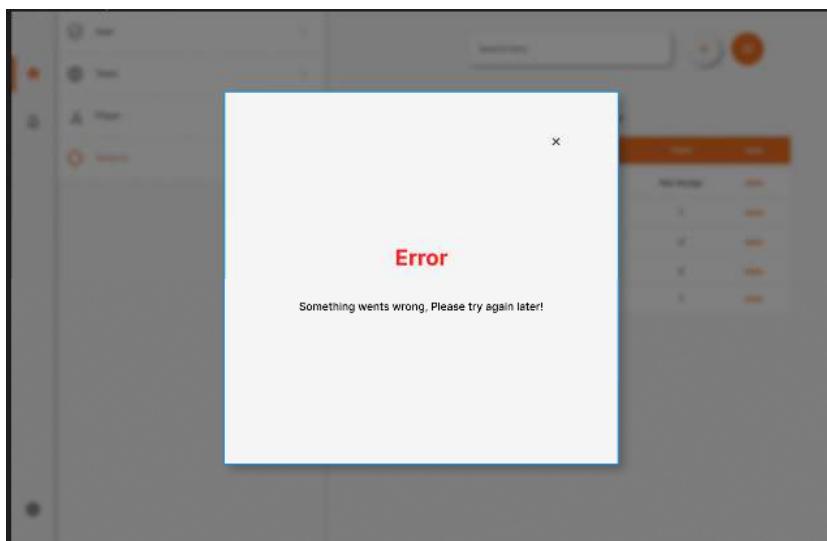
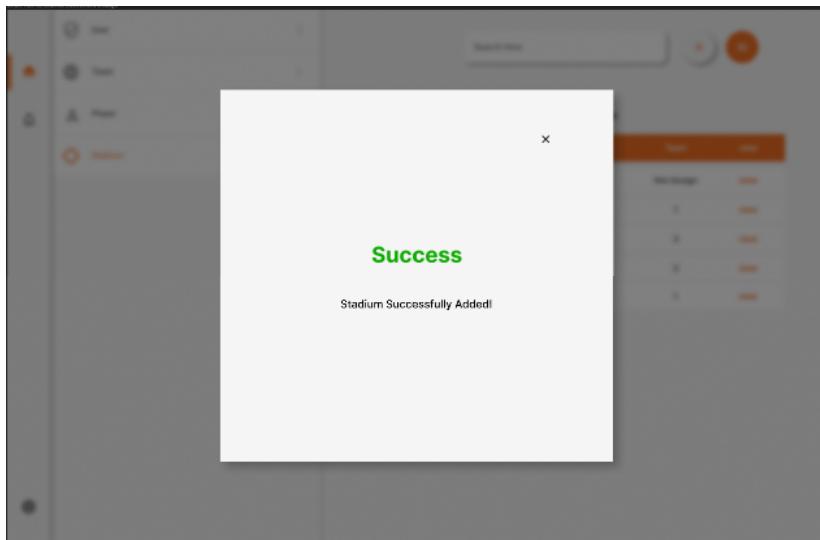
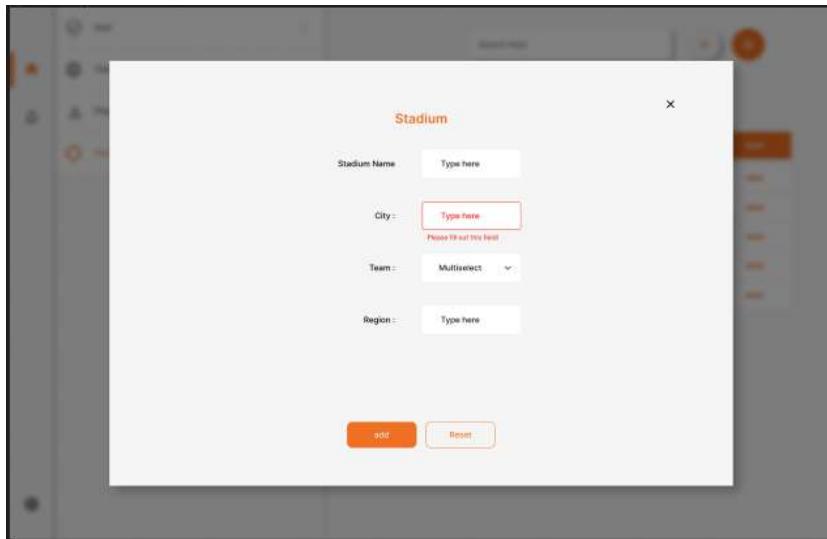


The screenshot shows a sidebar with four items: User, Team, Player, and Stadium. The 'Stadium' item is highlighted with an orange circle and has a dropdown arrow indicating it has sub-items. To the right of the sidebar is a main content area. At the top of the content area is a search bar labeled 'Search Here' and a toolbar with three icons: a plus sign, a magnifying glass, and a refresh symbol. Below the toolbar is a section titled 'Stadium Name' containing a table. The table has columns: 'Stadium Name', 'Region', 'Team', and 'view'. There are five rows of data, each with a 'view' button in the last column.

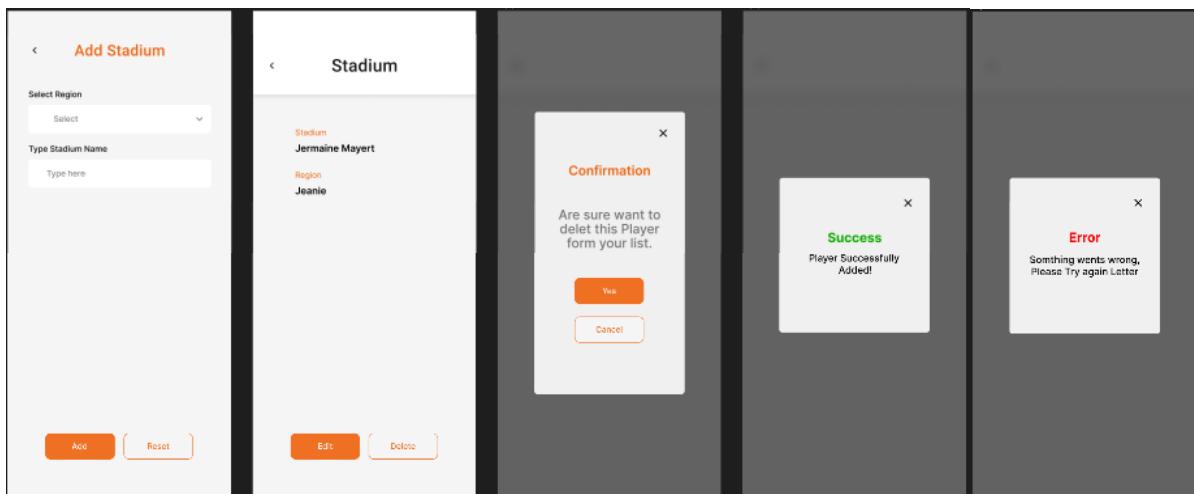
Stadium Name	Region	Team	view
Stadium Name	Region	Not Assign	view
Stadium Name	Region	1	view
Stadium Name	Region	3	view
Stadium Name	Region	2	view
Stadium Name	Region	1	view



The screenshot shows a modal dialog box titled 'Stadium'. Inside the dialog, there are four input fields: 'Stadium Name' (with placeholder 'Type here'), 'City' (with placeholder 'Type here'), 'Team' (with placeholder 'Multiselect' and a dropdown arrow), and 'Region' (with placeholder 'Type here'). At the bottom of the dialog are two buttons: a large orange 'Add' button and a smaller white 'Reset' button.



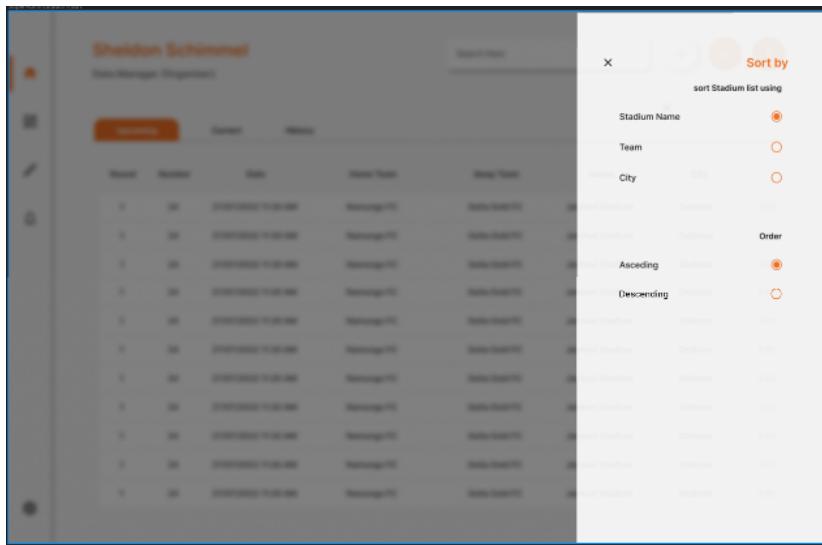
Kwenye simu itaonekana hivi;



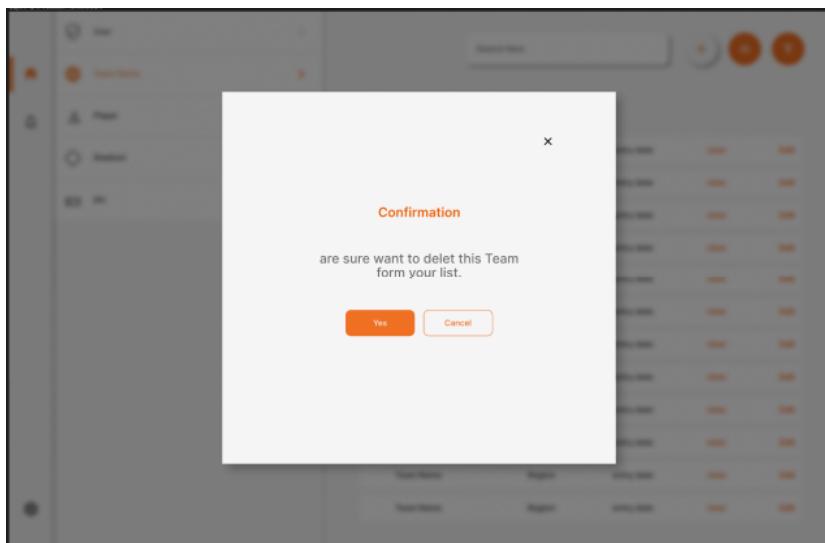
VIII. KUREKEBISHA AU KUONDOA TAARIFA ZA VIWANJA VYA TIMU

Ili kufanya marekebisho ya taarifa za Kiwanja cha mpira kwenye mfumo “super admin” anaweza kukitafuta kiwanja husika kwa kutumia kitufe cha “search”, baadae atabonyeza neno “edit”(rekebisha) mbele ya jina la kiwanja. Baada ya kumaliza marekebisho anatakiwa kubonyeza kitufe cha “add”.

Akitakiwa kuondoa anabonyeza kitufe cha “Delete”(ondo).



A screenshot of a user interface showing a modal window titled "Stadium". The window contains four input fields: "Stadium Name" (placeholder "Type here"), "City" (placeholder "Type here"), "Team" (a dropdown menu labeled "Multiselect" with a downward arrow), and "Region" (placeholder "Type here"). At the bottom of the window are three buttons: "Edit" (orange), "Delete" (light orange), and "Reset" (light orange).

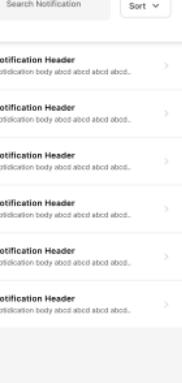


IX. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha "notification"

A screenshot of a Microsoft Word document. The top left corner features a vertical ribbon bar with icons for file, back, forward, and search. Below the ribbon, there's a small orange bell icon. The main content area has a title "Notification Message header" followed by several paragraphs of Latin text. The text discusses various legal and social concepts like voluntas, officia, and temporibus.

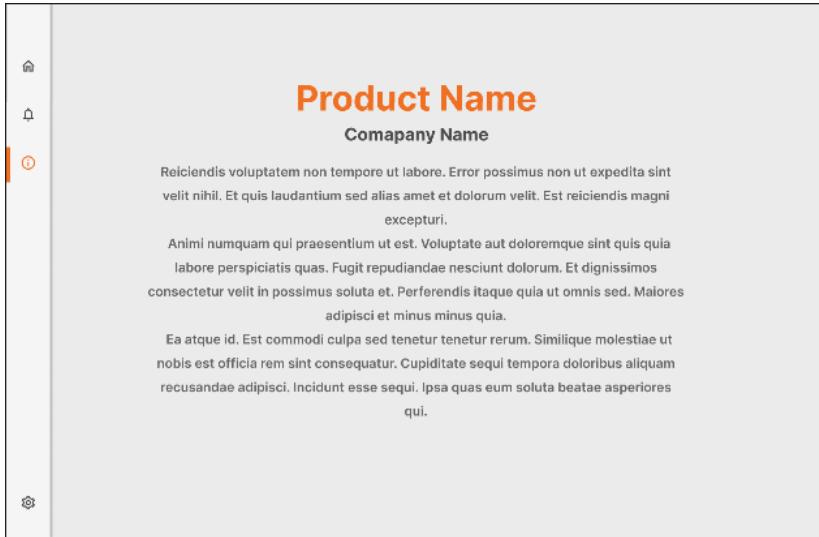
Kwenye simu itaonekana hivi;



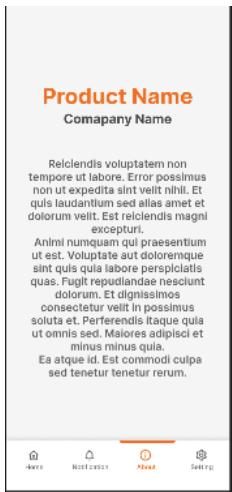
- Notification Header**
Notification body abcd abcd abcd abcd... >
- Notification Header**
Notification body abcd abcd abcd abcd... >
- Notification Header**
Notification body abcd abcd abcd abcd... >
- Notification Header**
Notification body abcd abcd abcd abcd... >
- Notification Header**
Notification body abcd abcd abcd abcd... >

X. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni waliotengeneza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha “About us”



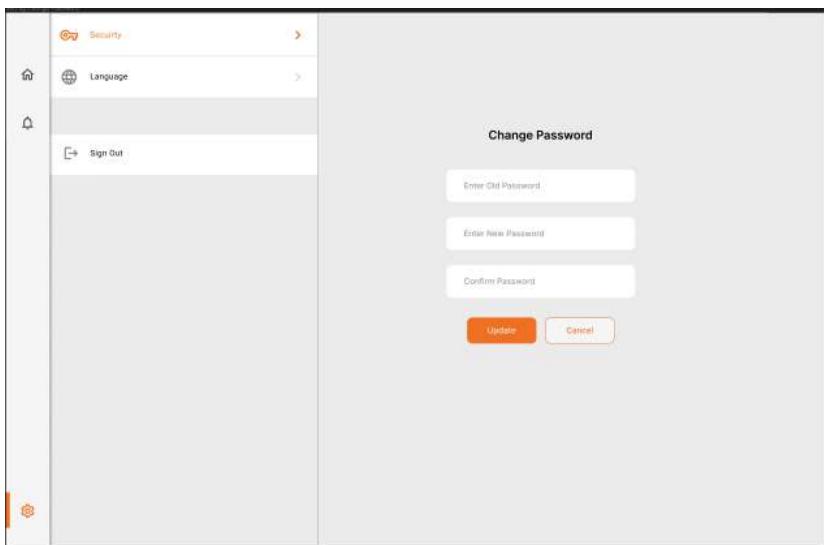
Kwenye simu itaonekana hivi;



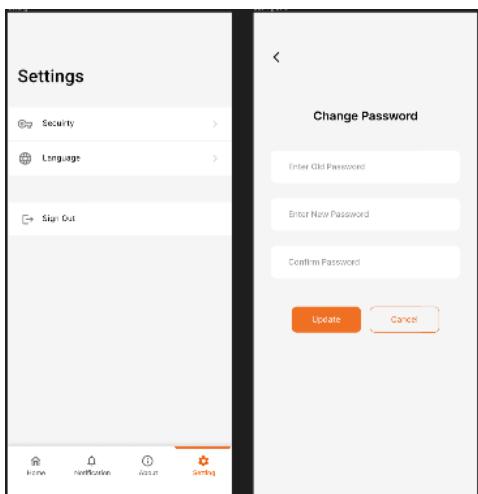
XI. MATENGENEZO YA MFUMO

Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

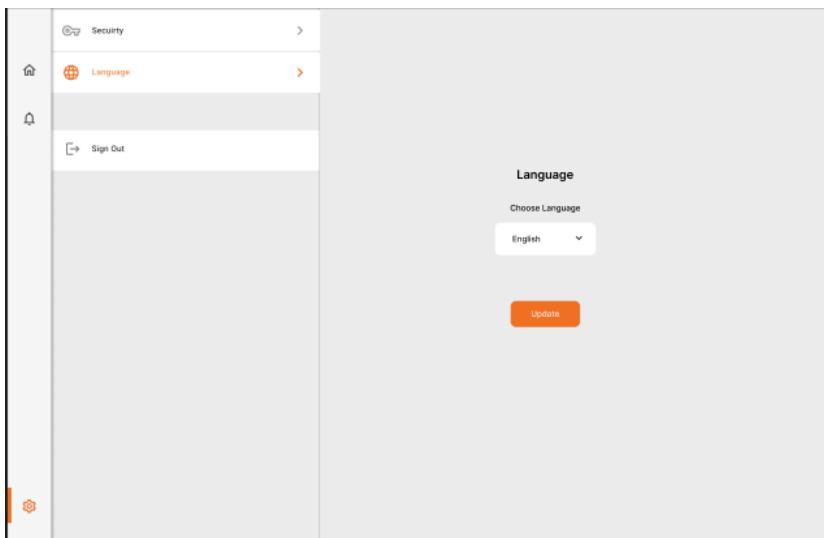
- Kubadili neno la siri la mtumiaji "Password"



Kwenye simu itaonekana kama hapa;



b. Kubadili lugha ya mfumo "Language"

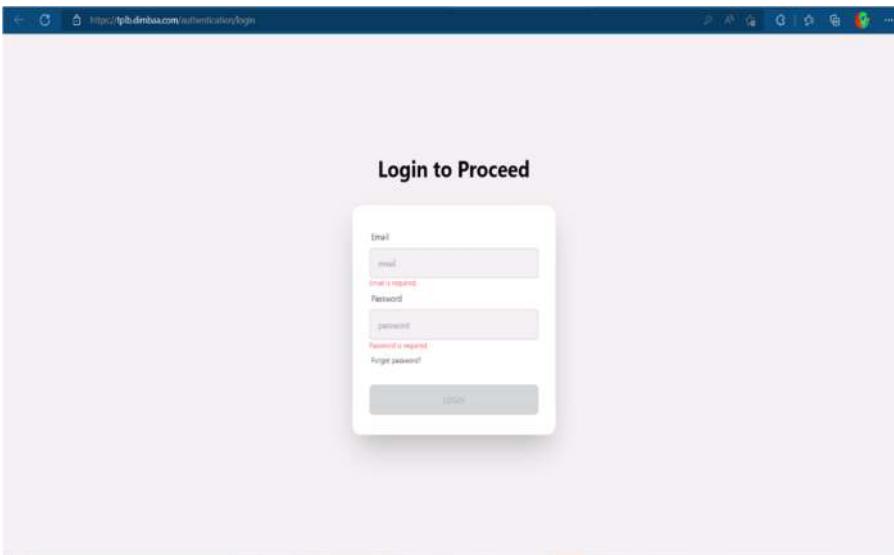


Kwenye simu itaonekana;



B. Team admin

Ukiwa umesajiliwa kwenye mfumo wa Dimbaa kama "Team admin" wa mfumo utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama hapa;



Kama barua pepe na neno la siri viko sahihi kulingana na ulivyosajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

The screenshot shows a web-based application interface. On the left, there's a sidebar with icons for home, search, and other functions. The main area has a header with "Team Name" and navigation arrows. Below the header is a search bar labeled "Search Here" with a magnifying glass icon and three orange circular buttons with icons. Underneath is a section titled "Home Stadium : Stadium Name Change". The main content area is titled "Team Player List" and contains a table with columns "Player Name", "Jersey N", and "View". The table lists nine entries, all with "Player Name" as "Player Name" and "Jersey N" as "12", with each entry having a "View" button.

I. KUSAJILI WACHEZAJI WA TIMU KWENYE MFUMO

"Team admin" anasajili mchezaji mpya kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe cha neno "Team name" upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha "add" ili kuongezea taarifa kwenye mfumo.

The screenshot shows a modal window titled "Add Player". It contains fields for "Player Name" (with placeholder "Type here"), "Jersey number" (placeholder "Type here"), "Team" (a dropdown menu with "Select" option), "Email" (placeholder "Type here"), and "Mobile" (placeholder "Type here"). At the bottom are two buttons: "Add" (orange) and "Reset". The background of the page is dimmed, indicating the modal is active.

Add Player

Player Name :

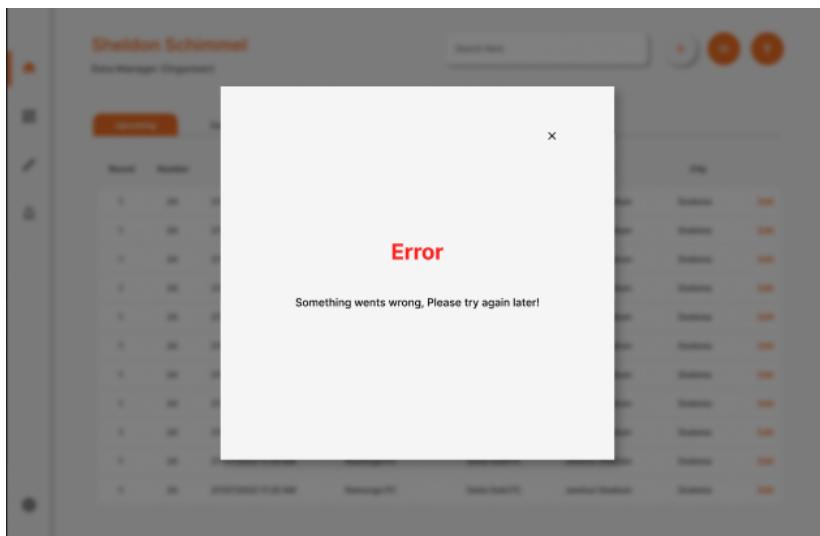
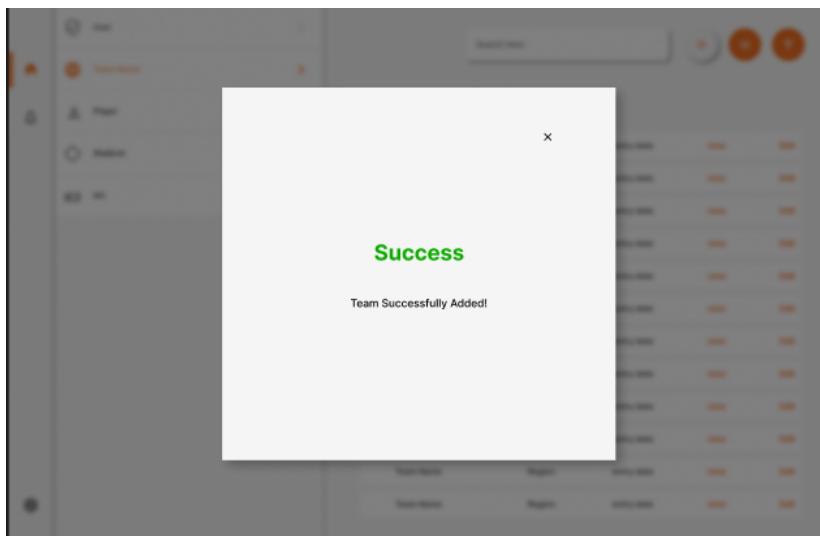
Jersey number :

Team :

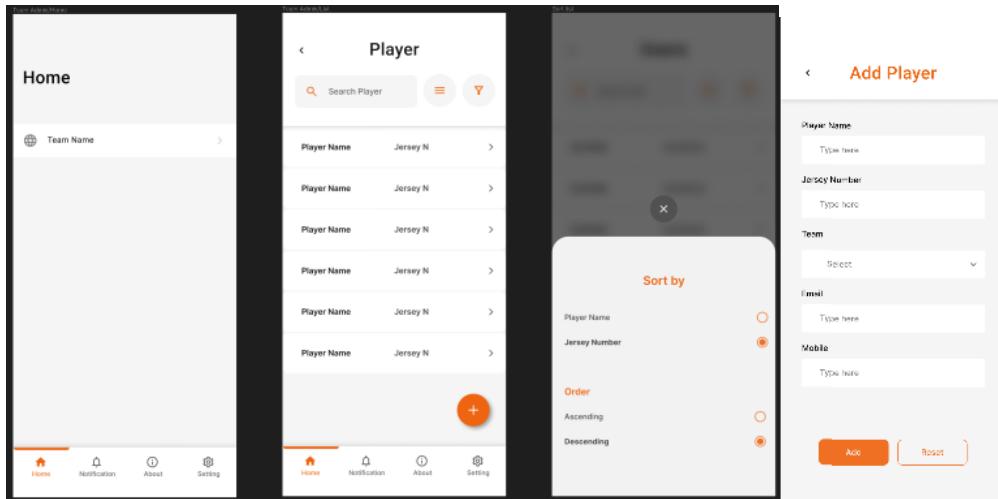
Email : Please fill out this field!

Mobile :

add **Reset**



Kwenye simu itaonekana hivi;



II. KUREKEBISHA AU KUONDUA WACHEZAJI WA TIMU KWENYE MFUMO

Sort by

sort player list using

Player Name

Jersey Number

Order

Ascending

Descending

Details

Player Name : abcd

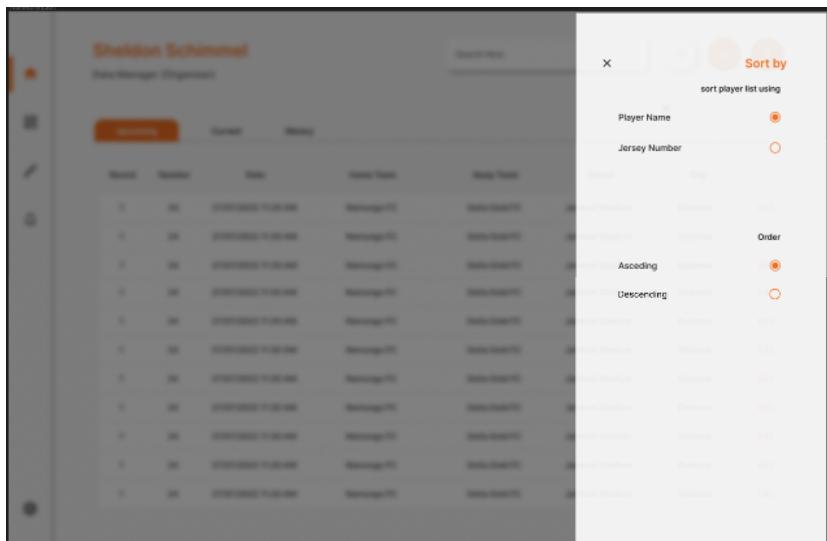
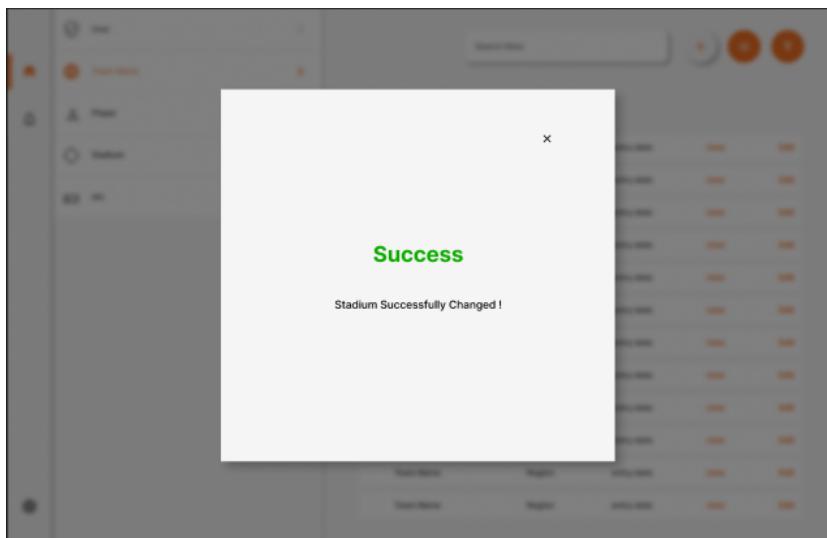
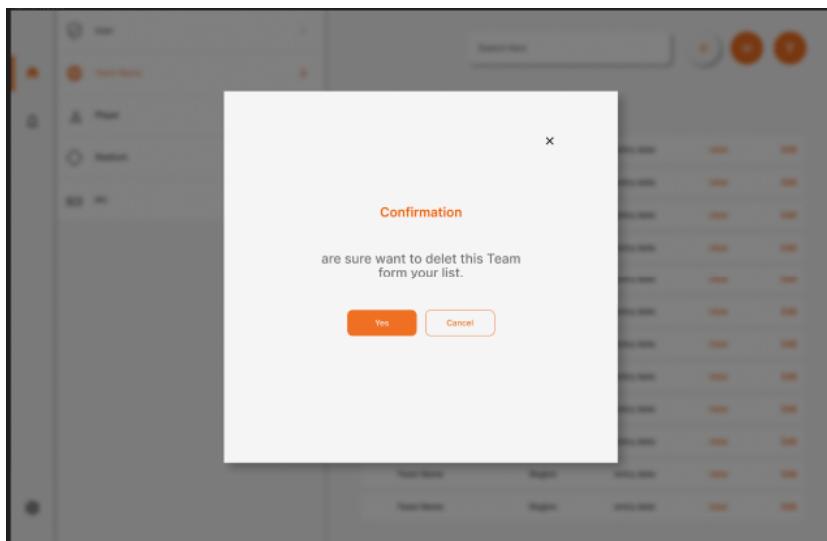
Jersey number : nn

Team : abcd

Email : abcd

Mobile : 9#####

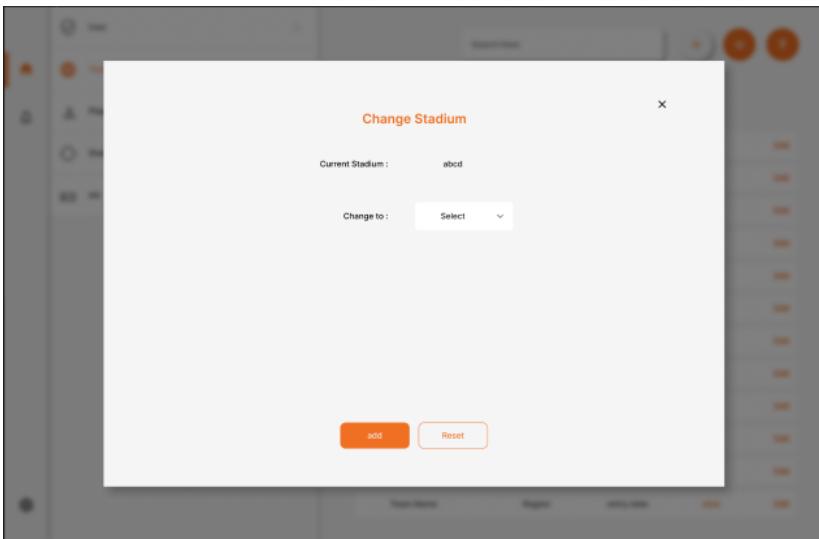
Edit Delete Reset

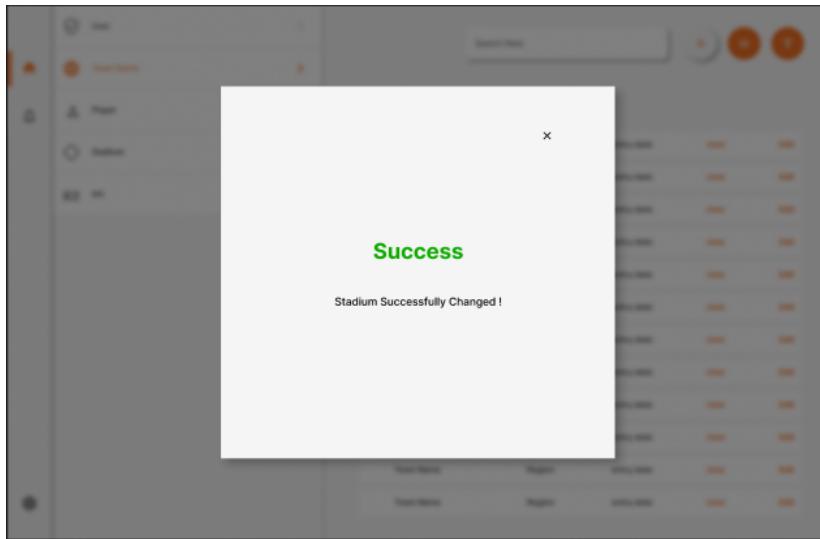


III. KUREKEBISHA TAARIFA ZA VIWANJA KWENYE MFUMO

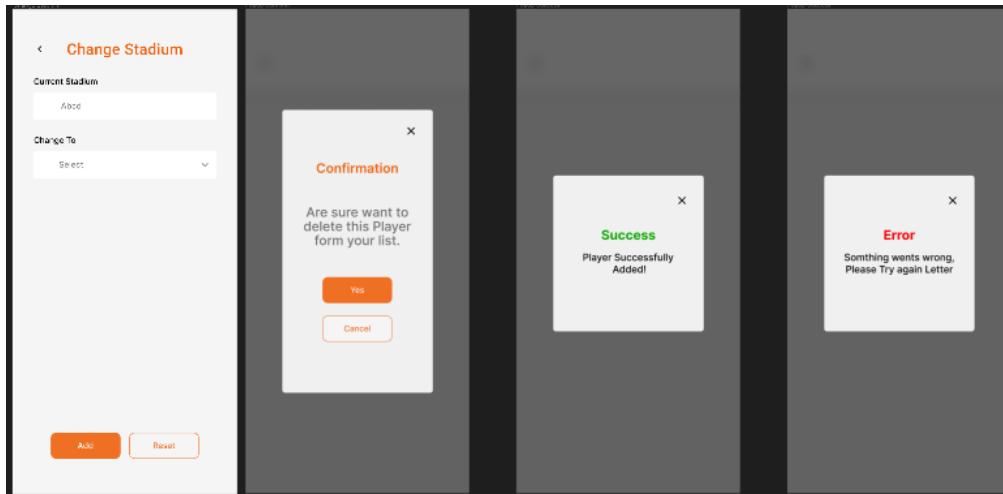
Ili kufanya marekebisho ya taarifa za Kiwanja cha timu kwenye mfumo wa Dimbaa “Team admin” anaweza kukitafuta kiwanja husika kwa kutumia kitufe cha “search”, baadae atabonyeza neno “edit”(rekebisha) mbele ya jina la kiwanja. Baada ya kumaliza marekebisho anatakiwa kubonyeza kitufe cha “add”.

Akitakiwa kuondoa anabonyeza kitufe cha “Delete”(ondoaa).





Kwenye simu itaonekana kama hapa chini;



IV. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha "notification"

Kwenye simu itaonekana hivi;

Search Notifications

Sort ▾

- Notification Header**
Notification body about about about...

Home

Notification

About

Setting

V. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni walio tenezeza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha “About us”

The screenshot shows a mobile application's 'About Us' page. At the top, there is a navigation bar with icons for Home, Notifications, and Account. The main content area has a header 'Product Name' and a sub-header 'Comapany Name'. Below this is a large text block containing placeholder Latin text. At the bottom of the screen, there are four small icons labeled 'Home', 'Notifications', 'Account' (which is highlighted with an orange border), and 'Settings'.

Product Name
Comapany Name

Reiciendis voluptatem non tempore ut labore. Error possimus non ut expedita sint velit nihil. Et quis laudantium sed alias amet et dolorum velit. Est reiciendis magni excepturi.

Animi numquam qui praesentium ut est. Voluptate aut doloremque sint quis quia labore perspiciat is quas. Fugit repudiandae nesciunt dolorum. Et dignissimos consectetur velit in possimus soluta et. Perferendis itaque quia ut omnis sed. Maiores adipisci et minus minus quia.

Ea atque id. Est commodi culpa sed tenetur tenetur rerum. Similique molestiae ut nobis est officia rem sint consequatur. Cupiditate sequi tempora doloribus aliquam recusandae adipisci. Incidunt esse sequi. Ipsa quas eum soluta beatae asperiores qui.

Kwenye simu itaonekana hivi;

This screenshot shows the same 'About Us' page as the previous one, but with a different background color. The text content and layout are identical to the first screenshot.

Product Name
Comapany Name

Reiciendis voluptatem non tempore ut labore. Error possimus non ut expedita sint velit nihil. Et quis laudantium sed alias amet et dolorum velit. Est reiciendis magni excepturi.

Animi numquam qui praesentium ut est. Voluptate aut doloremque sint quis quia labore perspiciat is quas. Fugit repudiandae nesciunt dolorum. Et dignissimos consectetur velit in possimus soluta et. Perferendis itaque quia ut omnis sed. Maiores adipisci et minus minus quia.

Ea atque id. Est commodi culpa sed tenetur tenetur rerum.

VI. MATENGENEZO YA MFUMO

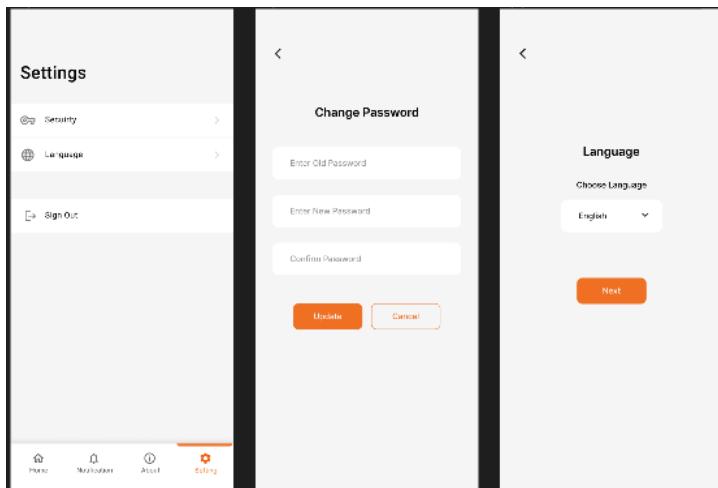
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

- a. Kubadili meno la siri la mtumiaji "Password"
- b. Kubadili lugha ya mfumo "Language"

The screenshot shows a mobile application interface. On the left is a vertical navigation bar with icons for Home, Notifications, and Settings. The main content area has a header 'Change Password'. It contains three input fields: 'Enter Old Password', 'Enter New Password', and 'Confirm Password'. At the bottom are two buttons: a red 'Update' button and a white 'Cancel' button.

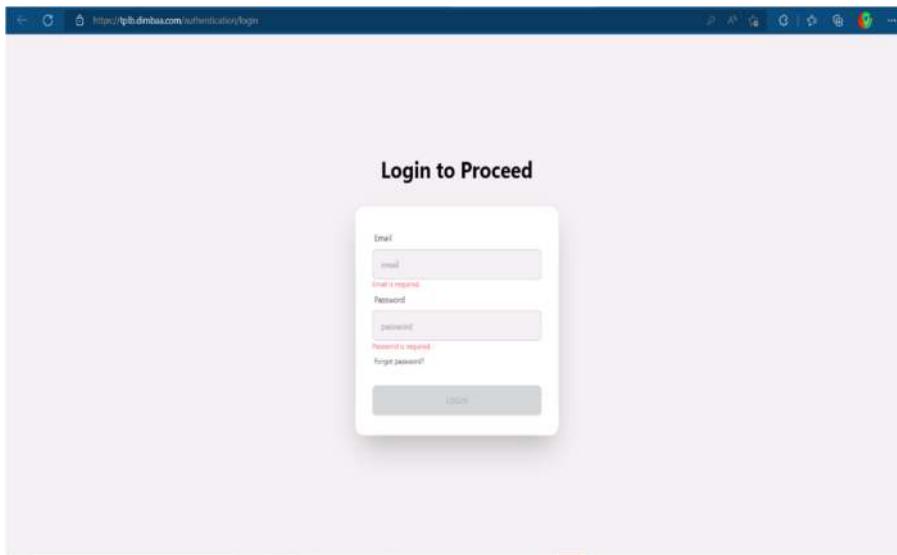
The screenshot shows a mobile application interface. On the left is a vertical navigation bar with icons for Home, Notifications, and Settings. The main content area has a header 'Language'. It contains a 'Choose Language' dropdown set to 'English' and a red 'Update' button below it.

Kwenye simu itaonekana kama hapa chini;



C. Team manager

Ukiwa umesajiliwa kwenye mfumo wa Dimbaa kama “Team manager” wa mfumo utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama hapa;



Kama barua pepe na neno la siri viko sahihi kulingana na ulivyosajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

Team Manager Name						
Team Manager						Search Here
Upcoming		History				
Number	Date	for Team	Venue	city	Line UP From	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	Upload	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	Upload	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	Upload	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	Upload	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	View	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	View	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	View	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	View	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	Upload	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	View	
24	27/07/2022 11:20 AM	Namungo FC	Jamhuri Stadium	City Name	Upload	

UFANYAJI KAZI WA TEAM MANAGER KWENYE MFUMO WA DIMBAA.

Mtumiaji huyu wa mfumo anahusika na kuingiza vikosi vya timu itakayacheza siku ya mechii. Team manager ni mtumiaji wa mfumo kama kocha mkuu wa timu au msaidizi wake ambaye atakua kila siku mbili kabla ya mechii anatuma taarifa za kikosi kwenye mfumo.

Atafanya uhakiki wa taarifa za mechii, baada ya kuitafuta mechii husika na kuipata atabonyeza kitufe cha "upload" atapelekwa kwenye ukurasa wa kuhakiki kama hapa chini;

The screenshot shows a mobile application interface titled "Line Up Form" under "ODODHA YA WACHEZAJI". The top navigation bar includes tabs for "Details", "Wachezaji Watawala", "Wachezaji Wa Akiba", "Viongozi Wa Timu", and "Wasilisho". The main content area displays a single row of data with the following fields:
 Competition: predefined
 Timu: predefined Mechii Na: predefined
 Tarehe: predefined
 Below the row are three buttons: "Reset", "Save draft", and "Next".

i. KUWEKA KIKOSI CHA WACHEZAJI WATAKAO ANZA MECHI

"Team manager" anasajili kikosi cha wachezaji kitakacho anza mechii kwa kubonyeza kitufe cha next baada ya kuhakiki mechii husika kwenye sehemu ya "details" ili kuweka kikosi atajaza fomu ya orodha ya wachezaji kama inavyoonekana hapa chini.

The screenshot shows a mobile application interface titled "Line Up Form" under "ODODHA YA WACHEZAJI". The top navigation bar includes tabs for "Details", "Wachezaji Watawala", "Wachezaji Wa Akiba", "Viongozi Wa Timu", and "Wasilisho". The main content area displays a table with 11 rows of data, each representing a player:
 Row 1: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 2: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 3: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 4: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 5: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 6: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 7: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 8: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 9: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 10: Jina (Name) Jina Nm. Lessor Nm. Saini
 Row 11: Jina (Name) Jina Nm. Lessor Nm. Saini
 Below the table are three buttons: "Reset", "Save draft", and "Next".

ii. KUWEKA KIKOSI CHA WACHEZAJI WA AKIBA WA MECHI

“Team manager” anasajili kikosi cha wachezaji wa akiba wa mechii kwa kubonyeza kitufe cha next baada ya fomu ya kikosi cha kwanza cha mechii husika kwenye sehemu ya “Wachezaji wanaoanza” ili kuweka kikosi atajaza fomu ya orodha ya wachezaji kama inavyoonekana hapa chini.

OK	Jina (Name)	Jerzi No	Lesson No	Saini
2	Jina (Name)	Jerzi No	Lesson No	Saini
3	Jina (Name)	Jerzi No	Lesson No	Saini
4	Jina (Name)	Jerzi No	Lesson No	Saini
5	Jina (Name)	Jerzi No	Lesson No	Saini
6	Jina (Name)	Jerzi No	Lesson No	Saini
7	Jina (Name)	Jerzi No	Lesson No	Saini
8	Jina (Name)	Jerzi No	Lesson No	Saini
9	Jina (Name)	Jerzi No	Lesson No	Saini

[Reset](#) [Save draft](#) [Next](#)

iii. KUWEKA TIMU YA VIONGOZI WATAKAO AMBATANA NA WACHEZAJI

“Team manager” anasajili timu ya viongozi ambaa wataambatana na kikosi cha wachezaji siku ya mechii kwa kubonyeza kitufe cha next baada ya fomu ya kikosi cha wachezaji wa akiba katika mechii husika kwenye sehemu ya “Wachezaji wa akiba” ili kuweka kikosi atajaza fomu ya orodha ya wachezaji kama inavyoonekana hapa chini.

1	Jina	Kutafsi	Saini
2	Jina	Kutafsi	Saini
3	Jina	Kutafsi	Saini
4	Jina	Kutafsi	Saini
5	Jina	Kutafsi	Saini
6	Jina	Kutafsi	Saini
7	Jina	Kutafsi	Saini
8	Jina	Kutafsi	Saini

[Reset](#) [Save draft](#) [Next](#)

iv. KUWASILISHA KIKOSI

"Team manager" akimaliza kuhakiki taarifa zote alizojaza kwa usahihi atajaza fomu ya kuwasilisha na kisha kubonyeza kitufe cha "Submit" ili kuisajili fomu kwenye mfumo kama inavyoonekana hapa chini;

Kwenye simu yako itaonekana hivi;

v. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha “notification”

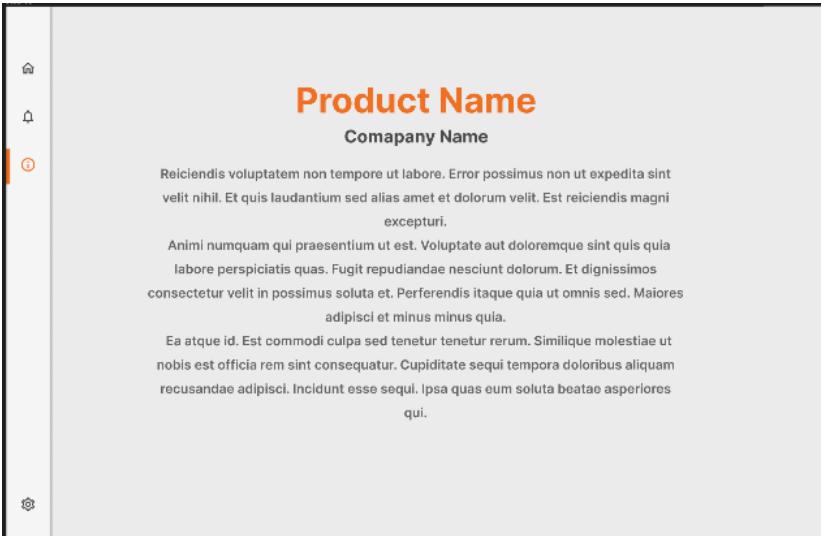
The screenshot shows a 'Notifications' page with a search bar and filter icons. The main content area displays a list of notifications. Each notification entry includes a small orange icon, the text 'Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"', and the timestamp '10 minutes ago'. The list is repeated ten times.

Kwenye simu yako itaonekana hivi;

The screenshot shows a detailed view of a notification. The left sidebar lists several notifications under 'Notification Header'. The main content area shows a single expanded notification with a large amount of Latin placeholder text. At the bottom, there is a navigation bar with icons for Home, Notification (which is active), Alert, and Setting.

vi. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni walio tenezeza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha “About us”



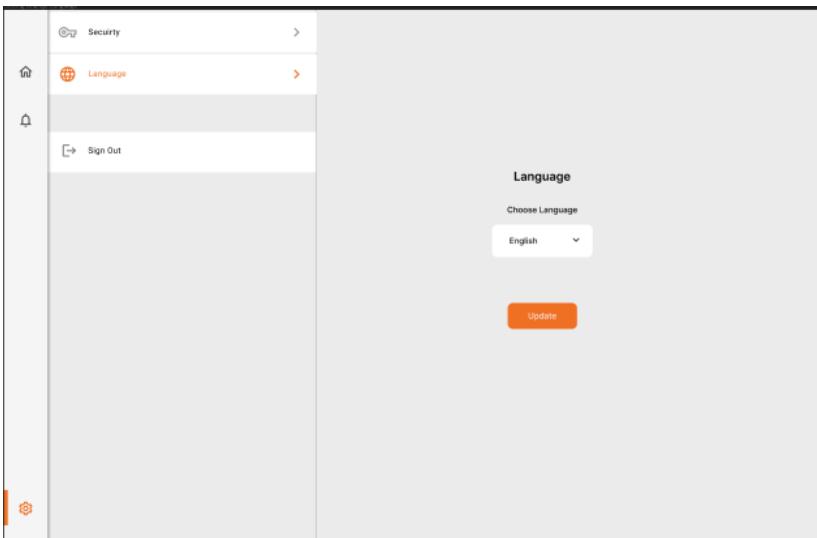
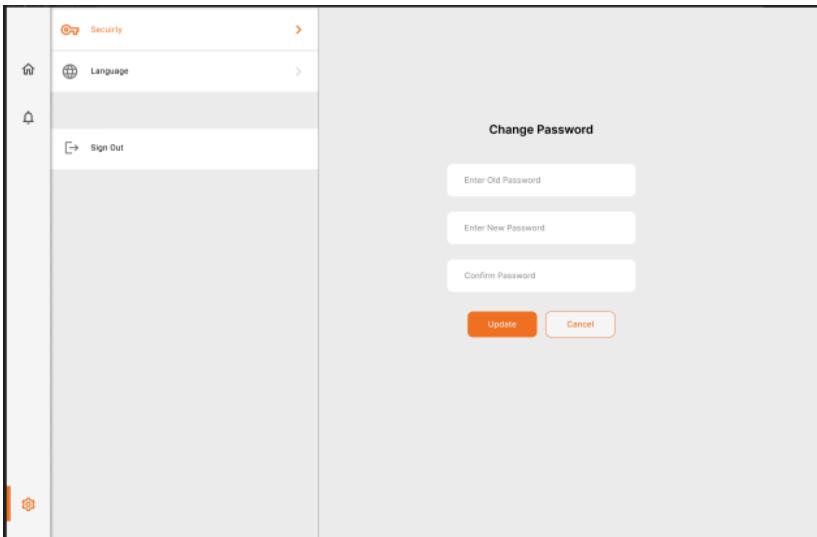
Kwenye simu yako itaonekana hivi;



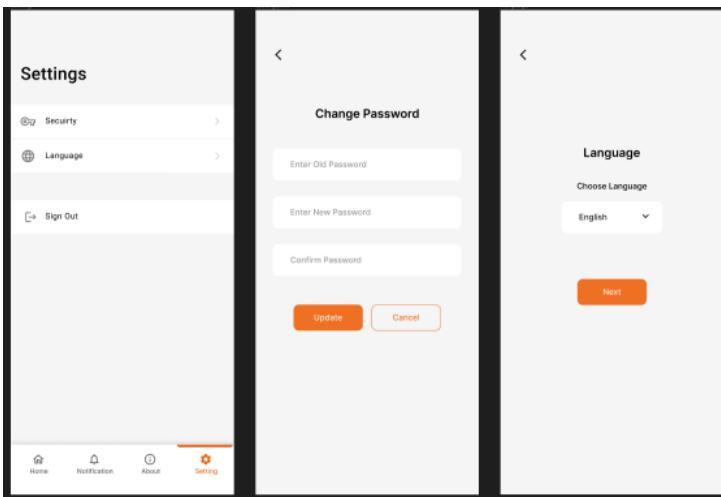
vii. MATENGEZO YA MFUMO

Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

- c. Kubadili meno la siri la mtumiaji “Password”
- d. Kubadili lugha ya mfumo “Language”

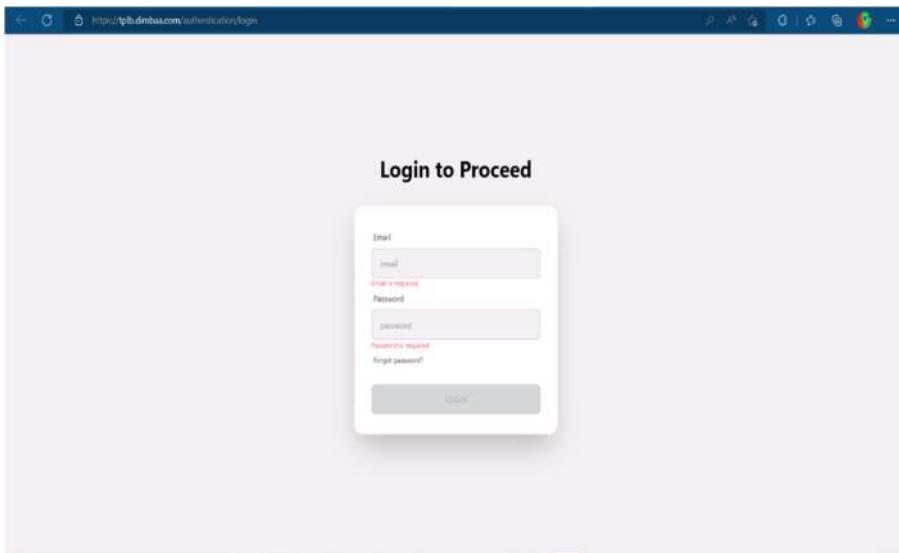


Kwenye simu yako itaonekana hivi;



D. Data manager(organizer)

Ukiwa umesajiliwa kwenye mfumowa Dimbaa kama “Data manager” wa mfumo utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama hapa;



Kama barua pepe na neno la siri viko sahihi kulingana na ulivyosajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

UFANYAJI KAZI WA “DATA MANAGER” KWENYE MFUMO.

I. KUSAJILI MECHI KWENYE MFUMO

"Data manager" anasajili mechi mpya kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuaatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha "add" ili kuongeza taarifa kwenye mfumo.

Round	Number	Date	Home Team	Away Team	Venue	City	
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit

New Match Create Tournament

Select Tournament:

Select Date and time:

Home Team:

Away Team:

City:

Stadium:

Round:

II. KUSAJILI MICHUANO YA MPIRA WA MIGUU

“Data manager” anasajili mech i mypa kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha “add” ili kuongezea taarifa kwenye mfumo.

Upcoming

Round	Number	Date	Home Team	Away Team	Venue	City	
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geta Gold FC	Jamhuri Stadium	Dodoma	Edit

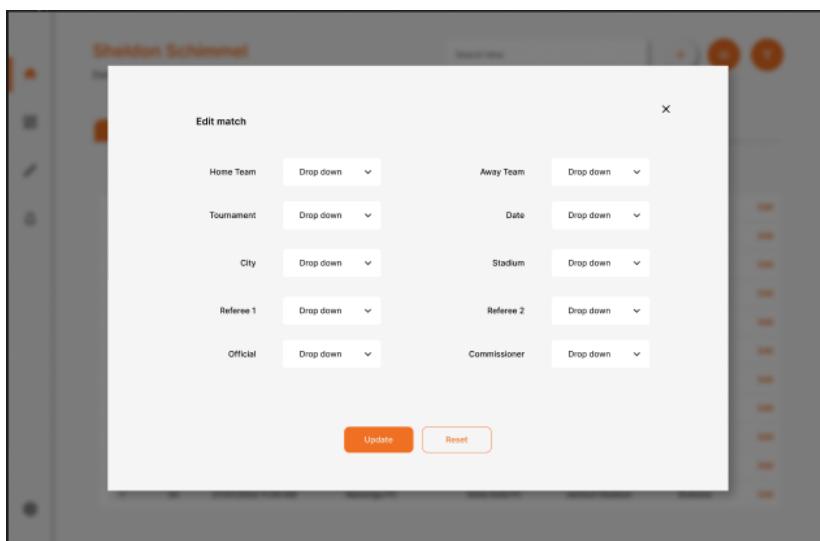
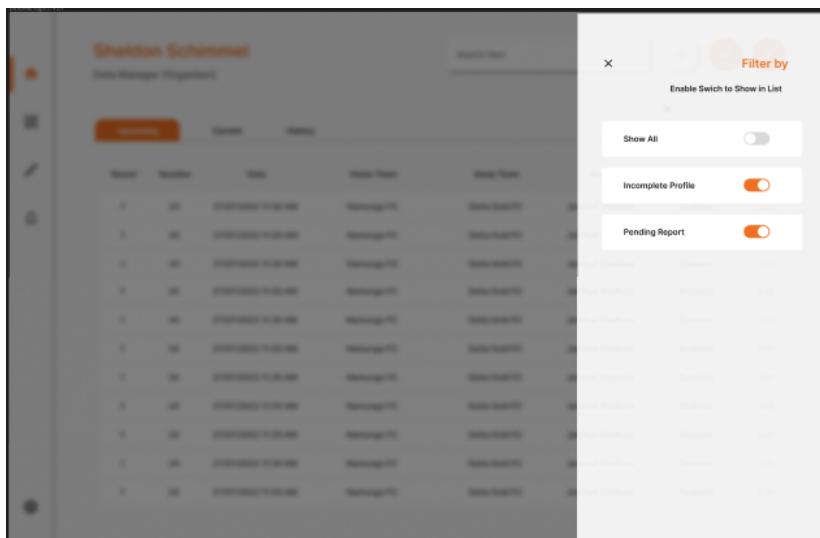
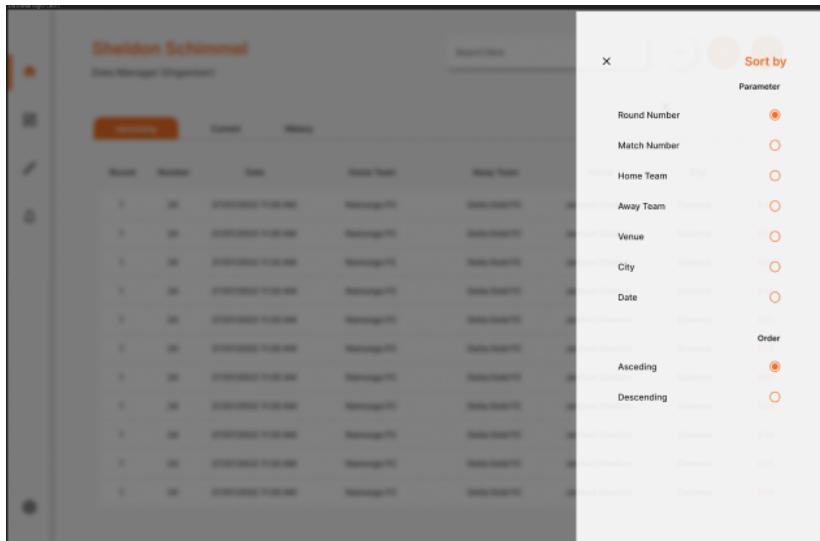
New Match Create Tournament

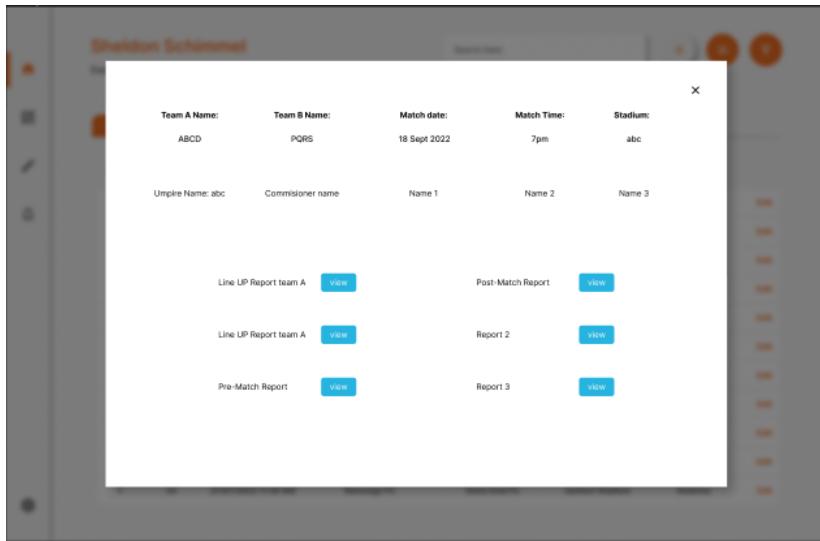
Type Name For Tournament :

Select Year :

III. KUREKEBISHA AU KUONDOA MECHI KWENYE MFUMO

“Data manager” anarekebisha mechii kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe “edit” mbiele ya mechii husika. Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha “Update” ili kuongezea taarifa kwenye mfumo.





Kwenye simu hatua zote hapo juu zitaonekana kama ifuatavyo;

The first screenshot shows the main dashboard with tabs for 'Upcoming' and 'Current'. It includes a search bar, navigation icons (Home, Notifications, About, Setting), and a central area for creating a new match. The second screenshot shows the 'New Match' screen with dropdowns for 'Select Tournament', 'Home Team', 'City', 'Round', 'Select Date and Time', 'Away Team', and 'Stadium'. The third screenshot shows the 'Create Tournament' screen with fields for 'Type Name For Tournament', 'Select Year', and a 'Create' button.

The first two screenshots show modals for 'Sort by' and 'Filter by' options. The 'Sort by' modal includes fields for Round Number, Match Number, Home Team, Away Team, Venue, City, Date, Order (Ascending or Descending), and a 'Pending Report' toggle. The 'Filter by' modal includes a 'Show All' toggle and a 'Incomplete Profile' toggle. The third screenshot shows the 'View' screen for a match, displaying details like Team A Name (ABCD), Team B Name (PQRST), Match Date (18 Sept 2022), Match Time (7pm), Stadium (abc), Umpire Name (abc), Commissioner name (Name 1, Name 2), and various report links. The fourth screenshot shows the 'Edit Match' screen with dropdowns for Home Team, Tournament, City, Referee 1, Referee 2, and Official, along with buttons for 'Next', 'Reset', 'Update', and 'Reset'.

IV. KUHAKIKI MATOKEO YA MECHI KWENYE MFUMO

“Data manager” anahakiki matokeo ya mechi kwenye mfumo kwa kubonyeza kitufe cha “score board” upande wa kushoto chini ya kitufe kinachofanana na nyumba.

Atasoma matokeo ya mechi kwenye mfumo.

The screenshot shows a mobile application interface. At the top, it displays the name "Sheldon Schimmel" and the title "Data Manager (Organiser)". Below this is a dropdown menu labeled "Select Tournament". The main area is titled "Scoreboard" and contains a table with six rows of data. The columns are labeled "Matches", "Score", and "Point". Each row represents a team, labeled "team 1" through "team 6", with all three columns showing the value "001". On the left side of the screen, there is a vertical sidebar with several icons: a house, a gear, a pencil, a bell, and a gear with a checkmark.

Matches	Score	Point
team 1	001	001
team 2	001	001
team 3	001	001
team 4	001	001
team 5	001	001
team 6	001	001

Kwenye simu itaonekana hivi

This screenshot shows a similar mobile application interface to the one above, but with a different background color. It displays the same "Sheldon Schimmel" profile and "Select Tournament" dropdown. The "Scoreboard" section shows the same six rows of data with "Matches", "Score", and "Point" values all set to "001". The sidebar on the left is identical to the first screenshot.

Matches	Score	Point
team 1	001	001
team 2	001	001
team 3	001	001
team 4	001	001
team 5	001	001
team 6	001	001

V. KUPANGA WASIMAMIZI WA MECHI

“Data manager” anapanga wasimamizi wa mechi kwenye mfumo kwa kubonyeza kitufe kinachofanana kalamu”Assign Officials” upande wa kushoto, ikifuatiwa na kutiki viboksi nyuma ya mechi husika.

Kisha atabonyeza kitufe cha “Assign” kilichopo juu kulia na kujaza taarifa zinazo hitajika kwenye fomu inayokuja. Atahifadhi kwa kutumia kitufe cha “Submit” ili kuongezea taarifa kwenye mfumo.

Assign Officials

Select Matches

	Round	Number	Date	Home Team	Away Team	Venue	City
<input checked="" type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input checked="" type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input checked="" type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input checked="" type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma
<input type="checkbox"/>	1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma

Shadow Scheme

You selected 10 Matches

Head Referee :	2022 trophy	Referee :	Calender
Match Officer :	Select	Commissioner :	Select
Other 1 :	Select	Other 2 :	Select

Submit **Reset**

Kwenye simu itaonekana;

Assign Officials

Select Matches

Search Here

Assign **Reset**

Round	Date	>

+

Home **Notification** **About** **Setting**

VI. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha "notification"

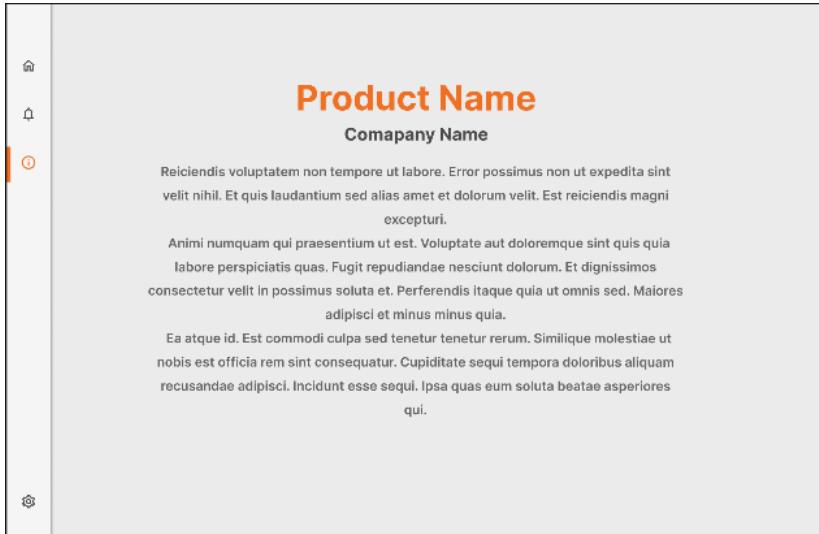
The screenshot shows a user interface for managing notifications. At the top left is a home icon, followed by a user role icon. In the center is a search bar with placeholder text "Search Here". To the right of the search bar are two orange circular icons with white symbols. Below the header, there is a section titled "Notifications" with a small orange bell icon. A "User Role" dropdown menu is open. The main area displays a list of notifications, each with a small orange circle icon, a message summary, and a timestamp. The notifications are identical, showing a sequence of messages from a user role named "abcd" about selecting stadium and city. The timestamps indicate they were sent 10 minutes ago.

Kwenye simu itaonekana;

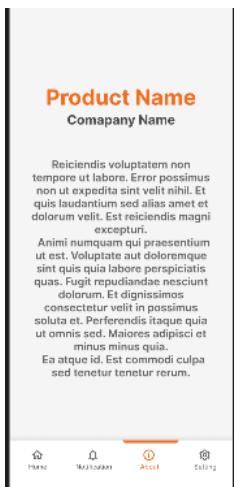
The screenshot shows a detailed view of a notification. On the left is a sidebar with a search bar and a "Sort" dropdown. Below the search bar is a list of notification headers, each with a small orange circle icon and a truncated message body. The main content area is titled "Notification Header" and contains a large amount of Latin placeholder text. At the bottom of the main content area, there is a navigation bar with icons for Home, Notification (which is highlighted in orange), About, and Setting.

VII. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni walio tenezeza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha “About us”



Kwenye simu itaonekana;



VIII. MATENGENEZO YA MFUMO

Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

- e. Kubadili neno la siri la mtumiaji “Password”
- f. Kubadili lugha ya mfumo “Language”

Change Password

Enter Old Password

Enter New Password

Confirm Password

Update Cancel

Language

Choose Language

English

Update

Kwenye simu itaonekana;

Settings

Security

Language

Sign Out

Change Password

Enter Old Password

Enter New Password

Confirm Password

Update Cancel

Language

Choose Language

English

Next

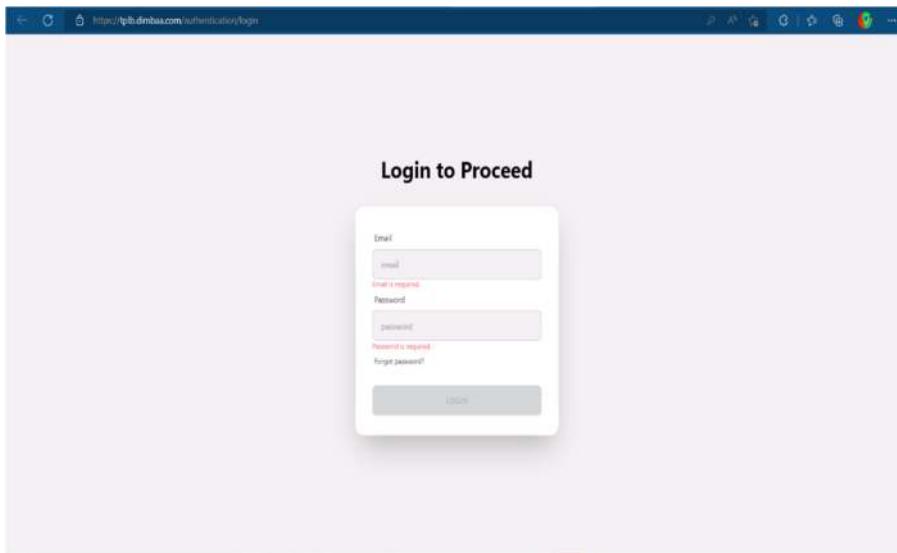
SAMPLE FORMS

This screenshot shows the Figma interface for the Sokadata MIS 31 project. The main canvas displays five report cards side-by-side, each with a different header: 'LINE UP REPORT', 'PreMatch Report', 'GC Report', 'Referee Report', and 'Ref Assessor Report'. Below these are two more report cards: 'PostMatch Report' and 'PostMatch Report'. The sidebar on the left contains a tree view of the project structure, including sections for Pages, Data Manager (Organized), General Coordinator, Referee, Match Coordinator, Referee Assessor, Data Manager View, Data Manager Officers, and Data Manager Create Match. The right-hand panel is a design tool with tabs for 'Comment', 'Inspect', and 'Export'. It shows a 'Diagram in Figma' section with a small diagram, a 'Code' tab, and a 'Background' color swatch set to #E6EAF2. The 'Text styles' section includes 'Header 1' (H1), 'Header 2' (H2), 'Header 3' (H3), 'Sub-Header 1' (H4), 'Sub-Header 2' (H5), and 'Body' (P).

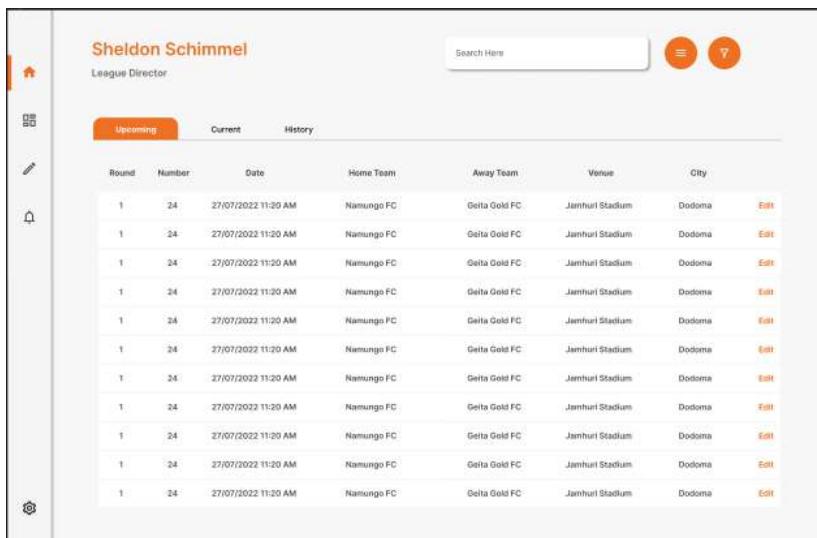
This screenshot shows the Figma interface for the Sokadata MIS 31 project, similar to the one above but with a different set of report cards visible. The main canvas displays five report cards: 'GC Report', 'Referee Report', 'Ref Assessor Report', 'PostMatch Report', and 'PostMatch Report'. The sidebar and right-hand panel are identical to the first screenshot, showing the same project structure, design tools, and styling options.

E. League director

Ukiwa umesajiliwa kwenye mfumo wa Dimbaa kama “League director” wa mfumo utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama hapa;



Kama barua pepe na neno la siri viko sahihi kulingana na ulivyosajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.



Round	Number	Date	Home Team	Away Team	Venue	City	Action
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit
1	24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	Dodoma	Edit

UFANYAJI KAZI WA “LEAGUE DIRECTOR” KWENYE MFUMO

I. KUHAKIKI TAARIFA ZA MECHI NA RIPOTI HUSIKA.

“League director” anarekebisha mechii kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe “edit” mbele ya mechii husika. Atajaza au kuhakiki taarifa zinazo hitajika kisha atahifadhi ili kuongezea taarifa kwenye mfumo.

Sheldon Schimmel
Data Manager (Fipper)

Sort by

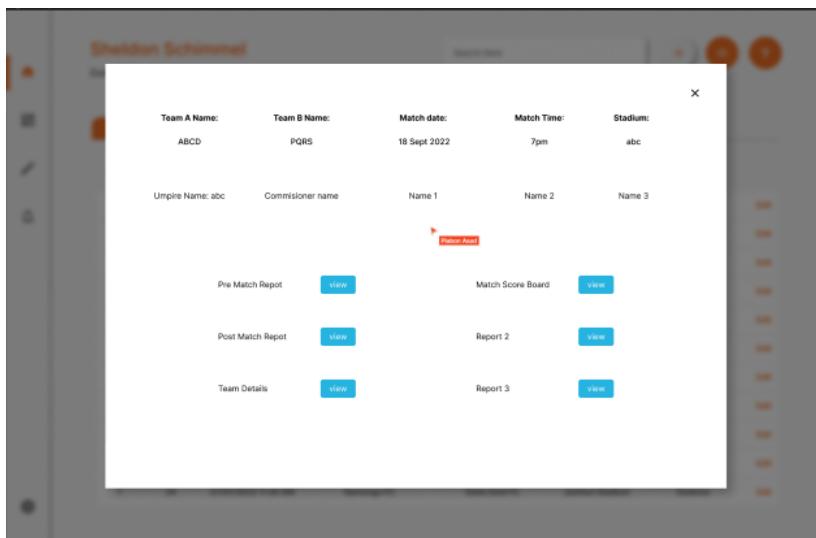
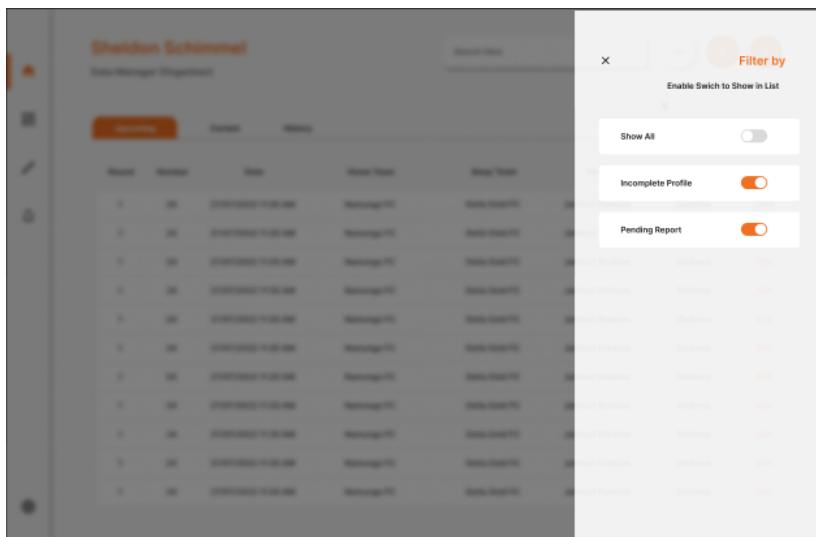
X

Parameter

- Round Number
- Match Number
- Home Team
- Away Team
- Venue
- City
- Date

Order

- Ascending
- Descending



Kwenye simu yako itaonekana hivi;

II. KUHAKIKI MATOKEO YA MECHI KWENYE MFUMO

"League director" anahakiki matokeo ya mechii kwenye mfumo kwa kubonyeza kitufe cha "score board" upande wa kushoto chini ya kitufe kinachofanana na nyumba.

Atasoma matokeo ya mechii kwenye mfumo

	Matches	Score	Point
team 1	001	001	001
team 2	001	001	001
team 3	001	001	001
team 4	001	001	001
team 5	001	001	001
team 6	001	001	001

Kwenye simu yako itaonekana hivi;

	Matches	Score	Point
team 1	001	001	001
team 2	001	001	001
team 3	001	001	001
team 4	001	001	001
team 5	001	001	001
team 6	001	001	001

III. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha "notification"

The screenshot shows a "Notifications" page with a header containing a search bar and two orange circular buttons. Below the header is a table listing ten notifications, each with a timestamp of "10 minutes ago". The notifications are identical, indicating a loop or test data.

Notification Content	Timestamp
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago
Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city"	10 minutes ago

Kwenye simu yako itaonekana hivi;

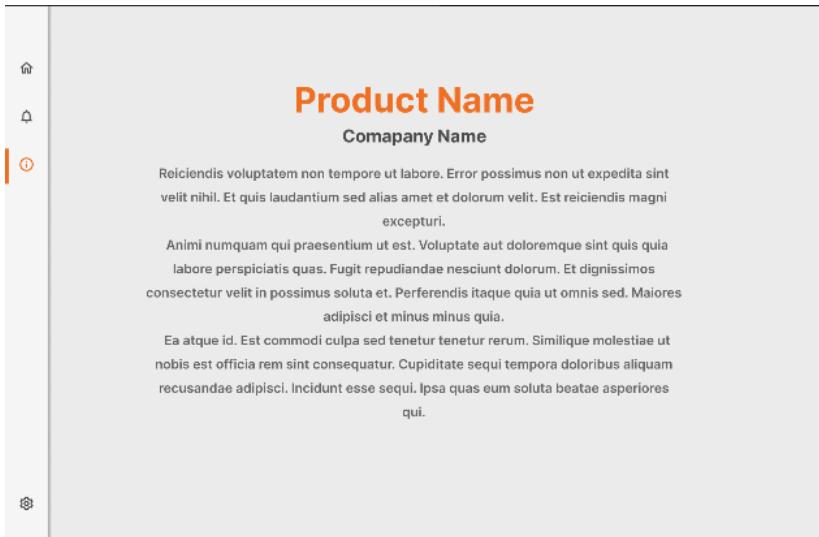
The screenshot shows a detailed view of a notification. At the top left is a "Search Notification" input field and a "Sort" dropdown. The main area displays a "Notification Header" followed by a large block of Latin placeholder text. At the bottom are navigation links for "Home", "Notification" (which is highlighted in orange), "About", and "Setting".

Notification Header

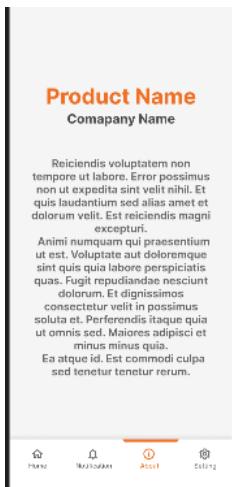
Porro est qui veniam et voluptas consequatur. Asperiores inventos omnis. Incidunt matres accusamus sed et voluptate vero repudiandae explicabo aspernatur. Quidem ab aliquam esse quidem suscipit aut vitae. Deleniti sed id reiciendis nesciunt qui quasi. Perspicacis consequuntur voluptatem blanditiis maiores nulla hic et. Ipsam paritur ab magnam nostrum magis eum ducimus molestiae. Temporibus qui est id ipsum amet ad quos. Aut occaecati sint mollis id temporibus iure. Harum nisi dolorem quasert dicta ut. Eveniet illum eveniet rem dolore assumenda temerit. Fugit ut ipsum et consecetur. Est aut mollitia veniam eum. Doloribus id quis exercitationem accusamus quidem in suscipit iusto voluptates.

IV. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni walotengeneza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha "About us"



Kwenye simu itaonekana;



V. MATENGENEZYO YA MFUMO

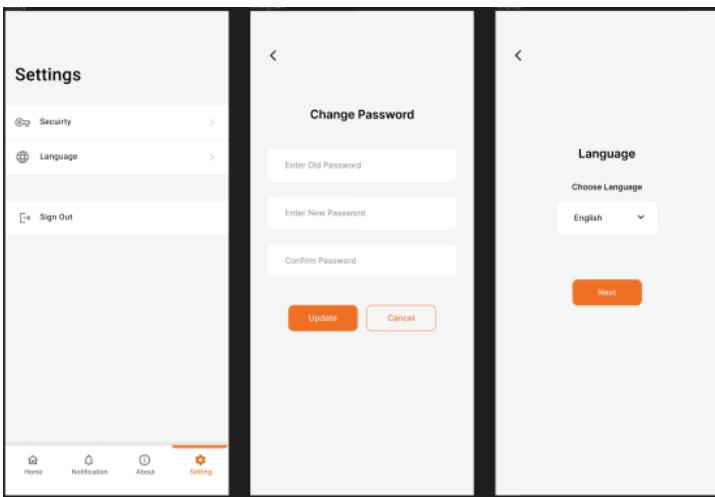
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

- Kubadili neno la siri la mtumiaji "Password"
- Kubadili lugha ya mfumo "Language"

The screenshot shows a mobile application interface. On the left, there is a vertical navigation bar with icons for Home, Notifications, About, and Settings. The Settings icon is highlighted with an orange border. The main content area has a header "Change Password". It contains three input fields: "Enter Old Password", "Enter New Password", and "Confirm Password". At the bottom are two buttons: "Update" (orange) and "Cancel".

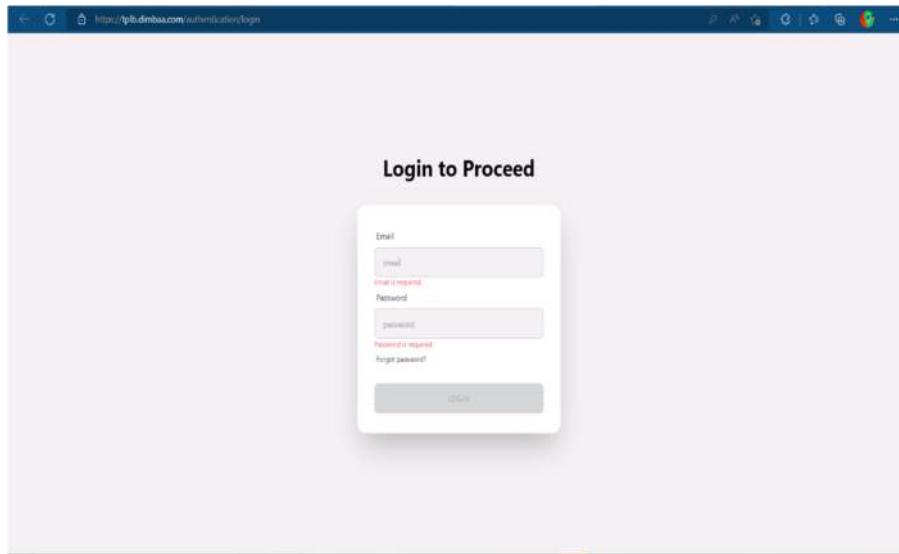
The screenshot shows the same mobile application interface. The navigation bar is identical. The main content area has a header "Language". It contains a sub-header "Choose Language" and a dropdown menu set to "English". At the bottom is a single "Update" button.

Kwenye simu itaonekana;



F. General coordinator

Ukiwa umesajiliwa kwenye mfumo wa Dimbaa kama “General coordinator” wa mfumo utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama hapa;

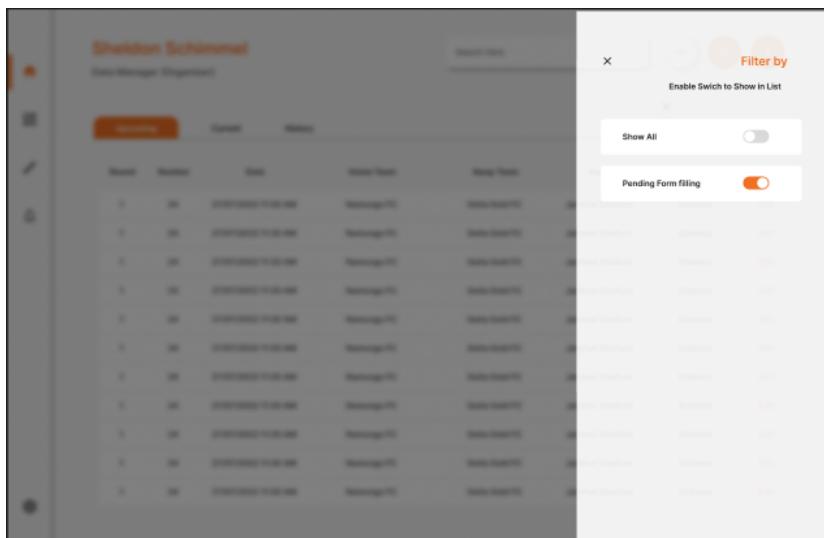
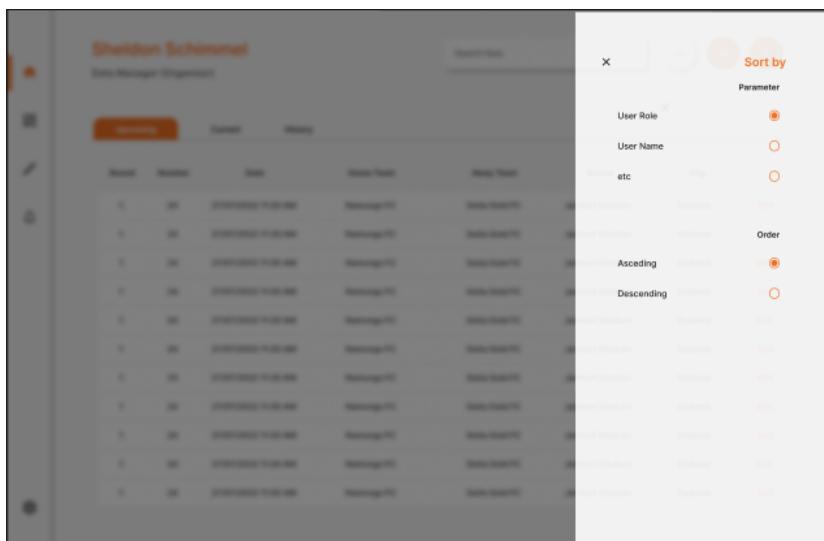


Kama barua pepe na neno la siri viko sahihi kulingana na ulivyosajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

Number	Date	Home Team	Away Team	Venue	City	GC Report Update
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload

UFANYAJI KAZI WA “GENERAL COORDINATOR” KWENYE MFUMO WA DIMBAA

I. KUHAKIKI TAARIFA ZA MECHI



A screenshot of a "GENERAL COORDINATOR FORM" page. The top navigation bar includes a home icon, a bell icon, and a back arrow. Below the title, there is a tab navigation bar with "Details" selected and numbered tabs from 1 to 13. The main form area contains the following fields:

Competition :	predefined
Date :	predefined
Played In (City) :	predefined
M/No	predefined
Team A :	predefined
Team B :	predefined

At the bottom of the form are three buttons: "Reset", "Save draft", and "Next".

II. KUSAJILI MATOKEO YA MECHI

The screenshot shows the 'GENERAL COORDINATOR FORM' with the 'Details' tab selected. The page has a header with a back arrow and a home icon. Below the header is a navigation bar with tabs numbered 1 through 13. The main content area is titled 'Results' and contains three rows of score entry fields for 'Final Score', 'Extra time score', and 'Penalty'. Each row has columns for 'Team A', 'Team B', '1) Favour of:', and 'Score here'. At the bottom are three buttons: 'Reset', 'Save draft', and 'Next'.

III. KUJAZA FOMU ZA TAARIFA YA MECHI

The screenshot shows the 'GENERAL COORDINATOR FORM' with the 'Match Officials' tab selected. The page has a header with a back arrow and a home icon. Below the header is a navigation bar with tabs numbered 1 through 13. The main content area is titled 'Match Officials' and lists ten roles with corresponding input fields for 'Match Official Name' and 'Region'. The roles are: Referee, Assistant Referee I, Assistant Referee II, Fourth Officer, Commissioner, Match Doctor, Officer for Marketing, Media Officer, Security Officer, and Official Coordinator. At the bottom is a question about the 'CountDown' being respected by both teams, with 'Yes' checked. There are three buttons at the bottom: 'Reset', 'Save draft', and 'Next'.

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12 13

Match Coordination Meeting held: Yes No

Meeting Date:

If no why?:

Comment:

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12 13

TFP Flag raised: Yes No

On the pitch:

Play Fair Flag raised: Yes No

On the pitch:

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12 13

Position of benches respected by both team: Yes No

If no, why?:

Performance of flag bearer: Good Average Bad

Performance of Ball Boys: Good Average Bad

Performance of Team escorts: Good Average Bad

Behavior of the two teams: Good Average Bad

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 **6** 7 8 9 10 11 12 13

Was there any incident during the team check? Yes No

If Yes, why?

Reset **Save draft** **Next**

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 **7** 8 9 10 11 12 13

Condition of the pitch: Good Average Bad

Reset **Save draft** **Next**

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 **8** 9 10 11 12 13

Condition of dressing room: Good Average Bad

Reset **Save draft** **Next**

[Home](#)

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 8 **9** 10 11 12 13

Stretchers : Available Not Available

Ambulance : Available Not Available

No of Stretchers :

No of Ambulance :

[Reset](#) [Save draft](#) [Next](#)

[Home](#)

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 8 9 **10** 11 12 13

Infotainment : Available Not Available

Giant screen : Available Not Available

Announcer : Available Not Available

[Reset](#) [Save draft](#) [Next](#)

[Home](#)

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 8 9 10 **11** 12 13

INCIDENT :

[Reset](#) [Save draft](#) [Next](#)

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12 13

Remarks :

IV. KUHAKIKI NA KUTUMA TAARIFA NA FOMU

GENERAL COORDINATOR FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12 13

Name of the GENERAL COORDINATOR

Date

Kwenye simu yako itaonekana hivi;

The screenshot shows a mobile application interface. At the top left is a back arrow and the text "General Coordinator Name". Below it is a search bar with placeholder "Search here" and filter icons. The main area displays a table with columns "Number" and "Date". The first row is highlighted in orange and labeled "Upcoming". The second row is labeled "History". The table has a total of 8 rows. A modal window titled "Sort by" is open, listing "User Role", "User Name", and "Etc" with radio buttons. Another modal titled "Filter by" is also open, showing a "Show All" switch (which is turned on) and a "Pending Form Filling" switch (which is turned off). At the bottom are navigation icons for Home, Notifications, About, and Settings.

GENERAL COORDINATOR FORM

Details	
Competition predefined	Team A predefined
Date predefined	Team B predefined
Played in (City) predefined	Stadium predefined
W/N/C predefined	PO predefined

Reset **Next**

GENERAL COORDINATOR FORM

Details	
Final Score	
Team A	Team B
In Favour of: enter here	
Extra Time Scores	
Team A	Team B
In Favour of: enter here	
Penalty	
Team A	Team B
In Favour of: enter here	

Reset **Next**

GENERAL COORDINATOR FORM

Details		
Match Officials		
Referee	Match Official Name	Region
Assistant Referee 1	Match Official Name	Region
Assistant Referee 2	Match Official Name	Region
Fourth Official	Match Official Name	Region
Referee	Match Official Name	Region
Assistant Referee 1	Match Official Name	Region
Assistant Referee 2	Match Official Name	Region
Fourth Official	Match Official Name	Region
Media Officer	Match Official Name	Region
Area of Work	Match Official Name	Region
General Description	Match Official Name	Region

The coach/area was inspected by the referee

Reset **Next**

GENERAL COORDINATOR FORM

Details	
Match Coordination Meeting held:	
<input checked="" type="radio"/> Yes	<input type="radio"/> No
Meeting Date dropdown for calendar	
If No Why? explain here	
Comment Type here	

Reset **Next**

GENERAL COORDINATOR FORM										
Details		1	2	3	4	5	6	7	8	
TFF Flag raised :		<input checked="" type="radio"/>	Yes	<input type="radio"/>	No					
On the pole		Type here								
Pay Fair flag raised		<input checked="" type="radio"/>	Yes	<input type="radio"/>	No					
On the pitch		Type here								
Position of benches respected by both teams		<input checked="" type="radio"/>	Yes	<input type="radio"/>	No					
If No, Why?		Type here								
Performance of flag bearers :		<input checked="" type="radio"/>	Good	<input type="radio"/>	Average	<input type="radio"/>	Bad			
Performance of Ball Boys :		<input checked="" type="radio"/>	Good	<input type="radio"/>	Average	<input type="radio"/>	Bad			
Performance of Team officials :		<input checked="" type="radio"/>	Good	<input type="radio"/>	Average	<input type="radio"/>	Bad			
Behaviour of the two teams :		<input checked="" type="radio"/>	Good	<input type="radio"/>	Average	<input type="radio"/>	Bad			
Was there any incident during the team check		<input checked="" type="radio"/>	Yes	<input type="radio"/>	No					
If Yes Why?		Type here								
Conditions of the pitch		<input checked="" type="radio"/>	Good	<input type="radio"/>	Average	<input type="radio"/>	Bad			
Next		Reset								

< GENERAL COORDINATOR FORM >												
Details		1	2	3	4	5	6	7	8	9	10	>
Condition of dressing room												
<input checked="" type="radio"/> Good <input type="radio"/> Average <input type="radio"/> Bad												
Stretcher : <input checked="" type="radio"/> Available <input type="radio"/> Not Available												
Ambulance : <input checked="" type="radio"/> Available <input type="radio"/> Not Available												
No of Stretcher : Type here												
No of Ambulance : Type here												
Infotainment : <input checked="" type="radio"/> Available <input type="radio"/> Not Available												
Giant screen : <input checked="" type="radio"/> Available <input type="radio"/> Not Available												
Announcer : <input checked="" type="radio"/> Available <input type="radio"/> Not Available												
Incident Type here												
<input type="button" value="Reset"/>		<input type="button" value="Next"/>		<input type="button" value="Reset"/>		<input type="button" value="Next"/>		<input type="button" value="Reset"/>		<input type="button" value="Next"/>		

< GENERAL COORDINATOR FORM >													
< 1		2	3	4	5	6	7	8	9	10	11	12	>
Remarks													
Type here													
Name of the GENERAL COORDINATOR													
Type here													
Date													
Todays Date													
<input type="button" value="Reset"/>		<input type="button" value="Next"/>		<input type="button" value="Reset"/>		<input type="button" value="Submit"/>							

V. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha “notification”

Notifications

User Role

Search Here

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for < user role > for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Kwenye simu itaonekana;

Search Notification

Sort

Notification Header
Notification body auct abct abct abct.

Home Notification About Setting

Notification Header

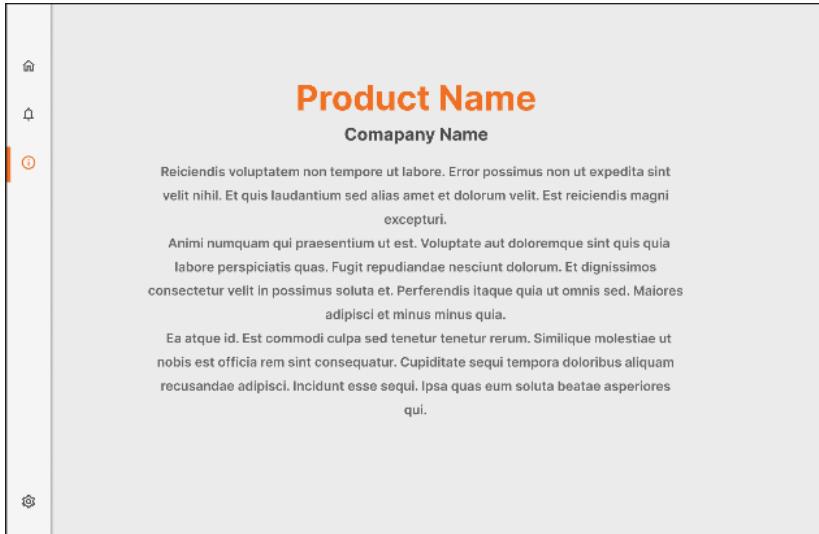
Porro et qui veniam et voluptate
consequatur. Asperiores inventore
omnis. Incidunt maiores accusamus
sed et voluptate vero repudiandis
explicabo aperatur. Quidem ab
aliquam esse quidem suscipit aut vitae.
Deleniti sed id recidivis nesciunt qui
quasi.

Peripicitatis consequatur voluptatem
blanditiis maiestas nulla hic et ipsam
paritur ab magnam nostrum magis
eum ducimus molestiae. Temporibus
qui est id ipsum amet ad quos. Aut
occasione sunt mollitia id temporibus
iure. Harum nisi dolorem quaerat dicta
ut. Eveniet illum eveniet rem dolore
assumenda tenetur.

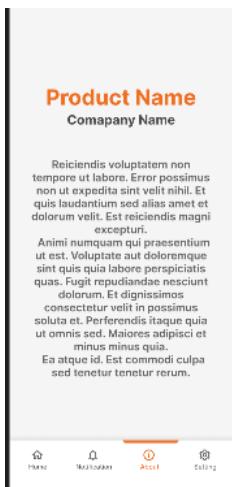
Fugit ut ipsum et consecutetur. Est aut
mollitia veniam eum. Dolortibus id quis
exercitationem accusamus quidem in
suscipit lauto voluptas.

VI. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni walio tenezeza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha "About us"



Kwenye simu itaonekana;



VII. MATENGENEZO YA MFUMO

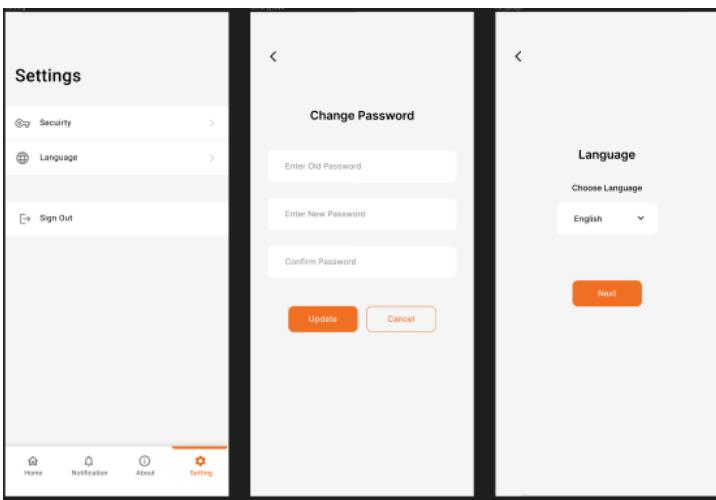
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

- a. Kubadili neno la siri la mtumiaji "Password"
- b. Kubadili lugha ya mfumo "Language"

The screenshot shows a mobile application interface. On the left, there is a vertical navigation bar with icons for Home, Notifications, About, and Settings. The Settings icon is highlighted with an orange border. The main content area has a title "Change Password". It contains three input fields: "Enter Old Password", "Enter New Password", and "Confirm Password". Below these fields are two buttons: an orange "Update" button and a white "Cancel" button.

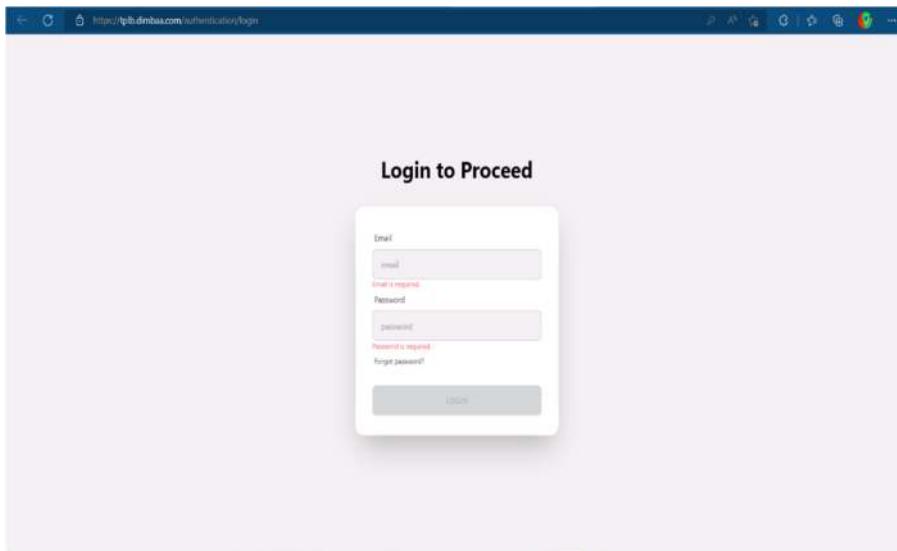
The screenshot shows the same mobile application interface. The navigation bar is identical. The main content area has a title "Language". It contains a sub-section titled "Choose Language" with a dropdown menu set to "English". Below the dropdown is an orange "Update" button.

Kwenye simu itaonekana;



G. Referee

Ukiwa umesajiliwa kwenye mfumo wa Dimbaa kama “Referee” wa mfumo utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama hapa;



Kama barua pepe na neno la siri viko sahihi kulingana na ulivyojiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

Number	Date	Home Team	Away Team	Venue	City	Ref Report
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	Upload
24	27/07/2022 11:20 AM	Namungo FC	Delta Gold FC	Jamhuri Stadium	City Name	View

UFANYAJI KAZI WA REFEREE KATIKA MFUMO WA DIMBAA

I. KUHAKIKI TAARIFA ZA MECHI

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

Competition : predefined

Date : predefined Stadium : predefined

Played in (City) : predefined RD : predefined

M/No : predefined

Team A : predefined Team B : predefined

Reset Save draft Next

II. KUJAZA FOMU ZA TAARIFA YA MECHI HUSIKA

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

Results

Final score Team A Team B

Half time Team A Team B

Reset Save draft Next

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

TEAMS' PLAYERS & OFFICIALS/Ondhe ya Vingozid na Wachozajl

type here	Team A	Team B
type here	Team A	Team B
type here	Team A	Team B
type here	Team A	Team B
type here	Team A	Team B
type here	Team A	Team B
type here	Team A	Team B

The CountDown was respected by both teams: Yes No

Reset **Save draft** **Next**

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

Starting PLAYERS/Numeros

JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr

Reset **Save draft** **Next**

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

Reserve PLAYERS/Available

JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr
JJ No	Pos	Team A Player Name	Loserr	JJ No	Pos	Team B Player Name	Loserr

Reset **Save draft** **Next**

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

SUBSTITUTIONS

Team A			Team B				
Dekka	PLAYER	J / No	Player Name	Dekka	PLAYER	J / No	Player Name
Out				Out			
In				In			
Out				Out			
In				In			
Out				Out			
In				In			
Out				Out			
In				In			

Reset **Save draft** **Next**

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

MAANDALIZI HALI NA TABIA/Preps, Attitude & Condition
Hali na Tabia/Attitude & Condition

Wochezaji wa Timu A (Home Team Players)
Wochezaji wa Timu B (Away Team Players)
Watazamaid TEAM A (Spectators) TEAM B

A B C

Reset **Save draft** **Next**

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

MAANDALIZI HALI NA TABIA/Preps, Attitude & Condition
Uwanja na Vitaa/Ground & Equipments (aza kama ni mbaya, inaridisha, nzuri au nzuri sana)

Uzo wa Nje	Nzuri	MAONI(Remarks)
Uzo wa Ndani	Nzuri	MAONI(Remarks)
Uwanja (Pitch)	Nzuri	MAONI(Remarks)
Alama za Uwanja	Nzuri	MAONI(Remarks)
Magari	Nzuri	MAONI(Remarks)
Nyanya	Nzuri	MAONI(Remarks)
Vibendera vya Kora	Nzuri	MAONI(Remarks)
Hali ya Pitch	Nzuri	MAONI(Remarks)
Vyumba (Dressing Room)	Nzuri	MAONI(Remarks)
Majicona	Nzuri	MAONI(Remarks)
Milango (Entrances)	Nzuri	MAONI(Remarks)

A B C

Reset **Save draft** **Next**

Referee FORM

Details 1 2 3 4 5 6 7 8 **9** 10 11 12

MAANDALIZI HAU NA TABIA/Preps, Attitude & Condition
Maandalizi/Organization (izza kama huduma ilikwepo au la)

Ulinz/Stewards	Wlikwepo	MAONI/Remarks
Ulinz/Police	Wlikwepo	MAONI/Remarks
Huduma ya Kwanza/Tet Ait	Wlikwepo	MAONI/Remarks
Watoto wa Mjini/Mbal Boys	Wlikwepo	MAONI/Remarks
Ambulance	Ilikwepo	MAONI/Remarks
Waandini wa Habari	Wlikwepo	MAONI/Remarks
Mgensi Rasmi	Hakuna	MAONI/Remarks

A **B** **C**

Reset Save draft Next

Referee FORM

Details 1 2 3 4 5 6 7 8 **9** 10 11 12

MAANDALIZI HAU NA TABIA/Preps, Attitude & Condition
Maandalizi/Organization (izza kama huduma ilikwepo au la)

Ulinz/Stewards	Wlikwepo	MAONI/Remarks
Ulinz/Police	Wlikwepo	MAONI/Remarks
Huduma ya Kwanza/Tet Ait	Wlikwepo	MAONI/Remarks
Watoto wa Mjini/Mbal Boys	Wlikwepo	MAONI/Remarks
Ambulance	Ilikwepo	MAONI/Remarks
Waandini wa Habari	Wlikwepo	MAONI/Remarks
Mgensi Rasmi	Hakuna	MAONI/Remarks

A **B** **C**

Reset Save draft Next

Referee FORM

Details 1 2 3 4 5 6 7 8 9 **10** 11 12

WAAMALIZI WASAIDIZI (Officiate Assessor)

Assessor No. I	Assessor No. II	Receive Refereed
Name		
Referee Reg No		
District		
Region		
Tel Number		
Email		
Date No (TPU)		
Date No (Other)		
Match PAYMENT		
Commissioner		Region
Referee Assessor		Region
Center Supervisor		Region

A **B** **C**

Reset Save draft Next

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

Maeini au Taarifa ya Tukio/Moniki

III. KUHAKIKI TAARIFA NA KUTUMA RIPOTI

Referee FORM

Details 1 2 3 4 5 6 7 8 9 10 11 12

Maeini au Taarifa ya Tukio/Moniki

REFEREE

Region	District
Season Match No.	PL Match No.
Ref Reg No	Match PAYMENT
Email	Phone No.
Signature	

Kwenye simu yako itaonekana kama;

The screenshot displays a mobile application interface for managing referee data. At the top, there's a header bar with the title "Referee Name" and a subtitle "Referee". Below this is a search bar with placeholder text "Search here" and a magnifying glass icon. To the right of the search bar are three circular icons: a menu icon (three horizontal lines), a settings icon (three dots), and a delete icon (a red circle with a white minus sign).

The main content area shows a list of referee entries. Each entry consists of a number, a date, and a "View" button. The first entry is highlighted with an orange background and labeled "Upcoming". The second entry is labeled "History".

A modal window titled "Sort by" is open in the center. It contains two sections: "Order" (with "Ascending" and "Descending" options) and "Filter by" (with "Show All" and "Pending Form Filing" toggle switches). There are also "Reset" and "Next" buttons at the bottom of the modal.

To the right of the main content, there's a sidebar titled "Referee FORM". It includes a "Details" tab and a navigation bar with numbers 1 through 8. The sidebar lists several predefined fields with their corresponding values:

Field	Value
Competition	Team A
Date	Team B
Played in (City)	Stadium
MIN	RD

Referee FORM	Referee FORM	Referee FORM	Referee FORM
Details 1 2 3 4 5 6 7 8 >	Details 1 2 3 4 5 6 7 8 >	Details 1 2 3 4 5 6 7 8 > 3	Details 1 2 3 4 5 6 7 8 9 >
MAANDALIZI, HALI NA TABIA(Preps, Attitude & Condition Hali na Tabia/Attitude & Condition	MAANDALIZI, HALI NA TABIA(Preps, Attitude & Condition Uworp na Vitaa/Ground & Equipments (jaza kama ni mbaya, mchome, nzuri au nzuri sana)	MAANDALIZI, HALI NA TABIA(Preps, Attitude & Condition Maandalizi/Organisation (jaza kama huduma ilikuwepo au la)	WAAMUZI WASAIDIZI (Officials' Assistants)
Wachezaji wa Timu A	Uzio wa Nje Nzuri >	Ulinzi/Stewards Wallikuwepo >	Assistant No. I
Home Team Players	Uzio wa Ndani Nzuri >	Ulinzi/Police Wallikuwepo >	Full Name
Wachezaji wa Timu B	Uwanja (Pitch) Nzuri >	Ambulance Ilikuwepo >	Referee Reg No
Away Team Players	Magoli Nzuri >	Mgeni Rasmi Hakuna >	District
Watazameji TEAM A	Nyamu Nzuri >	Waandishi.. Wallikuwepo >	Region
(Spectators) TEAM B	Hali ya Pitch Nzuri >	Huduma ya Kwanza/Fst Aid Wallikuwepo >	Tel Number
			Email
			Game No. (TPL)
			Game No. (DTHM)
			Match PAYMENT
			Commissioner
			Referee Assessor
			Center Supervisor
			Reset Next

Referee FORM	Referee FORM	Referee FORM
< 1 2 3 4 5 6 7 8 9 10 11 > 12	< 1 2 3 4 5 8 7 8 9 10 11 > 12	< 1 2 3 4 5 8 7 8 9 10 11 > 12
Maari za Taarifa ya Tukio/Makuliko	Maari za Taarifa ya Tukio/Makuliko	Maari za Taarifa ya Tukio/Makuliko
REFEE	REFEE	District
Region	P. Match No	Region
Season Match No	Match Payment	Phone No.
Ref Reg No	Date	Reset Submit
Region		
Reset Next		

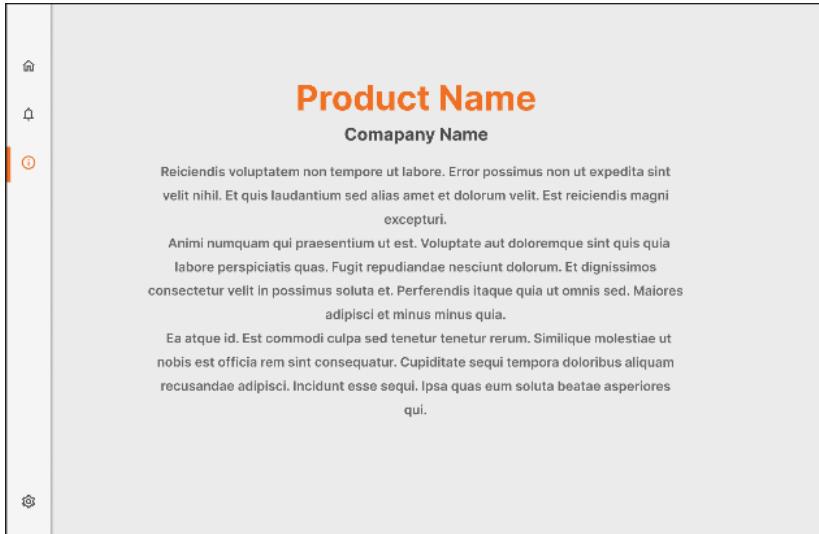
IV. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha "notification"

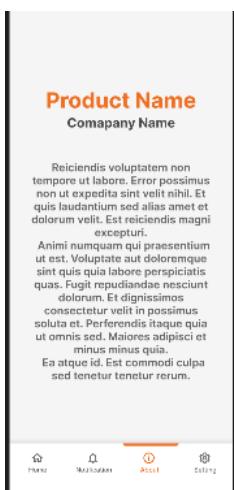
Kwenye simu itaonekana;

V. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni walio tenezeza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha "About us"



Kwenye simu itaonekana;



VI. MATENGENEZO YA MFUMO

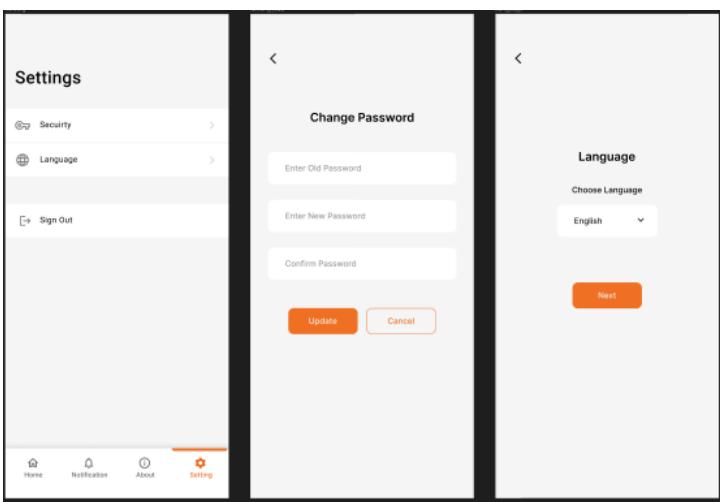
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

- a. Kubadili neno la siri la mtumiaji "Password"
- b. Kubadili lugha ya mfumo "Language"

The screenshot shows a mobile application interface. On the left, there is a vertical navigation bar with icons for Home, Notifications, About, and Settings. The Settings icon is highlighted with an orange border. The main content area has a title "Change Password". It contains three input fields: "Enter Old Password", "Enter New Password", and "Confirm Password". Below these fields are two buttons: an orange "Update" button and a white "Cancel" button.

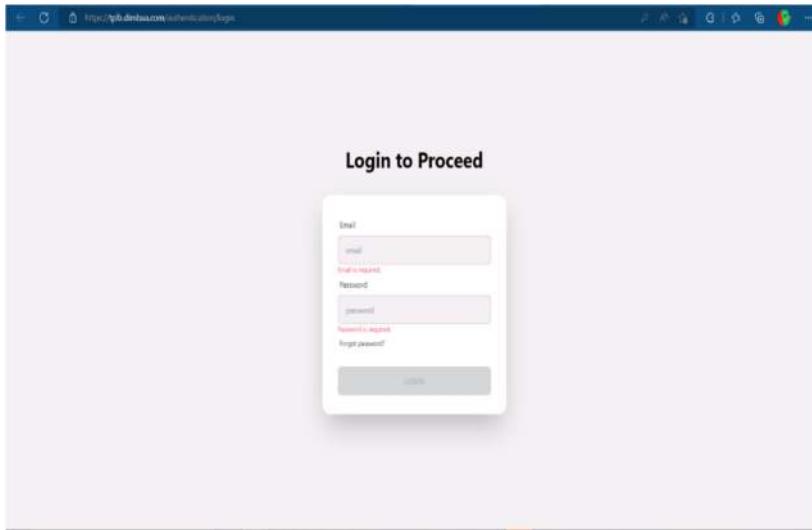
The screenshot shows the same mobile application interface. The navigation bar is identical. The main content area has a title "Language". It contains a sub-section titled "Choose Language" with a dropdown menu set to "English". Below the dropdown is an orange "Update" button.

Kwenye simu itaonekana;



H. Match commissioner

Ukiwa umesajiliwa kwenye mfumo wa Dimbaa kama "Match commissioner" wa mfumo utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama hapa;



Kama barua pepe na neno la siri viko sahihi kulingana na ulivyosajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

Number	Date	Home Team	Away Team	Venue	City	Pre Match Report	Post Match Report
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	View
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	View
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload

Kwa simu yako itaonekana hivi;

The first screenshot shows the main dashboard with tabs for 'Upcoming' (selected) and 'History'. It lists several matches with columns for Number, Date, Home Team, Away Team, Venue, City, Pre Match Report, and Post Match Report. Each row has 'Upload' and 'View' buttons.

The second screenshot shows the same dashboard with the 'Upcoming' tab selected. A search bar is visible at the top.

The third screenshot shows a 'Sort by' modal with options for User Role, User Name, Etc, Order (Ascending or Descending), and a cancel button.

UFANYAJI KAZI WA "MATCH COMMISSIONER"

I. KUHAKIKI TAARIFA ZA MECHI

"Match commissioner" anahakiki taarifa za mechii kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuaatiwa na kitufe "Upload" mbele ya mechii husika. Atahakiki taarifa zinazo hitajika kisha ataendelea mbele kwa kitufe cha "next" ili kuongeza taarifa kwenye mfumo.

Number	Date	Home Team	Away Team	Venue	City	Pre Match Report	Post Match Report
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	View
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	View
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	View	Upload
24	27/07/2022 11:20 AM	Namungo FC	Geita Gold FC	Jamhuri Stadium	City Name	Upload	Upload

Pre - Match Report

Match Conditions Operations Cooperations Color Issue Challenges final

Competition : predefined
Match Date : predefined Match Number : predefined
KickOff Time : predefined Match Commissioner : predefined
Home Team : predefined Away Team : predefined
Stadium : predefined City : predefined

Reset Save draft Next

II. KUJAZA RIPOTI YA AWALI YA MECHI

"Match coordinator" ataendelea kwa kujaza mtiririko wa fomu maalumu za za ripoti ya awali ya mechiki kwenye mfumo kwa kubonyeza kitufe "Next" kila atakapo maliza kuweka taarifa muhimu zinazohitajika. Atajaza na kuhakiki taarifa zinazo hitajika kisha atahifadhi ili kuongezea taarifa kwenye mfumo.

Pre - Match Report

Match Conditions Operations Cooperations Color Issue Challenges final

Stadium Preparations : type here
Pitch Quality : type here
Security : type here
Expected Stadium Attendance : type here
FloodLights : type here
Weather : type here
Match Balls : type here

Reset Save draft Next

Pre - Match Report

Match	Conditions	Operations	Cooperations	Color	Issue	Challenges	final
General Coordinator :	Full Name		Email		Mobile		
Security Officer :	Full Name		Email		Mobile		
Media Officer :	Full Name		Email		Mobile		
Match Doctor :	Full Name		Email		Mobile		
Referee Assessor :	Full Name		Email		Mobile		
Technical Analyst :	Full Name		Email		Mobile		
Center Supervisor :	Full Name		Email		Mobile		

Operations

Reset **Save draft** **Next**

Pre - Match Report

Match	Conditions	Operations	Cooperations	Color	Issue	Challenges	final
Home Team :	type here						
Visiting Team :	type here						
Referees :	type here						
Operation Team :	type here						
FA(R) :	type here						
Stadium Management :	type here						
Security Authorities :	type here						
Center Supervisor :	type here						

Cooperations

Reset **Save draft** **Next**

Pre - Match Report

Match	Conditions	Operations	Cooperations	Color	Issue	Challenges	final
Confirmed Team Colors after the Inspection During MCM							
Home Team (Field player) :	Jersey Color	Shorts color	Socks				
Home Team (GoalKeepers) :	Jersey Color	Shorts color	Socks				
Away Team (Field player) :	Jersey Color	Shorts color	Socks				
Away Team (GoalKeepers) :	Jersey Color	Shorts color	Socks				

Color

Reset **Save draft** **Next**

Pre - Match Report

Match Conditions Operations Cooperations Color **Issue** Challenges final

Please Describe three (3) TOP ISSUES

Issue One :	Descriptions	Measures (to be) TAKEN
Issue Two :	Descriptions	Measures (to be) TAKEN
Issue Three :	Descriptions	Measures (to be) TAKEN

Reset **Save draft** **Next**

Pre - Match Report

Match Conditions Operations Cooperations Color **Issue** **Challenges** final

Describe three (3) MAIN CHALLENGE(S) for the MATCH (if any)

One :	Descriptions	Possible MEASURES
Two :	Descriptions	Possible MEASURES
Three :	Descriptions	Possible MEASURES

Reset **Save draft** **Next**

Pre - Match Report

Match Conditions Operations Cooperations Color **Issue** **Challenges** **final**

ADDITIONAL REMARKS

type here

Match COMMISSIONER can be Contacted on SITE as follows:

Email :	predefined	WhatsApp :	predefined
Mobile :	predefined	Signature :	name and time

Reset **Save draft** **Submit**

Pre - Match Report

● Match ● Conditions ● Operations Cooperations **Color** Issue Challenges final

Confirmed Team Colors after the Inspection During MCM

Home Team (Field player) :	Jersey Color	Shorts color	Socks
Home Team (GoalKeepers) :	Jersey Color	Shorts color	Socks
Away Team (Field player) :	Jersey Color	Shorts color	Socks
Away Team (GoalKeepers) :	Jersey Color	Shorts color	Socks

Empty field! Please select it!

Reset **Save draft** **Next**

Kwanya simu yako itaonekana;

Pre - Match Report

Match Conditions Operations >

Competition **predefined**
Match Date **predefined**
KickOff Time **predefined**
Home Team **predefined**
City **predefined**

Stadium
Match Number
Match Commissioner
Away Team
Match

Reset **Save**

Pre - Match Report

Match **Conditions** Operations >

Stadium Preparations
Pitch Quality
Severity
Expected Stadium Attendance
Floodlights

Reset **Next**

Pre - Match Report

Match Conditions **Operations** >

General Coordinator
Security Officer
Media Officer
Match Director
Referee Assessor
Technician Analyst
Center Supervisor

Reset **Next**

Pre - Match Report

< Conditions Operations **Cooperations** >

Home Team
Visiting Team
Referees
Match Director
FAIR
Stadium Management

Reset **Next**

Pre - Match Report

< Operations Cooperations **Color** >

Confirmed Team Colors after the Inspection During MCM

Home Team (Field Player)	Jersey Color	Shorts Color	Socks
Home Team (GoalKeepers)	Jersey Color	Shorts Color	Socks
Away Team (Field Player)	Jersey Color	Shorts Color	Socks
Away Team (GoalKeepers)	Jersey Color	Shorts Color	Socks

Reset **Next**

Pre - Match Report

< Cooperations Color **Issue** >

Please Describe three (3) TOP ISSUES

Issue One
Descriptions
Measures (to be) TAKEN
Issue Two
Descriptions
Measures (to be) TAKEN
Issue Three
Descriptions
Measures (to be) TAKEN

Reset **Next**

Pre - Match Report

< Color Issue **Challenges** >

Describe three (3) MAIN CHALLENGE(S) for the MATCH (if any)

One
Descriptions
Possible MEASURES
Two
Descriptions
Possible MEASURES
Three
Descriptions
Possible MEASURES

Reset **Next**

Pre - Match Report

< Issue Challenges **Final** >

ADDITIONAL REMARKS

Type here
Match COMMISSIONER can be Contacted on SITE as follows:

Email **predefined** Signature **name and title**
Mobile **predefined**
WhatsApp **predefined**

Reset **Submit**

III. KUJAZA RIPOTI BAADA YA MECHI

"Match coordinator" ataendelea kwa kujaza mtiririko wa fomu maalumu za za ripoti ya baada ya mechii kwenye mfumo kwa kubonyeza kitufe "Next" kila atakapo maliza kuweka taarifa muhimu zinazohitajika. Atajaza na kuhakiki taarifa zinazo hitajika kisha atahifadhi ili kuongezea taarifa kwenye mfumo.

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Competition: predefined
Match Date: predefined Match Number: predefined
KickOff Time: predefined Match Commissioner: predefined
Home Team: predefined Away Team: predefined
Stadium: predefined City: predefined

Reset Save draft Next

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

NBC PREMIER LEAGUE 2022/23

Tarehe: predefined Muda: predefined
Mchezo Na: predefined Timu A: predefined
Kituo: predefined Timu B: predefined
Uwanja: predefined MC(Name): predefined
Mkoa: predefined Simu: predefined
Baruaapepe: predefined Whatsapp: predefined

Matokeo (Results Hftime) MAPUMZIKO

A	0	1	B
---	---	---	---

 MATOKO YA MWISHO

A	0	1	B
---	---	---	---

 Matokeoya PEHATI

A	0	1	B
---	---	---	---

Reset Save draft Next

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
MAAFISA MCHEZO / Match Officials																					
Msimamizi wa Kituo	Full Name			Region			Mobile														
Match Organizer	Full Name			Region			Mobile														
Security Authorities	Full Name			Region			Mobile														
Match Doctor	Full Name			Region			Mobile														
Media Officer :	Full Name			Region			Mobile														
Referee :	Full Name			Region			Mobile														
Referee Assistant 1	Full Name			Region			Mobile														
Referee Assistant 2:	Full Name			Region			Mobile														
Reserve Referee :	Full Name			Region			Mobile														
<input type="button" value="Reset"/> <input type="button" value="Save Draft"/> <input type="button" value="Next"/>																					

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Team A											Team B									
Ja #	Full name	S	Met	Ja #	Full name	S	Met													
								JAZA HERUF Ingawaki Isuh ABABUza kadiya NJANO au NYEKUNDU bilyo telesa wa kewamis kewamis yekundu yemperhefutu A: unsporting behavior B: dissent by word or action C: persistent infringement of the Laws of the Game D: delaying the restart of play E: failure to respect the required distance when play is restarted with a corner kick, free-kick or throw-in F: entering or re-entering the field of play without the referee's permission G: deliberately leaving the field of play without the referee's permission H: sending off play I: violent conduct J: spitting at an opponent or any other person K: denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball L: denying an obvious goal scoring opportunity to an opponent by deliberately playing the ball away from the ball or a penalty kick M: using offensive, insulting or abusive language and/or gestures N: receiving two cautions during one game match												
								<input type="button" value="Reset"/> <input type="button" value="Save draft"/> <input type="button" value="Next"/>												

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Ekuza (kickup) TABA zu WACHEZAJI na WASHABIKI (Attitude of Players & Spectators)																				
Team A										Team B										
<input type="checkbox"/> Takoso WACHEZAJI																				
<input type="checkbox"/> Tabaza WASHABIKI																				

Reset
Save draft
Next

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Uwanja wa Mchezo

(mark checkbox if the following were present during the match)

	Maelezo/Mafupiya Hali ya Uwanja wa Mchezo
Hali ya kwanza (pitch)	<input checked="" type="checkbox"/>
Magari ne Nyani	<input checked="" type="checkbox"/>
Bendera za Koma	<input checked="" type="checkbox"/>
Uzito wa Ndezi	<input checked="" type="checkbox"/>
Mabench ya Ufundzi	<input type="checkbox"/>
Ubao wa Magari	<input type="checkbox"/>
Substitution Board	<input checked="" type="checkbox"/>
Mpira (yakutuo)	<input checked="" type="checkbox"/>
TAA (Floodlights)	<input type="checkbox"/>
Benders (Kunguza/Tumu)	<input checked="" type="checkbox"/>
Vyumba vya Kuvali	<input type="checkbox"/>

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

UENDESHAJI MCHEZO

(mark checkbox if the following were present during the match)

	Maelezo/Mafupiya Hali ya Uendeshaji Mchezo (General Organisation)
MCM	<input type="checkbox"/>
Robba (Countdown)	<input type="checkbox"/>
Kick Off (On Time?)	<input checked="" type="checkbox"/>
PreMatch Ceremony	<input checked="" type="checkbox"/>
Mgeni Raemi (Guest of Honour)	<input type="checkbox"/>
OC	<input type="checkbox"/>
PA(M)	<input checked="" type="checkbox"/>
Musallaleo	<input type="checkbox"/>
VIP/VIP	<input checked="" type="checkbox"/>

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

ULINZI NA USALAMA

(mark checkbox if the following were present during the match)

	Idadi	Maelezo/Mafupiya Hali ya Uendeshaji Mchezo (General Organisation)
Poli		<input checked="" type="checkbox"/>
Ulinzi Maalum (stewards)		<input checked="" type="checkbox"/>
Ulinzi Mwingineo		<input checked="" type="checkbox"/>
Zinamoto (Ref&rescue)		<input checked="" type="checkbox"/>
Gari la Wagamea		<input checked="" type="checkbox"/>
Mifongo ya Kuungilia		<input checked="" type="checkbox"/>
Mageti ya kutoka		<input checked="" type="checkbox"/>
Magari		<input checked="" type="checkbox"/>

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TIBA

(mark checkbox if the following were present during the match)

	MaelezoMafupikuhusuMasualayaTiba
Huduma ya Kwanza	<input checked="" type="checkbox"/>
Chumba cha Tiba	<input checked="" type="checkbox"/>
Hospitali ya Rufaa	<input checked="" type="checkbox"/>
Daktari wa Mchezo	<input checked="" type="checkbox"/>
Garla wa Wagonjwa	<input checked="" type="checkbox"/>

Reset **Save draft** **Next**

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HASARI NA MASOKO																				
(mark checkbox if the following were present during the match)																				
	Meelezo/Mafupikuhusu/Hasari na Masoko																			
AfisaHubari	<input checked="" type="checkbox"/>																			
AfisaMasoko	<input checked="" type="checkbox"/>																			
Masangoya/Mdmamiri	<input checked="" type="checkbox"/>																			
Mesangoya TFF/NBC	<input checked="" type="checkbox"/>																			
Huzuma iwe Wanahabari	<input type="checkbox"/>																			
Jukwas iwa Wanahabari	<input type="checkbox"/>																			
Muktaru na Wanahabari	<input checked="" type="checkbox"/>																			
Ondhaza Washeza#	<input checked="" type="checkbox"/>																			
Vitambulisho/(Accreditations)	<input type="checkbox"/>																			
Alams Mawikezzo (SignAge)	<input checked="" type="checkbox"/>																			

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
TATHIMINI KUA MWAMUZI! (Evaluation of the Referee)																				
Mwamuziatakiwiccupatujumaya ALAMA 10 kutokto/pungkutuyonaryanyes TATHIMINI Kuanzishasatatos ALAMA kutigeta LECG Bilesuswakaraka ADPNTNOZE. Jumaya ALAMA Bilgaweyewenkuwatuze ALAMA 100%																				
JA	1B	2A	2B	2C	Total Marks:															
REFEREE PERFORMANCE : Personality																				
Decisive or Indecisive, Nervous, Influenced by general public when in difficulty, Influenced by players, Partial or impartial, Strong or Weak personality, Anweza kufanya Mamazi u hawesi, Ana hasira, Anweza kufanya masumizi ukwashiwishi karakajemi, Anweza kufanya masumizi ukwashiwishi karakachaeji, Ana subris au Hema subris, Muese kando Mzuri u Muonekakando Mzuri.																				
STRONG POINTS (Mambo Mazari iliyofanya),																				
POINTS TO IMPROVE (Mambo yakeurekebisha)																				
10 x 1 10Marks SCORERS																				
Reset	Save Draft	Next																		

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 **13** 14 15 16 17 18 19 20

TATHIMINI KWA MWAMUZI(Evaluation of the Referee)

Mwamuzintakatukatajumia ALAMA 10
kutoka/Engeweniyonyetanya TATHIMINI. Kamishintasato ALAMA
kutengene LENGO ililowekwakatikala KIPENGELE. Jumiyas ALAMA
tagene nyawawatu/Okupata ALAMA atozindu

9.0 – 10 NZURI SANA SANA/EXCELLENT
8.5 - 8.9 NZURI Sana (very good)
8.3 - 8.4 Nzuri (good)
8.2 AnafaaKuendelezwa (satisfactory with small areas of improvement)
8.0 - 8.1 Anaridisha, afikirwekuendelezwa (satisfactory with important areas of improvement)
7.9 Amefanyakosumu/mukwenyemchezo, alishahlikupewo 8.2
7.8
Amefanyakosumu/mukwenyemchezo/akilinisisi tali/likupata 8.0 - 8.1
7.5 - 7.7 ChinyayaMatarajo, mambonyamisigil/Disappointing, below expectations, significant points for improvement!
7.0 - 7.4 Kiwango cha chini, amefanyakosumu/mukwenyemchezo la wazina la misri/Disappointing, below expectations with one clear important mistake)
6.0 - 6.9 Kiwangokisichokubalika (UNACCEPTABLE)

REFEREE PERFORMANCE : Fitness
Keeps up with play, Positional sense, Quick reactions, Stamina/ AnakwendanaMchezo, Kuwe pokwennyenafisita/hihi, Kuwa haraka/ausimiki, Stamina

STRONG POINTS (Mambo Mazuri/Aliyofanya)

POINTS TO IMPROVE (Mambo yaKurekebisha)

10 × 2
20 Marks
SCORE

Total Marks:

1 A 1 B **2 A 2 B 2 C**

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 **13** 14 15 16 17 18 19 20

TATHIMINI KWA MWAMUZI(Evaluation of the Referee)

Mwamuzintakatukatajumia ALAMA 10
kutoka/Engeweniyonyetanya TATHIMINI. Kamishintasato ALAMA
kutengene LENGO ililowekwakatikala KIPENGELE. Jumiyas ALAMA
tagene nyawawatu/Okupata ALAMA atozindu

9.0 – 10 NZURI SANA SANA/EXCELLENT
8.5 - 8.9 NZURI Sana (very good)
8.3 - 8.4 Nzuri (good)
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8.0 - 8.1 Anaridisha, afikirwekuendelezwa (satisfactory with important areas of improvement)
7.9 Amefanyakosumu/mukwenyemchezo, alishahlikupewo 8.2
7.8
Amefanyakosumu/mukwenyemchezo/akilinisisi tali/likupata 8.0 - 8.1
7.5 - 7.7 ChinyayaMatarajo, mambonyamisigil/Disappointing, below expectations, significant points for improvement!
7.0 - 7.4 Kiwango cha chini, amefanyakosumu/mukwenyemchezo la wazina la misri/Disappointing, below expectations with one clear important mistake)
6.0 - 6.9 Kiwangokisichokubalika (UNACCEPTABLE)

REFEREEING ABILITY : Interpretation and Application of the Laws
Application of the spirit of the Laws of the game, Distinction between Intentional and unintentional play, Advantage rule / Kuwanishawt/fendonsheriazmchezo, kutoautishamakusudinabahatimbaya, Utajawashera/nyengetufada

STRONG POINTS (Mambo Mazuri/Aliyofanya)

POINTS TO IMPROVE (Mambo yaKurekebisha)

10 × 3
30 Marks
SCORE

Total Marks:

1 A 1 B **2 A 2 B 2 C**

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 **13** 14 15 16 17 18 19 20

TATHIMINI KWA MWAMUZI(Evaluation of the Referee)

Mwamuzintakatukatajumia ALAMA 10
kutoka/Engeweniyonyetanya TATHIMINI. Kamishintasato ALAMA
kutengene LENGO ililowekwakatikala KIPENGELE. Jumiyas ALAMA
tagene nyawawatu/Okupata ALAMA atozindu

9.0 – 10 NZURI SANA SANA/EXCELLENT
8.5 - 8.9 NZURI Sana (very good)
8.3 - 8.4 Nzuri (good)
8.2 AnafaaKuendelezwa (satisfactory with small areas of improvement)
8.0 - 8.1 Anaridisha, afikirwekuendelezwa (satisfactory with important areas of improvement)
7.9 Amefanyakosumu/mukwenyemchezo, alishahlikupewo 8.2
7.8
Amefanyakosumu/mukwenyemchezo/akilinisisi tali/likupata 8.0 - 8.1
7.5 - 7.7 ChinyayaMatarajo, mambonyamisigil/Disappointing, below expectations, significant points for improvement!
7.0 - 7.4 Kiwango cha chini, amefanyakosumu/mukwenyemchezo la wazina la misri/Disappointing, below expectations with one clear important mistake)
6.0 - 6.9 Kiwangokisichokubalika (UNACCEPTABLE)

REFEREERABILITY : Performance of his/her Duties
Attention to details, Co-operation with Assistant referees, Clear decisions, use of the whistle, clear signals, Timing / Makinikwenyemmatiko, Usikirikanonwasidizi, Msimu/iyasioneshaka, Matumiziyafifimbi, Ishanszawazi, Utekeleza/kiwazezek!

STRONG POINTS (Mambo Mazuri/Aliyofanya)

POINTS TO IMPROVE (Mambo yaKurekebisha)

10 × 2
20 Marks
SCORE

Total Marks:

1 A 1 B **2 A 2 B 2 C**

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TATHIMINI KWA MWAMUZI (Evaluation of the Referee)

Mwamuzi na tathimini kwa tathimani ALAMA 10
kutoka kwenye mpya na nyayo TATHIMANI. Kamishinastatu ALAMA
kuzingatia LENGO iliyosikwakati kote KIPINGELE. Jumtaya ALAMA
itiganya wakati kuhusu ALAMA alizoshimo.

9.0 - 10 NZURI SANA SANA (EXCELLENT)
8.5 - 8.9 NZURI Sana (very good)
8.3 - 8.4 Nzuri (good)
**8.2 Amefanya kusimulisha (referee) with
some areas of improvement)**
**8.0 - 8.1 Njuri (ok), zififi kwenye kote
kutokoto ya kote, zififi kwenye kote
kutokoto ya kote, zififi kwenye kote**
**7.9 Amefanya kusimulisha, kwenye kote
zififi kwenye kote, zififi kwenye kote,**
**7.8 Amefanya kusimulisha, kwenye kote
zififi kwenye kote, zififi kwenye kote,**
**7.5 - 7.7 Chini ya kusimulisha, zififi
kwenye kote, zififi kwenye kote, zififi kwenye kote**
**7.0 - 7.4 Dawa nchi a chini,
amefanya kusimulisha, kwenye kote
zififi kwenye kote, zififi kwenye kote**
6.0 - 6.9 Kwenye kote, zififi kwenye kote
UNACCEPTABLE

1 A	1 B	2 A	2 B	Total Marks:
2 C				

REFEREEING ABILITY : Discipline and Control

Incorrect conduct, or Violence, Cautions and Expulsions/Uhibilitibasizizokubalika, au
upendo. Oya ni kusimulisha

STRONG POINTS (Mambo Msuri/Aliyofanya)

POINTS TO IMPROVE (Mambo yaKurekebisha)

10 x 1
10 Marks
SCORE

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

1st Assistant Referee PERFORMANCE

Personality	00 marks	Position	00 marks
Position and Movement	00 marks	Accuracy of Signals	00 marks
Match Control	00 marks	TeamWork	00 marks
Total Marks		20 marks Score	

Anweza kuduniwa kwa mmozi au hawazi, Ana hasira,
Anweza kuduniwa kwa mmozi au hawazi, Ana hasira,
Anweza kuduniwa kwa mmozi au hawazi, Ana hasira,
Muonekano! Mzuri au Muonekano! Mzuri
STRONG POINTS

STRONG POINTS (Mambo Mazuri/Aliyofanya)

POINTS TO IMPROVE (Mambo yaKurekebisha)

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

1st Assistant Referee PERFORMANCE

Personality	00 marks	Position and Movement	00 marks
Position and Movement	00 marks	Flag technique, Positioning, Running Technique / Mbini uza shikajibendera, Nafasi sainhi, Mbini uza kukimba	00 marks
Accuracy of Signals	00 marks	STRONG POINTS (Mambo Mazuri/Aliyofanya)	
Match Control	00 marks	POINTS TO IMPROVE (Mambo yaKurekebisha)	
TeamWork	00 marks		
Total Marks		20 mks Score	

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

1st Assistant Referee PERFORMANCE

Personality	00 marks
Position and Movement	00 marks
Accuracy of Signals	00 marks
Match Control	00 marks
TeamWork	00 marks
Total Marks	00 marks

Accuracy of Signals
Offside Situations, Fouls, Throw-ins, Goal Kicks etc... / MazingirayakuotesRafu, mpirawakurushu, Pigo la golin.k

STRONG POINTS (Mambo MazuriAliyofanya)

POINTS TO IMPROVE (Mambo yaKurekebisha)

20 mks Score

[Reset](#) [Save draft](#) [Next](#)

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

1st Assistant Referee PERFORMANCE

Personality	00 marks
Position and Movement	00 marks
Accuracy of Signals	00 marks
Match Control	00 marks
TeamWork	00 marks
Total Marks	00 marks

Match Control
Decisions, Concentration / Uamuzi, Umakini

STRONG POINTS (Mambo MazuriAliyofanya)

POINTS TO IMPROVE (Mambo yaKurekebisha)

20 mks Score

[Reset](#) [Save draft](#) [Next](#)

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

1st Assistant Referee PERFORMANCE

Personality	00 marks
Position and Movement	00 marks
Accuracy of Signals	00 marks
Match Control	00 marks
TeamWork	00 marks
Total Marks	00 marks

TeamWork
Cooperation with Referee and 4th Official / UshirikanonaMwamuzinaMwamuziwaAkiba

STRONG POINTS (Mambo MazuriAliyofanya)

POINTS TO IMPROVE (Mambo yaKurekebisha)

20 mks Score

[Reset](#) [Save draft](#) [Next](#)

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 **15** 16 17 18 19 20

2nd Assistant Referee PERFORMANCE

Personality	00 marks	Personality
Anawezakufanya Maamuzi au hawesi, Ana hasira, Anwazakufanya Maamuzi kwa kushawishikanajami, Hawezakufanya Maamuzi kwa kushawishikanawacheza, Ana subira au Hana subira, Muonekanomturi au Muonekanomturi STRONG POINTS		
Position and Movement	00 marks	STRONG POINTS (Mambo MazuriAliyofanya)
Accuracy of Signals	00 marks	POINTS TO IMPROVE (Mambo yaKurekebisha)
Match Control	00 marks	
TeamWork	00 marks	
Total Marks	00 marks	20 mks Score

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 **15** 16 17 18 19 20

2nd Assistant Referee PERFORMANCE

Personality	00 marks	Position and Movement
Flag technique, Positioning, Running Technique / Mbinuzashikajibendera, Nafasaihihi, Mbinuzukukimba		
Position and Movement	00 marks	STRONG POINTS (Mambo MazuriAliyofanya)
Accuracy of Signals	00 marks	POINTS TO IMPROVE (Mambo yaKurekebisha)
Match Control	00 marks	
TeamWork	00 marks	
Total Marks	00 marks	20 mks Score

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 **15** 16 17 18 19 20

2nd Assistant Referee PERFORMANCE

Personality	00 marks	Accuracy of Signals
Offside Situations, Fouls, Throw-ins, Goal Kicks etc., / MazingirayakuotesRefu, Imprawakarusha, Pigo la golink		
Position and Movement	00 marks	STRONG POINTS (Mambo MazuriAliyofanya)
Accuracy of Signals	00 marks	POINTS TO IMPROVE (Mambo yaKurekebisha)
Match Control	00 marks	
TeamWork	00 marks	
Total Marks	00 marks	20 mks Score

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 **16** 17 18 19 20

4th Official : Performance

Substitution procedure, Management of the Technical areas, Administrative duties, Team work with Referee and Assistant referee / Ushirikiano na kawala wa chezaji. Usengizivu vevu binafsi kuzilizikuziwa.

STRONG POINTS (Mambo Mazuri Aliyofanya)

POINTS TO IMPROVE (Mambo yaKurukabisha)

20 marks Score

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 **17** 18 19 20

Kiwango cha Tathiminiya Ugumuwa Mchezo

Kiwango cha ugumuwa Mchezo kila nena alama azoshindamwamuzi.
Tathiminiya wekila mazimmo zinabisa kila kachezo na kwa ujumaa wao. (Level of difficulty must be intergrated into the mark and should be assessed for each Match official Separately)

3	Mchezomgumusana wenyematukiomengimagumukwa Mwamuzi (Very difficult Match with many difficulty situationsfor the official)	
2	Mchezomgumusikiwanse hemuyamatukiomagumukufanya mazimmo (Difficult Match with some difficult decisions for the official)	
1	Mchezowa Kawala kwa Mwamuzi; changamoto chezakimchezo (Normal match for the official; few challenging situations)	

Mchezowa Kawala
(normal game) Mchezo Mgumu
(/difficulty game) Mchezo Mgumu Sana
(very difficult game)

Reset **Save draft** **Next**

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 **18** 19 20

Tathiminiya Nidhamuna Tabiyas TIMU:

	Score	UFUNGUO/KEY
TEAM A	TEAM B	
Red & Yellow Cards	10 Points	First Yellow Card - 1 Indirect Red Card - 4 Direct Red Card - 4 Yellow card & Direct Red - 5
Positive Play	10 Points	
Respect towards the Opponent	15 Points	
Respect towards the Referees	20 Points	
Behavior of the Officials	15 Points	
Behavior of the Supporters	20 Points	
Discipline & Organisation when entering the field	5 Points	
Discipline & Organisation when Leaving the field	5 Points	
Total	100 Points	(Formula: total x 10/100)

Reset **Save draft** **Next**

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
UCHEZAJI WA KIJUNGWANA (FairPlay)																				
AINISHA na ELEEEZA kowakipihusaukiende BODA Zedži che Ucherezajiwangunwa (FAIRPLAY) kilichouruyahaneMuhazika au WahusikatwanyMehazu. Hidziyakizunje (Pitch) au NyekikwejipokutkashugulizaMchazezuhazika																				
his :																				
Man Of The Match : <input style="width: 150px; height: 30px; margin-right: 20px;" type="button" value="Select Team"/> <input style="width: 150px; height: 30px;" type="button" value="Select Player"/>																				
Uchambuzi wa Mapato																				
total revenue collected <input style="width: 150px; height: 30px; margin-right: 20px;" type="text"/> total number of spectators <input style="width: 150px; height: 30px;" type="text"/>																				
Ratio <input style="width: 150px; height: 30px; margin-right: 20px;" type="text"/>																				
<input style="width: 100px; height: 30px; margin-right: 20px;" type="button" value="Reset"/> <input style="width: 100px; height: 30px; margin-right: 20px;" type="button" value="Save draft"/> <input style="width: 100px; height: 30px;" type="button" value="Next"/>																				

[Home](#)

Post - Match Report

Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 **20**

INCIDENTS/Remarks

Date Sign

[Reset](#) [Save draft](#) [Next](#)

Kwenye simu yako itaonekana;

Post - Match Report

Match	1 2 3 4 5 6 7 8 >
Competition	NBC PREMIER LEAGUE 2022/23
Stadium	Tarehe
Match Date	predefined
Match Number	1
Match Off Time	Mchezo
Match Commissioner	Kituo
Home Team	Uwazi
Away Team	predefined
City	Kisumu
Predefined	Baruaapepa
<input type="text" value="Type here"/>	

Reset **Next**

Post - Match Report

Match	1 2 3 4 5 6 7 8 >
Competition	NBC PREMIER LEAGUE 2022/23
Stadium	Tarehe
Match Date	predefined
Match Number	1
Match Off Time	Mchezo
Match Commissioner	Kituo
Home Team	Uwazi
Away Team	predefined
City	Kisumu
Predefined	Baruaapepa
<input type="text" value="Type here"/>	

Reset **Next**

Post - Match Report

Match	1 2 3 4 5 6 7 8 >
Competition	Msimimizi wa Kituo
Stadium	Full Name Email Mobile
Match Date	Match Organizer
Match Number	Full Name Email Mobile
Match Off Time	Security Authorities
Match Commissioner	Full Name Email Mobile
Home Team	Match Doctor
Away Team	Full Name Email Mobile
City	Media Officer
Predefined	Full Name Email Mobile
Referee	
Full Name Email Mobile	
Referee Assistant 1	
Full Name Email Mobile	

Reset **Next**

Post - Match Report

Match	1 2 3 4 5 6 7 8 >
Competition	MAGOLI (GOALS)
Stadium	Team A
Match Date	Je # Full name DG
Match Number	
Match Off Time	
Match Commissioner	
Home Team	
Away Team	
City	
Predefined	
Baruaapepa	
<input type="text" value="Type here"/>	

Reset **Next**

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	>
Uwanja wa Mchezo	UNDESHUJI MCHEZO										
(mark checkbox if the following were present during the match)	(mark checkbox if the following were present during the match)										
Halli ya kwenza (pitch)	<input checked="" type="checkbox"/>	Mark checkbox if pitch was present									
Mugoti na Nyusu	<input checked="" type="checkbox"/>	Mark checkbox if news media was present									
Bendera za Koma	<input checked="" type="checkbox"/>	Mark checkbox if flag was present									
Uzuri wa Nafasi	<input checked="" type="checkbox"/>	Mark checkbox if the host organization was present									
Maberehizi ya Ufundi	<input type="checkbox"/>	Mark checkbox if the funding organization was present									
Utoto wa Magoti	<input type="checkbox"/>	Mark checkbox if the media organization was present									
Substitution Board	<input checked="" type="checkbox"/>	Mark checkbox if substitution board was present									
Kihara (parking)	<input checked="" type="checkbox"/>	Mark checkbox if parking was present									
TAA (Floodlights)	<input type="checkbox"/>	Mark checkbox if floodlights were present									

Reset **Next**

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	>
ULINIZI NA USALAMA	ULINIZI NA USALAMA										
(mark checkbox if the following were present during the match)	(mark checkbox if the following were present during the match)										
Polis	<input checked="" type="checkbox"/>	Mark checkbox if police was present									
Ulinzi Mwanzo (stewards)	<input checked="" type="checkbox"/>	Mark checkbox if stewards were present									
Ulinzi Mwingineko	<input checked="" type="checkbox"/>	Mark checkbox if security was present									
Zimbaizo (za kifaa-kuzaji)	<input checked="" type="checkbox"/>	Mark checkbox if medical staff was present									
Gari la Wazeejani	<input type="checkbox"/>	Mark checkbox if vehicle was present									
Mhango ya Shingilia	<input type="checkbox"/>	Mark checkbox if shingilia was present									
Magoti ya kuzuka	<input checked="" type="checkbox"/>	Mark checkbox if media organization was present									
Majoz	<input checked="" type="checkbox"/>	Mark checkbox if stadium was present									

Reset **Next**

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	>
TIBA	TIBA										
(mark checkbox if the following were present during the match)	(mark checkbox if the following were present during the match)										
Huduma ya Kwenza	<input checked="" type="checkbox"/>	Mark checkbox if services were provided									
Chumba cha Tiba	<input checked="" type="checkbox"/>	Mark checkbox if shelter was provided									
Hospitali ya Ruto	<input checked="" type="checkbox"/>	Mark checkbox if hospital was provided									
Gikombe wa Mifuraha	<input checked="" type="checkbox"/>	Mark checkbox if food was provided									
Gari la Wazeejani	<input type="checkbox"/>	Mark checkbox if vehicle was provided									

Reset **Next**

IV. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha “notification”

Notifications

Match Commissioner

Search Here

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Hi You Just Selected for Match Commissioner. for match "abcd" on date dd/mm/yyyy at "stadium", "city" 10 minutes ago

Kwenye simu itaonekana;

Search Notification

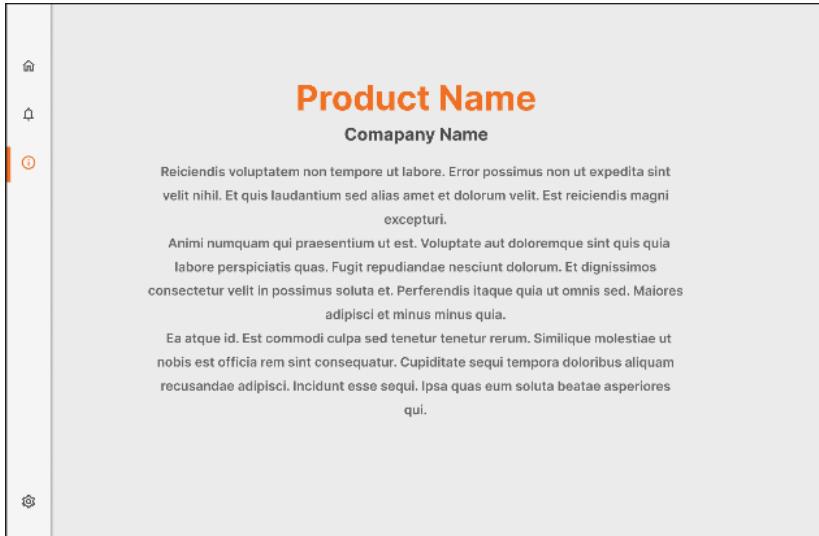
Sort ▾

Notification Header
Notification body about about about about.

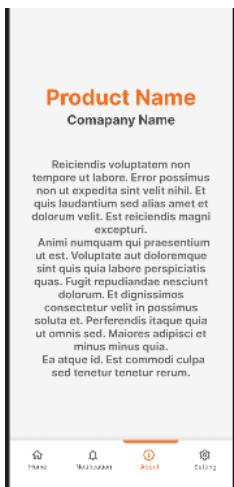
Home Notification About Setting

V. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni walio tenezeza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha "About us"



Kwenye simu itaonekana;



VI. MATENGENEZO YA MFUMO

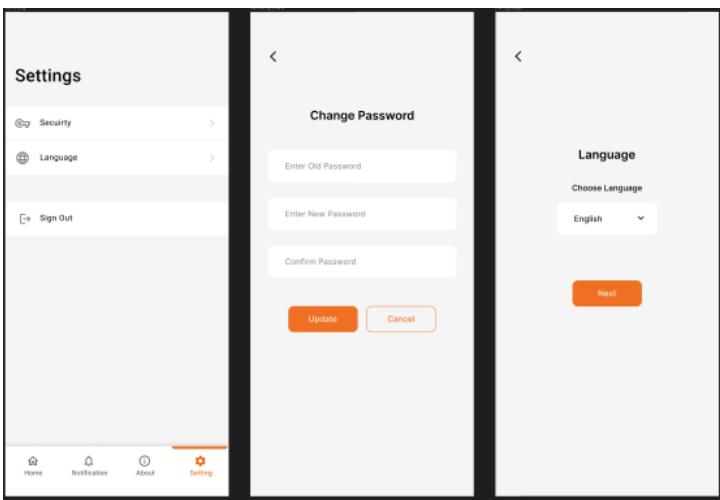
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

- a. Kubadili meno la siri la mtumiaji "Password"
- b. Kubadili lugha ya mfumo "Language"

The screenshot shows a mobile application interface. On the left, there is a vertical navigation bar with icons for Home, Notifications, About, and Settings. The Settings icon is highlighted with an orange border. The main content area has a title "Change Password". It contains three input fields: "Enter Old Password", "Enter New Password", and "Confirm Password". Below these fields are two buttons: an orange "Update" button and a white "Cancel" button.

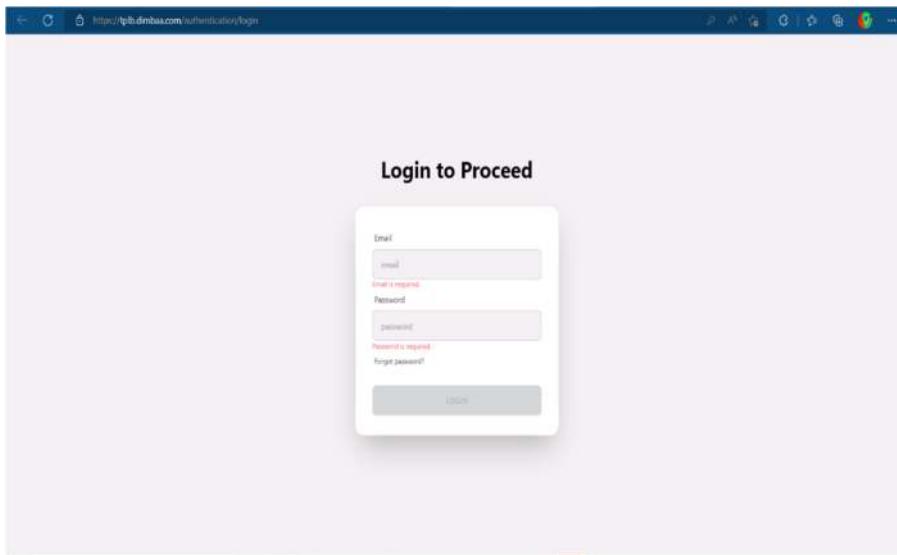
The screenshot shows the same mobile application interface. The navigation bar is identical. The main content area has a title "Language". It contains a sub-section titled "Choose Language" with a dropdown menu set to "English". Below the dropdown is an orange "Update" button.

Kwenye simu itaonekana;



I. Referee assessor

Ukiwa umesajiliwa kwenye mfumo wa Dimbaa kama “Referee assessor” wa mfumo utakua na uwezo wa kuingia kwenye mfumo kwa kutumia simu janja au kompyuta yako kwa mtiririko kama hapa;



Kama barua pepe na neno la siri viko sahihi kulingana na ulivyojiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

UFANYAJI KAZI WA “REFEREE ASSESSOR”

VII. KUJAZA TAARIFA ZA MECHI

“Referee assessor” anajaza taarifa za mechii kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe “Upload” mbele ya mechii husika. Atajaza na kuhakiki taarifa zinazo hitajika kisha ataendelea mbele kwa kitufe cha “next” ili kuongezea taarifa kwenye mfumo.

Referee Assessor FORM

about the match

Competition :	predefine	Assessor Name :	predefine
Mobile :	predefine	Email :	predefine
Region :	predefine	Team B :	predefine
Team A :	predefine	half time score :	Type Here
Date :	predefine	In favour of :	Type Here
Venue :	predefine	Final Score :	Type Here
Center:	predefine	In favour of :	Type Here
Kick Off	predefine		

[Reset](#) [Save draft](#) [Next](#)

VIII. KUJAZA FOMU MAALUMU

“Referee assessor” ataendelea kwa kujaza mtiririko wa fomu maalumu za mechi kwenye mfumo kwa kubonyeza kitufe “Next” kila atakapo maliza kuweka taarifa muhimu zinazohitajika. Atajaza au kuhakiki taarifa zinazo hitajika kisha atahifadhi ili kuongezea taarifa kwenye mfumo.

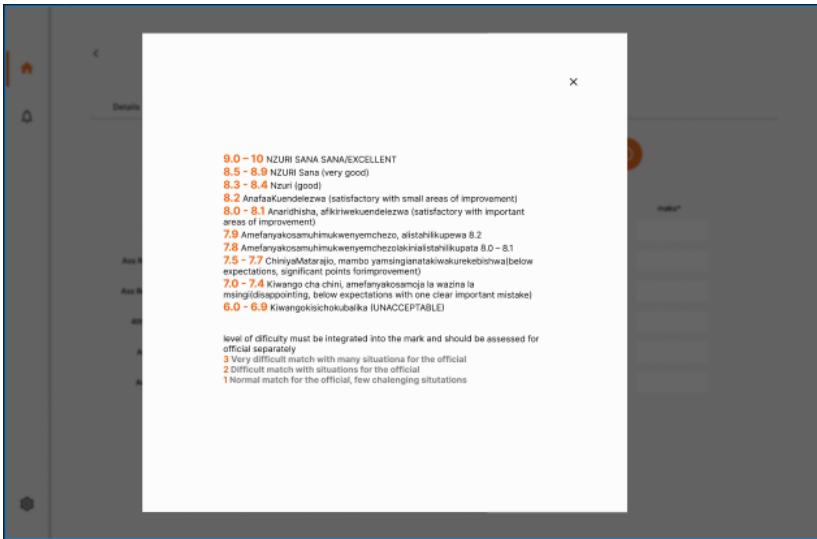
Referee Assessor FORM

Refereeing Team

Name	region	degree of difficulty	marks	marks*
Referee :				
Ass Referee 1 :				
Ass Referee 2 :				
4th Official :				
Add Ref 1 :				
Add Ref 2 :				

*without clear error (only if final mark is 79 or 78)

[Reset](#) [Save draft](#) [Next](#)



Referee Assessor FORM

Details 1 2 3 4 5 6 7 8

Evaluation of the referee

Control of the game

- Correct and consistent interpretation and application of the law of the game +0.6
- Appropriate disciplinary sanctions, tactical approach and management of the game

Positive Points : Minutes

Area of Improvement : Minutes

Additional Comments on Control of the Game

Performance : Type Here

Reset Save draft Next

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8

Evaluation of the referee

Physical fitness and Positioning

- Stamina, Speed, Acceleration whenever necessary
- Positioning and Movement

Positive Points : Minutes

Area of Improvement : Minutes

Additional Comments on Control of the Game

Performance : Type Here

Reset Save draft Next

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8

Evaluation of the referee

Team Work

- Cooperation with assistant referees and fourth official

Performance : Type Here

Positive Points : Minutes

Area of Improvement : Minutes

Additional Comments on Control of the Game

Reset **Save draft** **Next**

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8

Evaluation of Assistant Referee 1

Key Points

- Accuracy of signals: Offside situations, fouls, throw ins, goal kick, etc.
- Positioning and movement
- Flag technique

Performance : Type Here

Positive Points : Minutes

Area of Improvement : Minutes

Additional Comments on Control of the Game

Reset **Save draft** **Next**

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8

Evaluation of Assistant Referee 2

Key Points

- Accuracy of signals: Offside situations, fouls, throw ins, goal kick, etc.
- Positioning and movement
- Flag technique

Performance : Type Here

Positive Points : Minutes

Area of Improvement : Minutes

Additional Comments on Control of the Game

Reset **Save draft** **Next**

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8

Evaluation of the 4th official

Key Points

- Cooperation with the referee and assistant referees
- control of the technical areas

Positive Points :

Area of Improvement :

Additional Comments on Control of the Game

Performance : Type Here

Minutes

Reset **Save draft** **Next**

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8

Additional Remark

Additional Assistant Referee 1

Marks

Additional Assistant Referee 2

Marks

Date

Signature

Reset **Save draft** **Next**

Kwa kutumia simu itaonekana hivi;

Referee Assessor Name

Referee Assessor

Search here

Upcoming History

Number	Date	>
Number	Date	>

Sort by

User Role

User Name

Etc.

Order

Ascending

Descending

Filter by

Show All

Pending Form Filing

Home **Notification** **About** **Setting**

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8 >

Competition
Predefined
Mobile
Predefined
Region
Predefined
Team A
Predefined
Date
Predefined

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8 >

Referee
Ass Referee 1
Ass Referee 2
4th Official
Assistant 1
Assistant 2

Evaluation of the referee

Control of the game

- Correct and consistent interpretation and application of the laws of the game +06
- Appropriate disciplinary sanctions, tactical approach and management of the game

Positive Points Minutes

Area of Improvement Minutes

Additional Comments on control of the Game

Referee Assessor FORM

Details 1 2 3 4 5 6 7 8 >

Refereeing Team
Name

X

X

X

X

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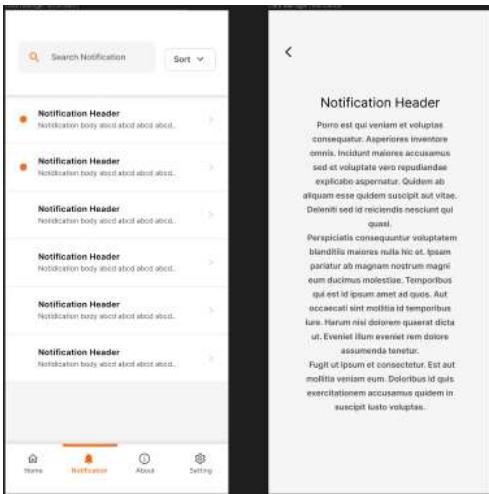
X

<div style="position: absolute; bottom: 0; right: 0; width:

IX. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

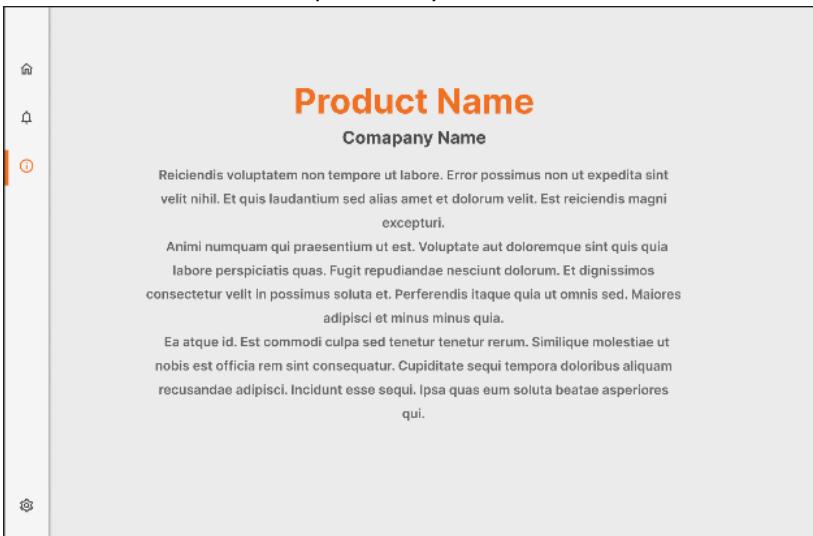
Pia kuna kitufe ambacho kinampa taarifa mtumiaji huyu wa mfumo ili awezekutimiza yale yanayohitajika. Hapa atabonyeza kitufe cha “notification”

Kwenye simu itaonekana;

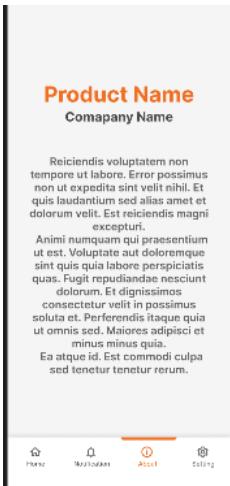


X. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni waliotengeneza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha “About us”



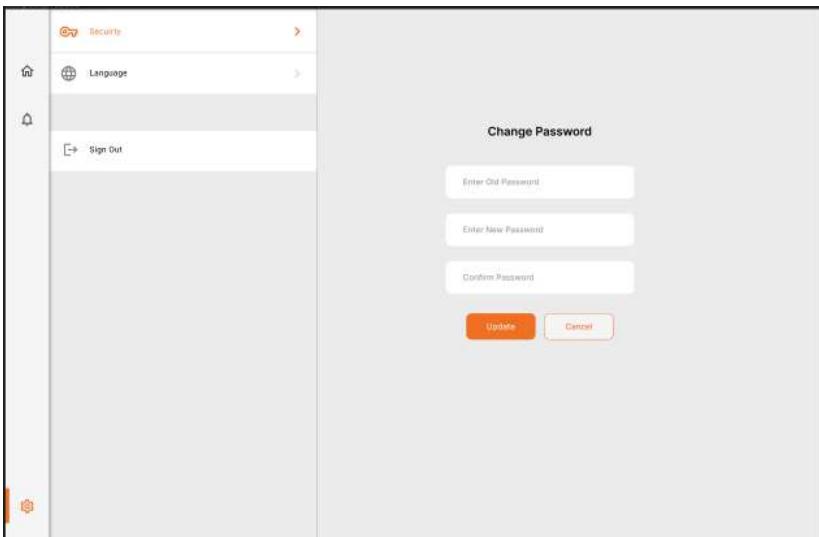
Kwenye simu itaonekana;

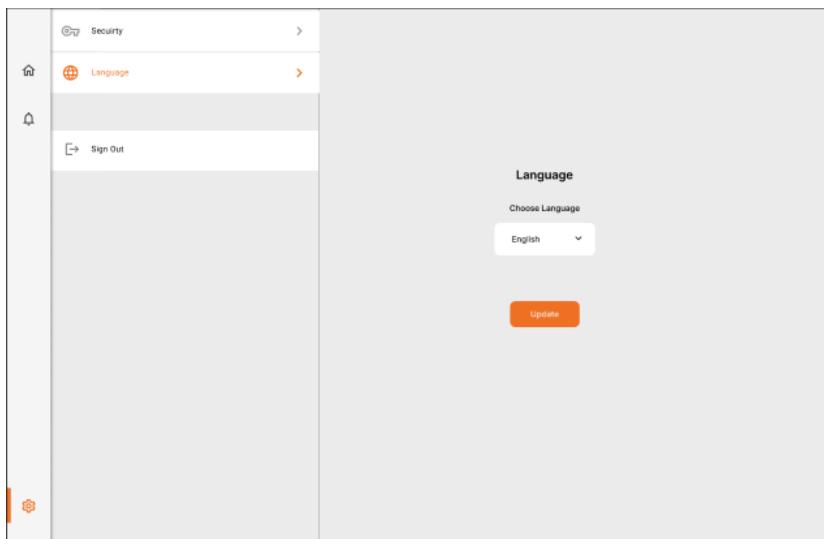


XI. MATENGENEZO YA MFUMO

Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

- c. Kubadili meno la siri la mtumiaji "Password"
- d. Kubadili lugha ya mfumo "Language"





Kwenye simu itaonekana;

