



USER MANUAL

(English version) – Draft #1 Unedited

This is a pdf document aimed to be distributed as part of on-going training document for the system users.

Collaboration of



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ABBREVIATIONS

AEDA

INTRODUCTION

The DIMBA system is a system used to collect information on the operation of football leagues in Tanzania as well as collecting information on the management of these leagues.

Football leagues in Tanzania include;

- | | |
|---------------------------------|---------------------------------|
| 1. NBC Premier League | 4. Women's Football league |
| 2. First Division League (men) | 5. First Division League(women) |
| 3. Second division League (men) | |

This system is available in the following ways:-

1. Mobile APP called DIMBA which is available on (App store).
2. WEB which is available at the following address <https://tplb.dimbaa.com/authentication/login>

USERS OF THE DIMBA SYSTEM

The Dimba system has eight types of users as shown here.

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

How to Register in the system.

To enter into the system you need to be registered with the system Super admin, he/she is responsible for opening an account for the users of this system. This will require submitting user's email address to open an account and register the system user's password. Later the system user will be required to change his/her password to increase the protection of his/her account.

i. HOW TO ENTER THE SYSTEM

Kuingia

To enter the system the user will need to use a smartphone or computer. With his internet on, the user will open a browser as shown here;

Open a browser such as "Google Chrome"

COMPUTER VIEW

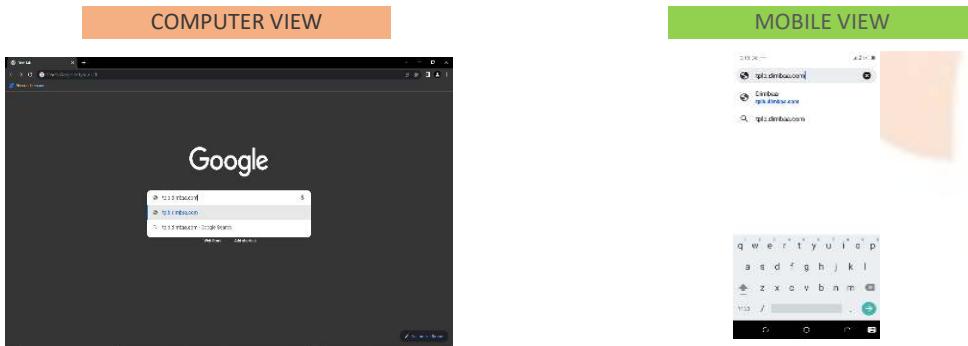


MOBILE VIEW



then he/she will write the URL of the Dimbaa system as seen here;

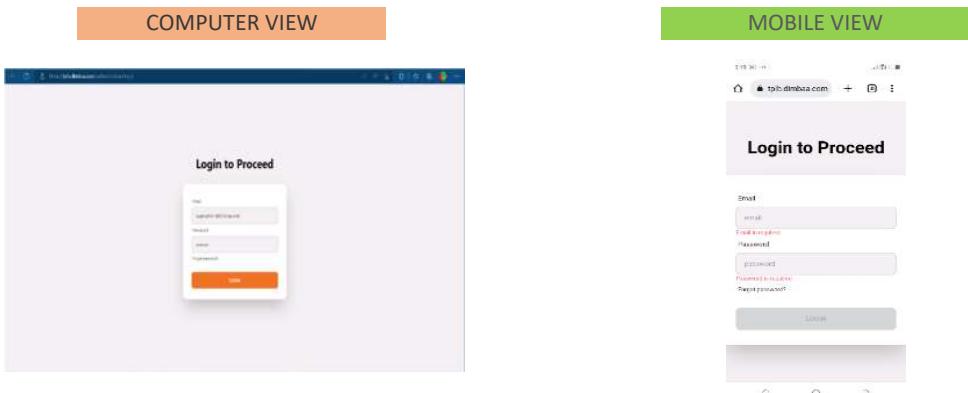
<https://tplb.dimbaa.com/authentication/login>



after pressing "enter" in the browser it will take him/her to the first form as shown in this guide on the details.

OR

Download Dimbaa software from the relevant pages online. After installing the program Dimbaa you will be required to open and it and it will take you to the system pages as shown here.



How to Dimbaa system work.

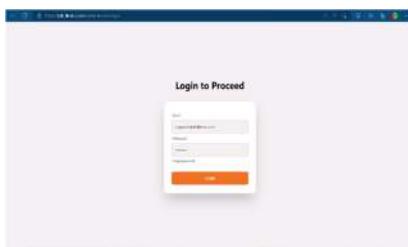
Super admin

If you are registered in the system with the team of developers of the Dimbaa system as a "Super admin" you will have the ability to

log into the system using your smartphone or computer as follows;

Fill out the form with the correct email and password information as it will appear here

Using a computer browser;



This page will open on your computer or phone as shown here;

COMPUTER VIEW

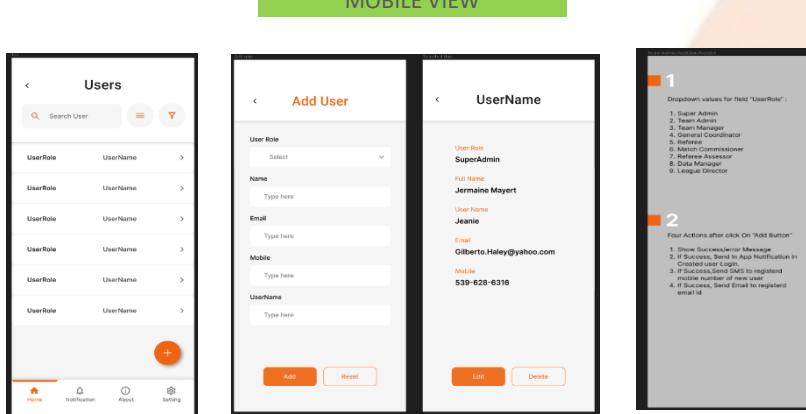
MOBILE VIEW

I. REGISTRATION OF SYSTEM USERS

Super admin registers new users of the system by pressing the button that looks like a house on the side on the left, followed by the "User" button on the left also, followed by the button that looks like a cross, on the upper right side after the search button.

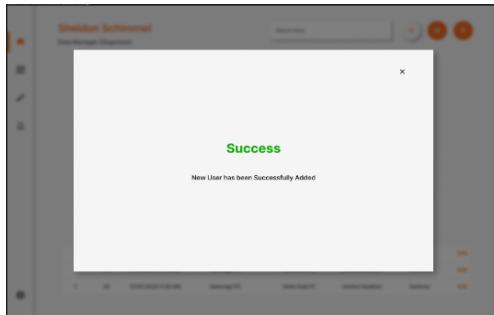
COMPUTER VIEW

On your phone it will look like this;



Dimbaa system will give the "Super user" a message if it has successfully installed a new system user.

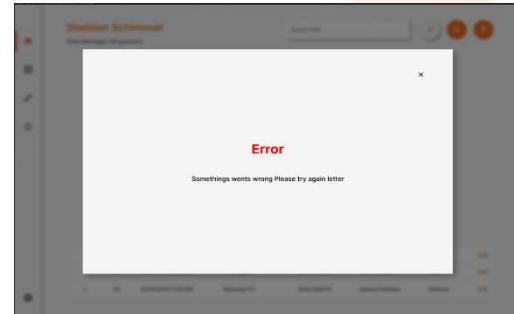
COMPUTER VIEW



On your phone it will look like this;

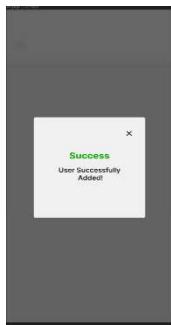
Or if there is a problem in registering a new user, the system will issue a message as seen here;

COMPUTER VIEW



On your phone it will look like this;

MOBILE VIEW



MOBILE VIEW

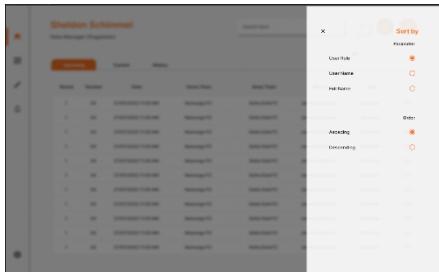


II. CORRECTING OR DELETING SYSTEM USER INFORMATION

In order to modify the user information of the system "super admin" can search for the relevant user. He/She can do this by using the "search" button or use the flow change buttons which are the sort and filter buttons to find the user that needs to be modified.

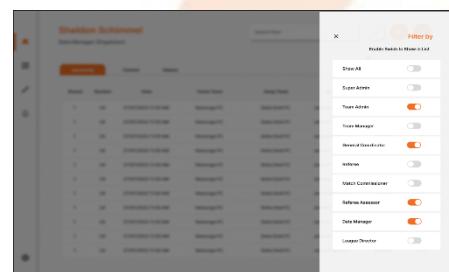
"Sort button"

COMPUTER VIEW

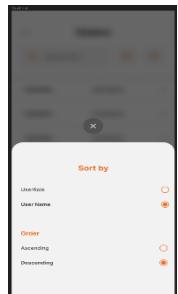


"Filter button"

COMPUTER VIEW



MOBILE VIEW

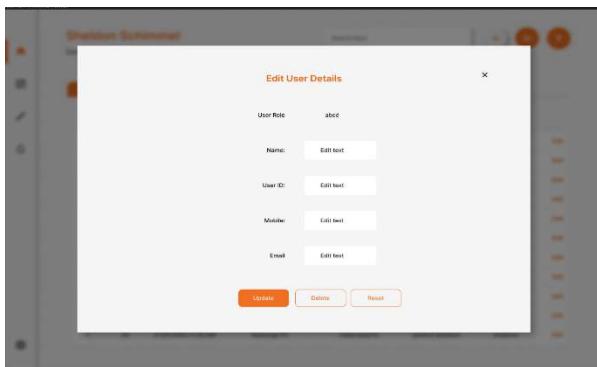


MOBILE VIEW

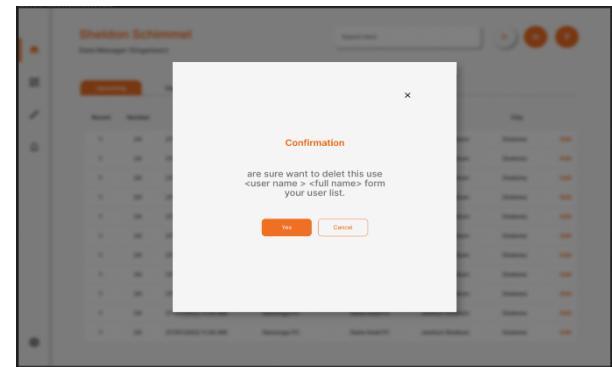


In front of the name of the user who needs correction, he/she will press the "edit" button, it will open as shown below.

COMPUTER VIEW



COMPUTER VIEW



III. TEAM REGISTRATION ON THE SYSTEM

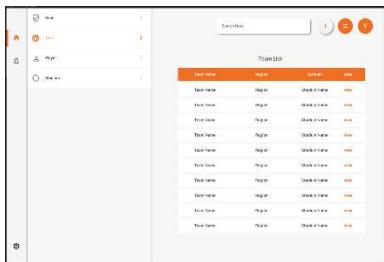
"Super admin" registers a new team in the system by pressing the button that looks like a house on the left side.

Then after that followed by the word "Team" button on the left side as well, followed by a button that looks like a cross, on the upper right side after the (search) button

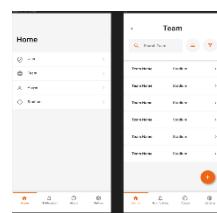
He/she will fill in the required information and then save using the "add" button to add information to the system.

First page

COMPUTER VIEW

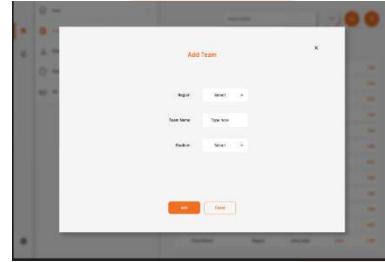


MOBILE VIEW



Second page

COMPUTER VIEW

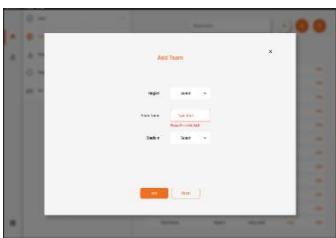


MOBILE VIEW

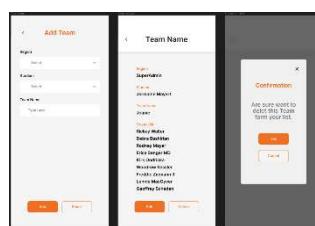


Third page

COMPUTER VIEW

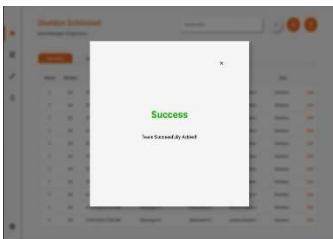


MOBILE VIEW



If he/she succeeds in registering a new team, he/she will receive the message "Success"

COMPUTER VIEW

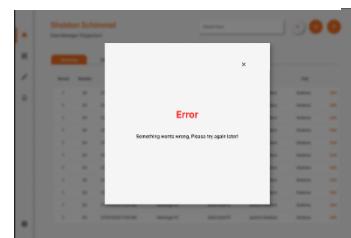


MOBILE VIEW



If he/she fails to register the team, he/she will receive the message "Error"

COMPUTER VIEW



MOBILE VIEW



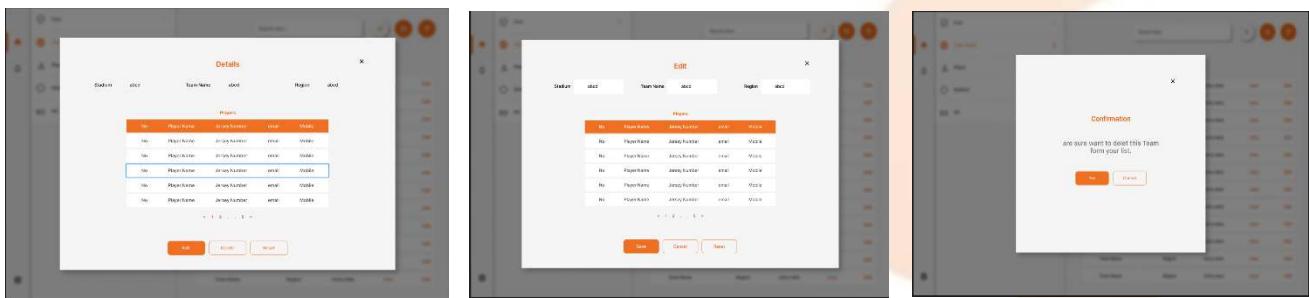
IV. MODIFYING OR DELETING TEAM INFORMATION ON THE SYSTEM

To modify team information on the system "super admin" can search for the relevant team using the "search" button.

Later the user will press the word "edit" in front of the team name. After finishing the modification, he/she should press the "add" button.

If he/she wants to remove the user, then pressing the "Delete" button will do the work.

COMPUTER VIEW

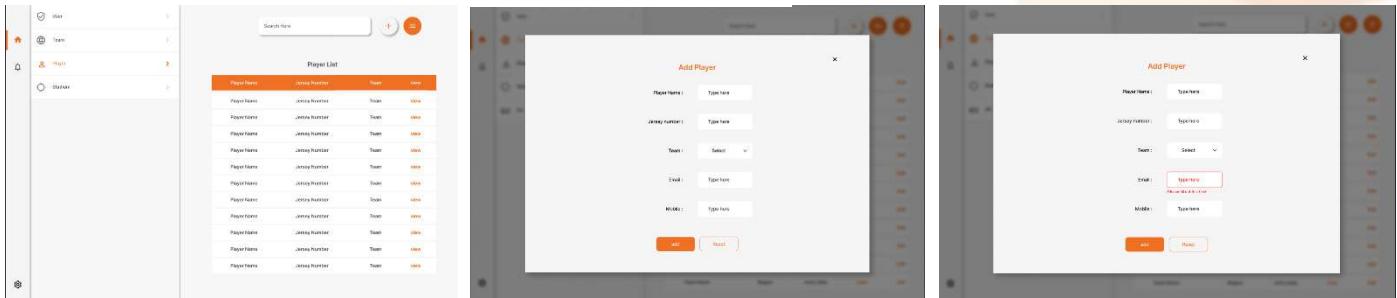


V. REGISTRATION OF TEAM PLAYERS INFORMATION

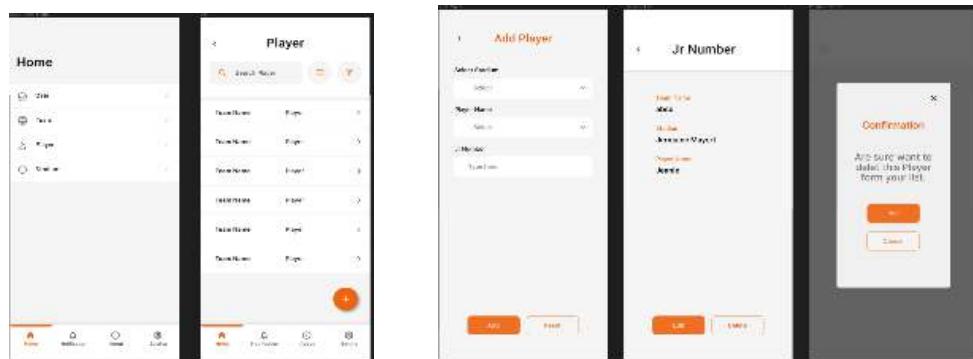
"Super admin" registers a new player in the system by pressing the button that looks like a house on the left side, followed by the button of the word "Player" on the left side as well, followed by the button that looks like a cross, on the upper right side after the (search) button

He/she will fill in the required information and then save using the "add" button to add information to the system.

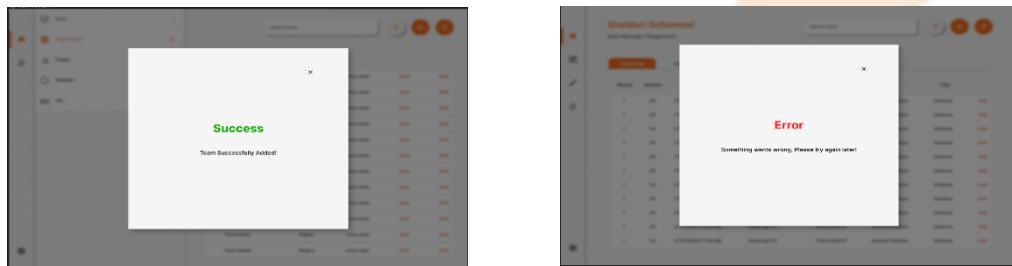
COMPUTER VIEW



MOBILE VIEW



COMPUTER VIEW



MOBILE VIEW

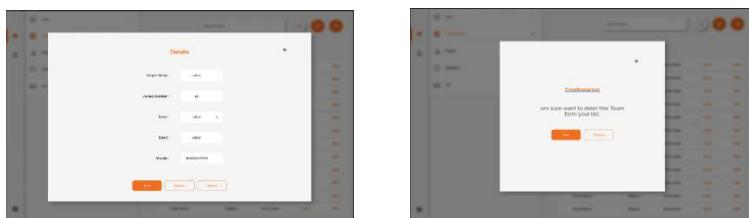


VI. MODIFYING OR DELETING INFORMATION OF TEAM PLAYERS ON THE SYSTEM

In order to modify the information of the players in the system "super admin" can search for the relevant player's information by using the "search" button, then he/she will press the word "edit" in front of the player's name.

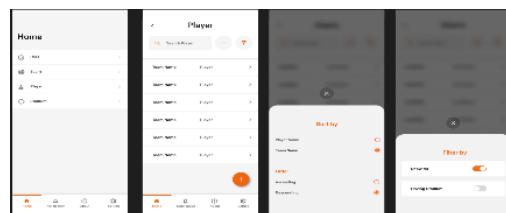
After finishing the adjustment, he/she should press the "add" button. If he/she is asked to remove the player, he/she will press the "Delete" button.

COMPUTER VIEW



On your phone it will look like this;

MOBILE VIEW

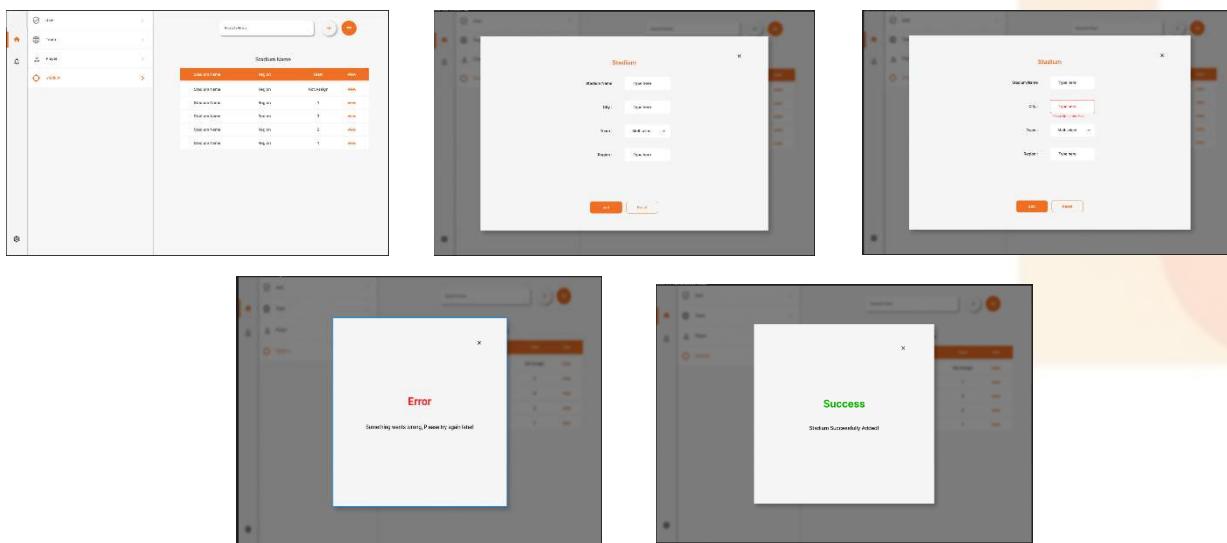


VII. REGISTERING INFORMATION FOR TEAM FOOTBALL STADIUM

"Super admin" registers a new Stadiums in the system by pressing the button that looks like a house on the left, followed by the button of the word "Stadium" on the left as well, followed by the button that looks like a cross, on the upper right after the (search) button

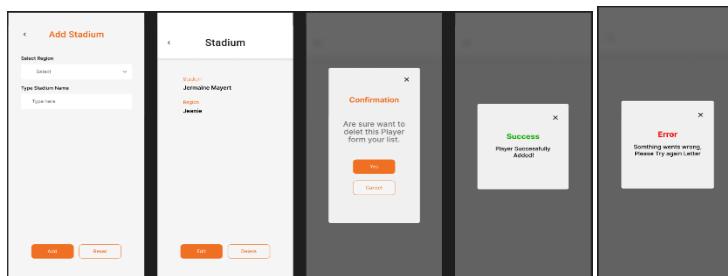
He/sha will fill in the required information and then save using the "add" button to add information to the system.

COMPUTER VIEW



On your phone it will look like this;

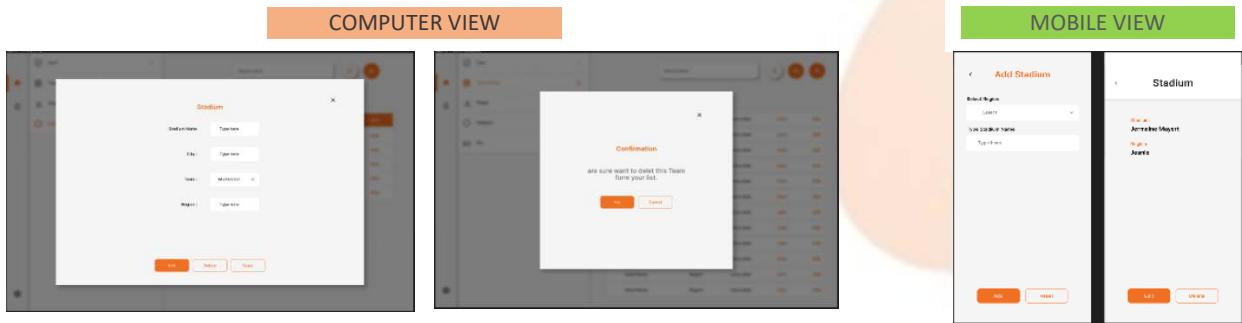
MOBILE VIEW



VIII. MODIFYING OR REMOVING TEAM STADIUM INFORMATION

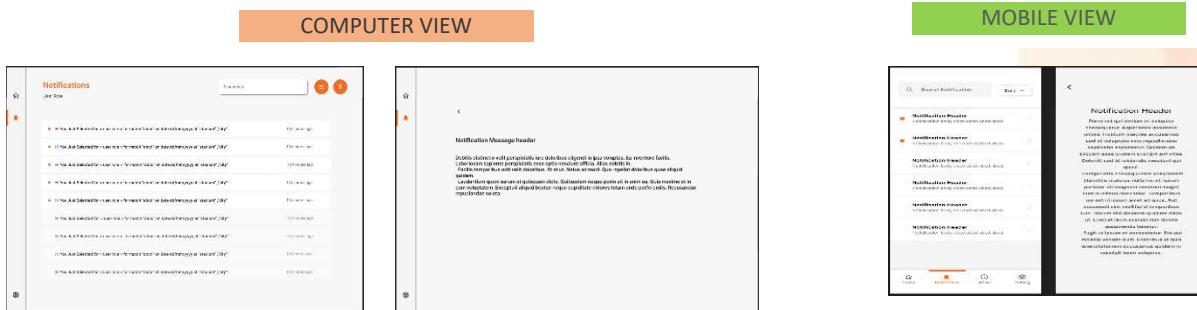
In order to modify the information of the football Stadium in the system, "super admin" can search for the relevant stadium by using the "search" button, then press the word "edit" in front of the name of the stadium.

After finishing the adjustment, he should press the "add" button. If he/she is asked to remove the stadium, he/she will press the "Delete" button.



IX. PROVIDING NOTIFICATION INFORMATION TO USER

There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.



X. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.



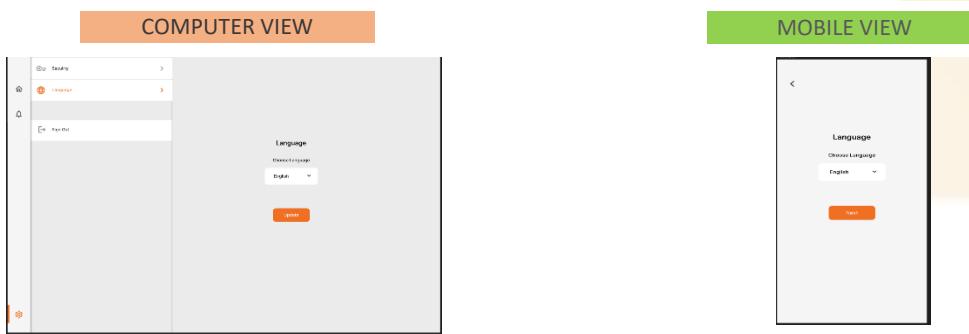
XI. SYSTEM SETTINGS

On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

- Changing the password of the user "Password"

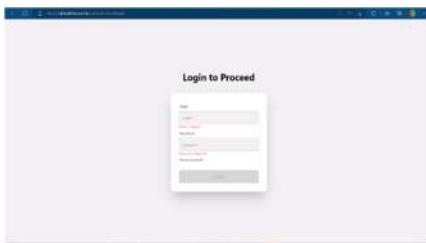


- Change system language "Language"



Team admin

If you are registered in the Dimbaa system as a "Team admin" of the system, you will have the ability to enter the system using your smart phone or computer in a flow like here;



If the email address and password are correct according to your registration, the system will open as shown below.

COMPUTER VIEW

Player Name	Jersey No.	Action
Player Name	12	

I. REGISTERING TEAM PLAYERS ON THE SYSTEM

"Team admin" registers a new player in the system by pressing the button that looks like a house on the left, followed by the button of the word "Team name" on the left, followed by the button that looks like a cross, on the upper right after the (search) button

He will fill in the required information and then save using the "add" button to add information to the system

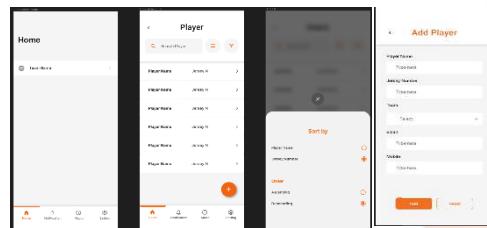
COMPUTER VIEW

The 'Add Player' dialog box contains the following fields:

- Player Name: Type here
- Jersey Number: Type here
- Team: Select
- Email: Type here
- Website: Type here

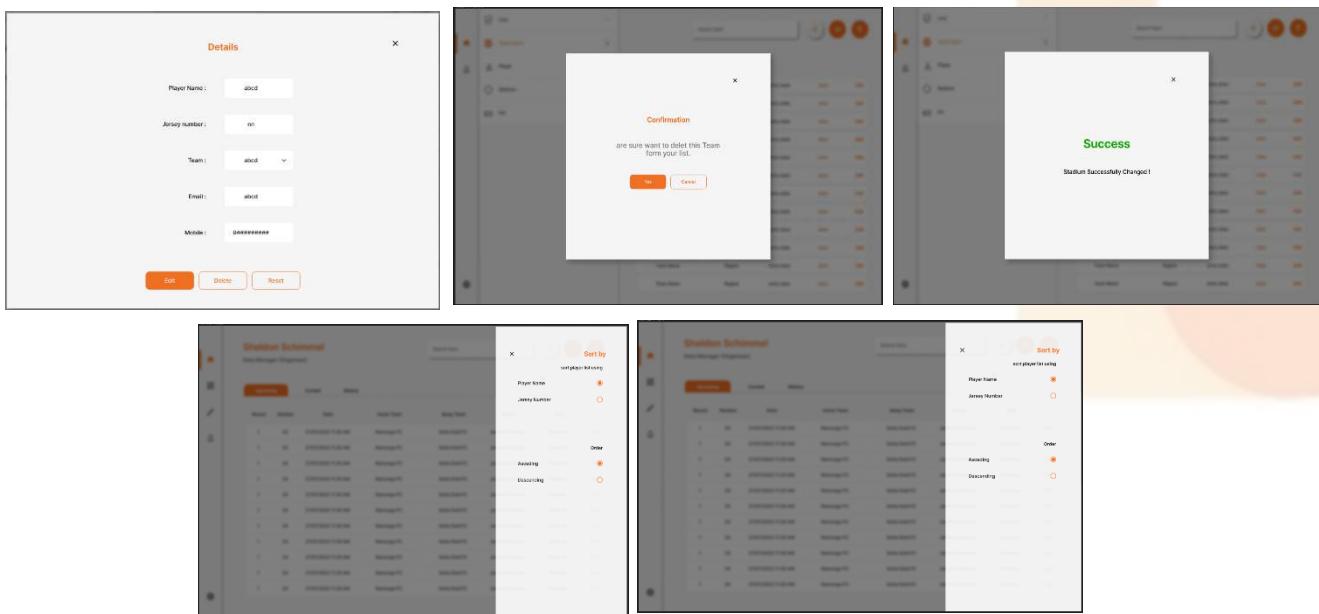
Buttons at the bottom: ADD (orange), Reset (white)

MOBILE VIEW

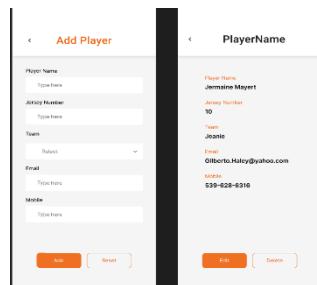


II. MODIFYING OR REMOVING TEAM PLAYERS FROM THE SYSTEM

COMPUTER VIEW



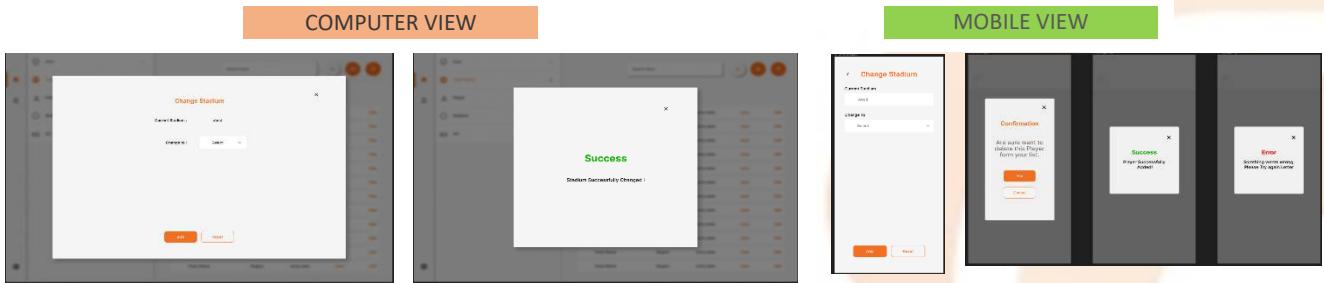
MOBILE VIEW



III. MODIFICATION OF INFORMATION OF STADIUMS IN THE SYSTEM

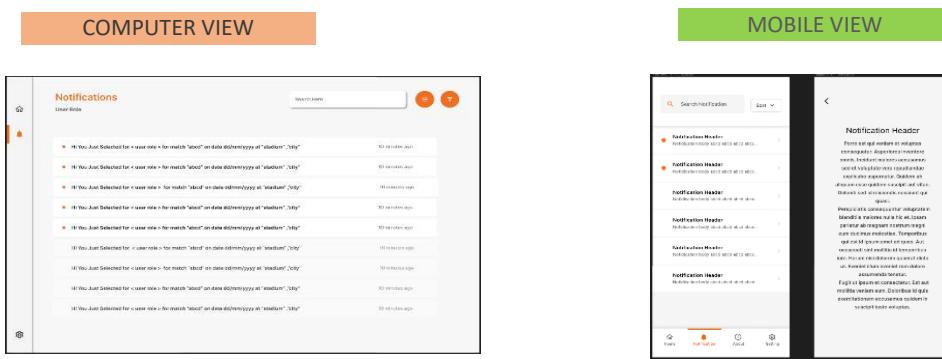
In order to modify the information of the team Stadium in the Dimbaa system, "Team admin" can search for the relevant stadium by using the "search" button, then press the word "edit" in front of the stadium name. After finishing the adjustment, he should press the "add" button.

If he/she is asked to remove the stadium, he/she will press the "Delete" button.



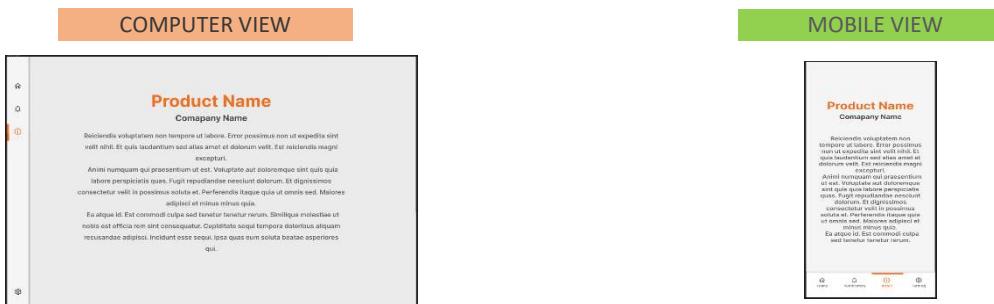
IV. PROVIDING NOTIFICATION INFORMATION TO USER

There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.



V. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.

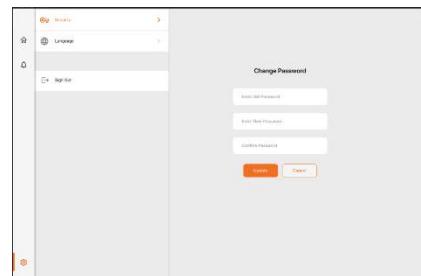
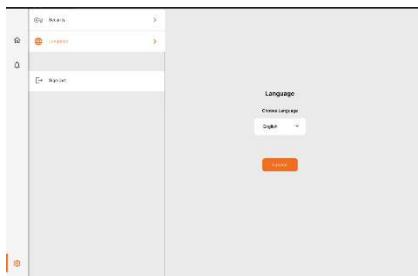


VI. SYSTEM SETTINGS

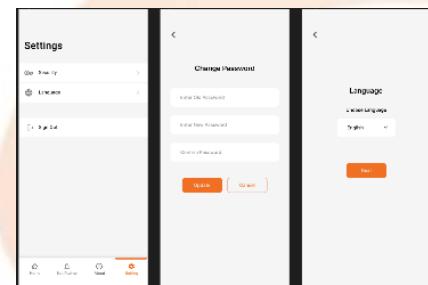
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

1. Changing the password of the user "Password"
2. Changing the language of the system "Language"

COMPUTER VIEW

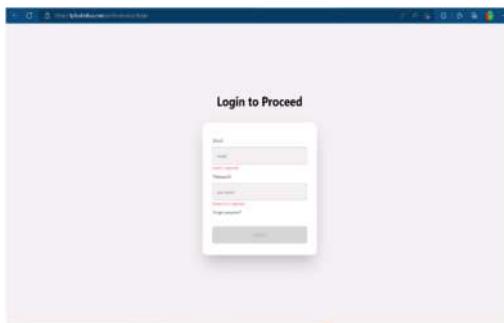


MOBILE VIEW



Team manager

If you are registered in the Dimbaa system as a "Team manager" of the system, you will have the ability to enter the system using your smart phone or computer in a flow like here;



If the email address and password are correct according to your registration, the system will open as shown below.

WORKING OF THE TEAM MANAGER IN THE SYSTEM.

This system user is responsible for entering the squads of the team that will play on the day of the match. Team manager is a user of the system such as the head coach of the team or his assistant who will send team information to the system every two days before the match.

He will review the match information, after searching for the relevant match and finding it, he will press the "upload" button and he will be taken to the review page as below;

I. REGISTERING THE SQUAD OF PLAYERS WHO WILL START THE MATCH

"Team manager" registers the team of players that will start the match by pressing the "next" button after checking the relevant match in the "details" section. To set the team, he/she will fill out the player list form as shown below.

The screenshot shows a mobile application interface titled "Line Up Form". The top navigation bar includes "Details", "Starting players", "Reserve players", and "Leaders". The "Starting players" tab is selected. Below the tabs is a table with columns: "Details", "Starting players", "Starting No", "Last name", and "First name". The table contains 11 rows, each representing a player. At the bottom of the screen are three buttons: "Cancel", "Save draft", and "Next".

II. REGISTERING THE SQUAD OF RESERVE PLAYERS OF THE MATCH

"Team manager" registers the squad of reserve players for the match by pressing the "next" button after the form of the first squad of the relevant match in the "Starting players" section. To set the squad he/she will fill out the player list form as shown below.

The screenshot shows the same mobile application interface as the previous one, but the "Reserve players" tab is now selected. The table below shows the reserve players. The last row of the table is currently empty. The bottom buttons remain the same: "Cancel", "Save draft", and "Next".

III. PLACING A TEAM OF LEADERS WHO WANT TO ACCOMPANY THE PLAYERS

"Team manager" registers a team of leaders who will be with the squad on the day of the match by pressing the "next" button after the form of the squad of reserve players in the relevant match in the section "Reserve players" to set the squad he will fill out the form of the list of players as seen below.

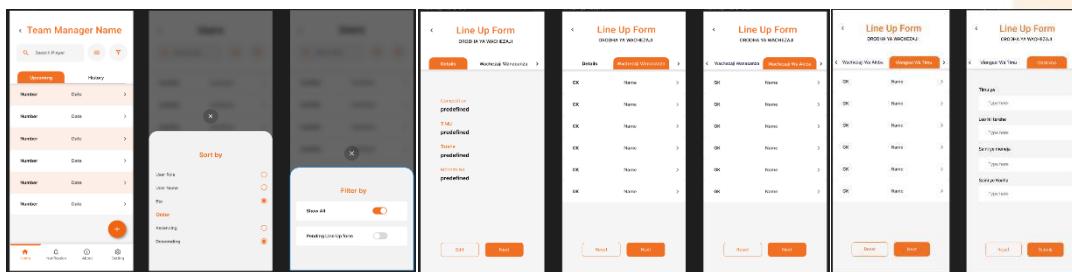
The screenshot shows the "Leaders" tab selected. The table below lists the leaders. The last row is empty. The bottom buttons are "Cancel", "Save draft", and "Next".

IV. SUBMITTING THE SQUAD

When the "Team manager" finishes checking all the information that he/she has filled correctly, he/she will fill out the submission form and then press the "Submit" button to register the Squad in the system as shown below;

The screenshot shows a web-based application titled "Line Up Form". At the top, there are tabs for "Details", "Workload Resources", "Working Wk Actual", and "Working Wk Plan". A prominent orange "Submit" button is located at the top right. Below the tabs, there is a section with four input fields labeled "Type Here": "Lee hi Tarehi", "Bilal pa Mekke", "Sohi pa Kochi", and "Sohi pa Kochi". At the bottom of the page are three buttons: "Reset", "Save Draft", and "Submit".

On your phone the whole process will look like this;



V. PROVIDING NOTIFICATION INFORMATION TO USER

There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.

The image displays two views of a notification center. On the left, under the heading "COMPUTER VIEW", is a "Notifications" section showing a list of recent notifications. Each notification is a small card with a timestamp and a brief message. On the right, under the heading "MOBILE VIEW", is a "Notification Header" section. It features a large, detailed header with various icons and descriptive text, followed by a list of notifications identical to those on the computer view.

VI. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.

COMPUTER VIEW



MOBILE VIEW

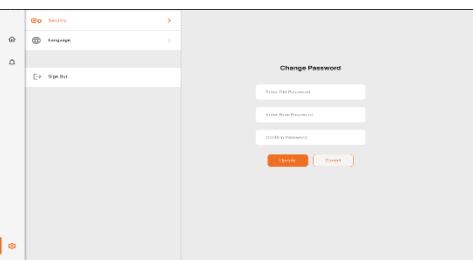


VII. SYSTEM SETTINGS

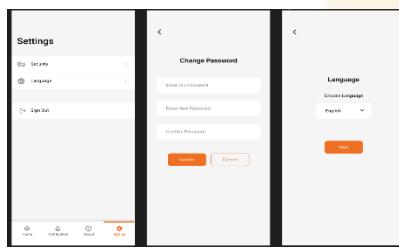
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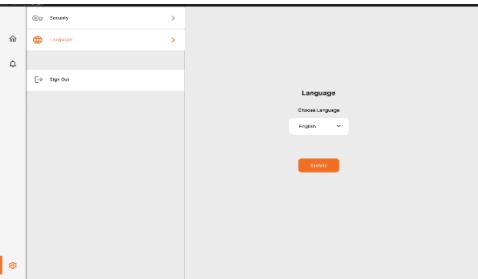
1. Changing the password of the user "Password"
2. Changing the language of the system "Language"

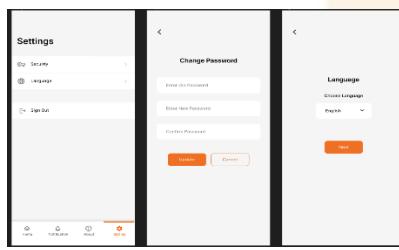
COMPUTER VIEW



MOBILE VIEW





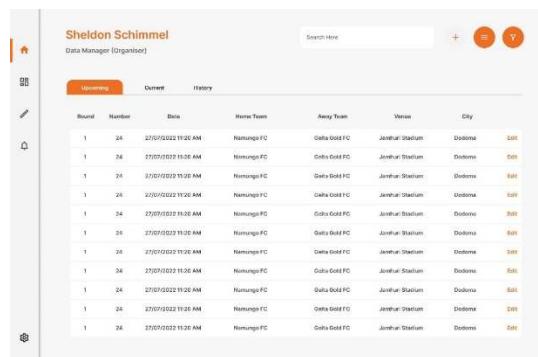


Data manager(organizer)

If you are registered in the Dimbaa system as a "Data manager" of the system, you will have the ability to enter the system using your smart phone or computer in a flow like here;



If the email address and password are correct according to your registration, the system will open as shown below.



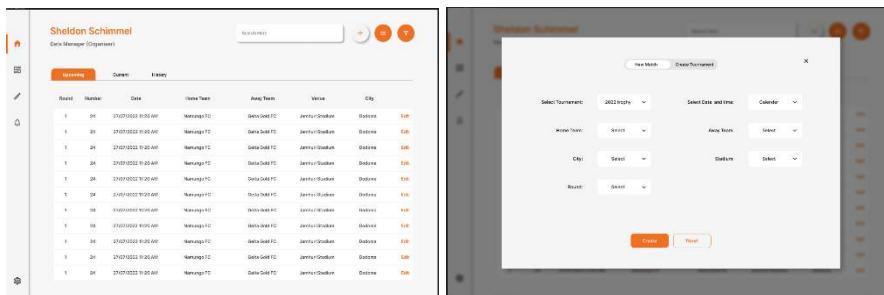
WORKING OF "DATA MANAGER" ON THE SYSTEM.

I. REGISTERING MATCHES ON THE SYSTEM

"Data manager" registers a new match in the system by pressing the button that looks like a house on the left, followed by a button that looks like a cross, on the upper right after the (search) button

He will fill in the required information and then save using the "add" button to add information to the system.

COMPUTER VIEW



II. TO REGISTER FOOTBALL TOURNAMENTS

"Data manager" registers a new Tournament in the system by pressing the button that looks like a house on the left, followed by a button that looks like a cross, on the upper right after the (search) button

He/she will fill in the required information and then save using the "add" button to add information to the system.

The screenshot shows a tournament management application. On the left, there is a table listing matches with columns: Round, Number, Date, Home Team, Away Team, Venue, and City. A modal window titled "New Match" is open in the center, containing fields for "Home Team" (selected as "Nevengro FC"), "Away Team" (selected as "Geita Sakti FC"), "Venue" (selected as "Jembar Stadium"), and "City" (selected as "Denpasar"). Below these fields are "Create" and "Cancel" buttons.

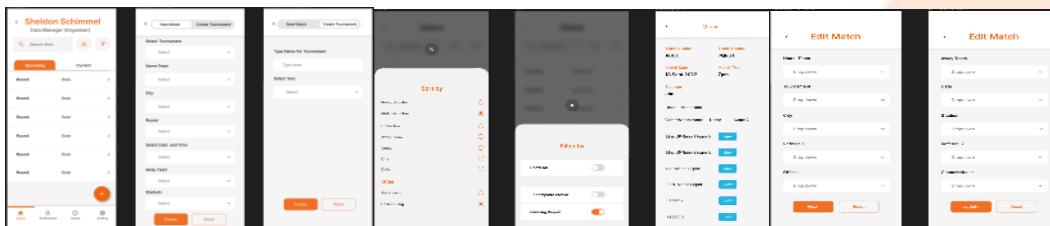
III. MODIFYING OR REMOVING MATCHES FROM THE SYSTEM

"Data manager" adjusts the match in the system by pressing the button that looks like a house on the left, followed by the button "edit" in front of the relevant match. He/she will fill in the required information and then save using the "Update" button to add information to the system.

The screenshot displays two windows. The left window is a "Edit match" dialog with dropdown menus for Home Team, Away Team, Date, Stadium, Referee 1, Referee 2, and Commentator. The right window shows a detailed view of a specific match with fields for Team A (ACCD), Team B (POTS), Match date (18 Sept 2022), Match Time (7pm), and Stadium (etc.). It also lists officials: Line Umpire (Line Umpire Name: Name 1, Line Umpire Report: Report 1), Assistant Referee (Assistant Referee Name: Name 2, Assistant Referee Report: Report 2), and Head Linesman (Head Linesman Name: Name 3, Head Linesman Report: Report 3).

The screenshot shows a list of tournaments on the left and a sidebar on the right with "Sort by" and "Filter by" sections. The "Sort by" section includes parameters like Round Number, Match Number, Home Team, Away Team, venue, City, Date, Accounting, and Order (Ascending/Descending). The "Filter by" section includes "Show All" (off), "Incomplete Profile" (on), and "Pending Report" (on).

On the phone all the steps above will appear as follows;



IV. CHECKING MATCH RESULTS ON THE SYSTEM

"Data manager" checks the results of the match in the system by pressing the "score board" button on the left side under the button that resembles a house.

He will read the results of the match in the system.

COMPUTER VIEW
MOBILE VIEW

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

V. ASSIGNING OF MATCH OFFICIALS

"Data manager" organizes the match officials in the system by pressing the button that resembles a pen "Assign Officials" on the left side, followed by ticking the boxes behind the relevant match.

Then he will press the "Assign" button on the top right and fill in the required information on the form that comes up. He will save using the "Submit" button to add information to the system.

COMPUTER VIEW
MOBILE VIEW

You selected 10 matches

Match	Date	Official 1	Official 2
Match 1	2023-06-10	Select	Select
Match 2	2023-06-10	Select	Select
Match 3	2023-06-10	Select	Select
Match 4	2023-06-10	Select	Select
Match 5	2023-06-10	Select	Select
Match 6	2023-06-10	Select	Select
Match 7	2023-06-10	Select	Select
Match 8	2023-06-10	Select	Select
Match 9	2023-06-10	Select	Select
Match 10	2023-06-10	Select	Select

Assign Officials

Selected Matches

Official 1

Official 2

VI. PROVIDING NOTIFICATION INFORMATION TO USER

There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.

The image shows two side-by-side screenshots of a notification interface. The left screenshot, labeled 'COMPUTER VIEW', shows a list of notifications with orange circular icons next to each item. The right screenshot, labeled 'MOBILE VIEW', shows a similar list with a different layout and some text snippets visible.

VII. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.

The image shows two side-by-side screenshots of a page titled 'Product Name' under 'Company Name'. Both screens show the same content: a large block of Latin placeholder text from the 'lorem ipsum' generator. The left screen is labeled 'COMPUTER VIEW' and the right screen is labeled 'MOBILE VIEW'.

VIII. SYSTEM SETTINGS

On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

- Changing the password of the user "Password"
- Changing the language of the system "Language"

The image shows two side-by-side screenshots of a 'Settings' page. The left screenshot, labeled 'COMPUTER VIEW', shows a 'Change Password' section with three input fields and an orange 'Save' button. The right screenshot, labeled 'MOBILE VIEW', shows a similar layout with a 'Language' dropdown menu set to 'English'.

Example of reports that are sent;

The image displays a grid of 12 screenshots from the MyFA app, illustrating different types of match reports. The reports are organized into two main sections: 'Match Reports' and 'Referee Reports'.

- Match Reports:**
 - Line Up Report
 - PreMatch Report
 - GC Report
 - Referee Report
 - Ref Assessor Report
 - PostMatch Report
- Referee Reports:**
 - GC Report
 - Referee Report
 - Ref Assessor Report
 - PostMatch Report

Each report screenshot shows a detailed breakdown of player line-ups, match statistics, and referee decisions, designed to provide comprehensive information to coaches, managers, and officials.

League director

If you are registered in the Dimbaa system as a "League director" of the system, you will have the ability to enter the system using your smart phone or computer in a flow like here;



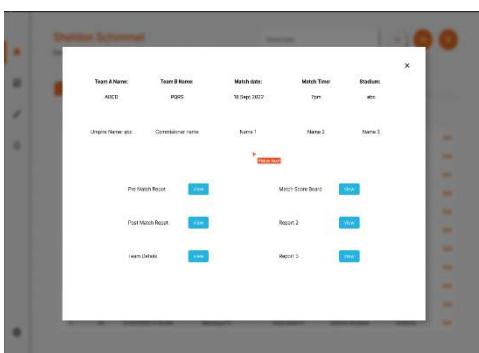
If the email address and password are correct according to your registration, the system will open as shown below.

WORKING OF "LEAGUE DIRECTOR" IN THE SYSTEM

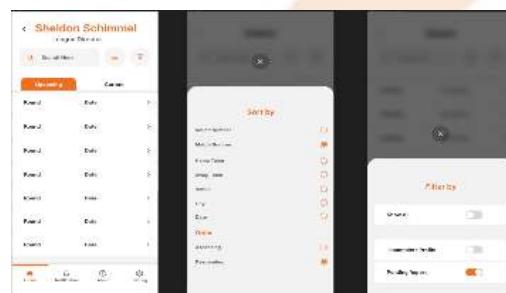
I. REVIEW OF MATCH INFORMATION AND RELATED REPORTS.

"League director" adjusts the match in the system by pressing the button that resembles a house on the left, followed by the button "edit" in front of the relevant match. He will fill in or verify the information contained/needed and then save to add information to the system.

COMPUTER VIEW



MOBILE VIEW

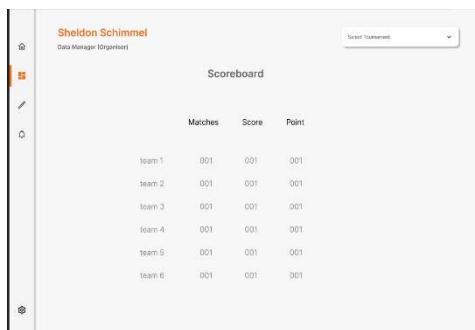


II. CHECKING MATCH RESULTS ON THE SYSTEM

"League director" checks the results of the match on the system by pressing the "score board" button on the left side under the button that resembles a house.

He will read the results of the match in the system

COMPUTER VIEW



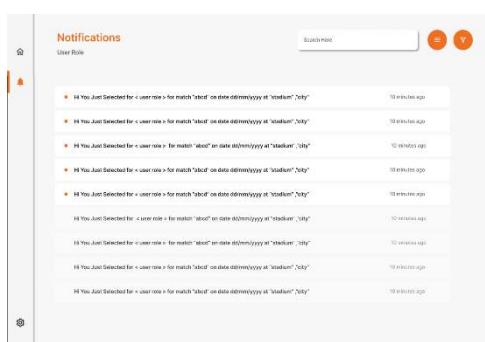
MOBILE VIEW



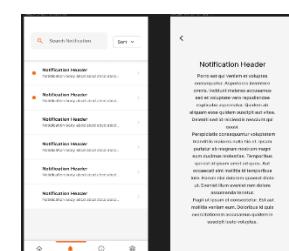
III. PROVIDING NOTIFICATION INFORMATION TO USER

There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.

COMPUTER VIEW



MOBILE VIEW



IV. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.

COMPUTER VIEW



MOBILE VIEW

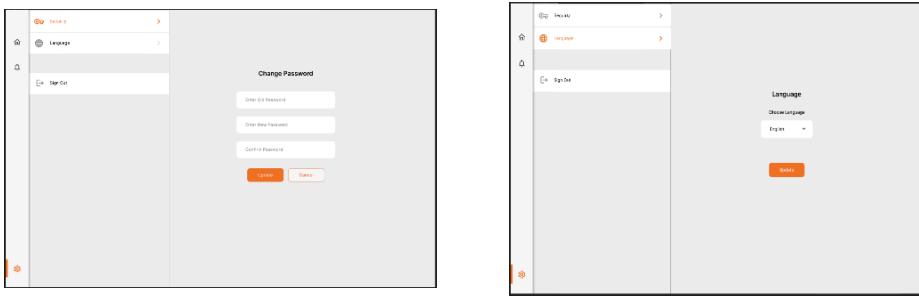


V. SYSTEM SETTINGS

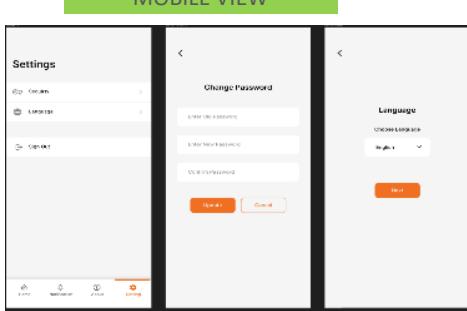
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

- Changing the password of the user "Password"
- Changing the language of the system "Language"

COMPUTER VIEW

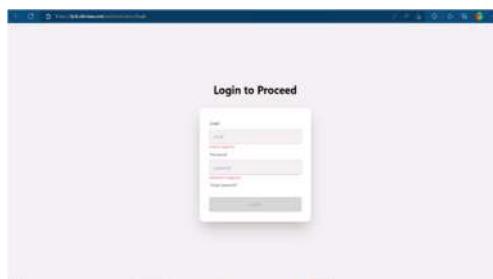


MOBILE VIEW

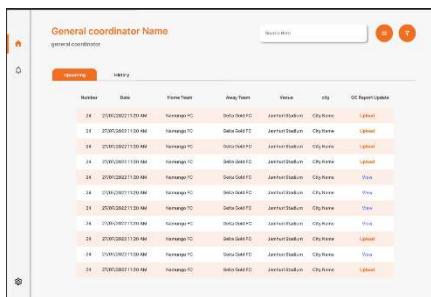


General coordinator

If you are registered in the Dimbaa system as the "General coordinator" of the system, you will have the ability to enter the system using your smart phone or computer in a flow like here;



If the email address and password are correct according to your registration, the system will open as shown below.



WORKING OF "GENERAL COORDINATOR" IN THE SPORTS SYSTEM

I. REVIEW OF MATCH INFORMATION

The image consists of three side-by-side screenshots of a software application's interface. The left screenshot shows a 'GENERAL COORDINATOR FORM' with fields for 'Classification', 'Title', 'Role in Title', 'Note', and 'Team A' and 'Team B'. The middle screenshot shows a list of users with columns for 'Name', 'Classification', 'Title', 'Role in Title', and 'Notes'. The right screenshot shows the same list but with a 'Filter by' modal open, allowing users to filter by 'Classification' (using dropdowns for 'User Role' and 'User Status') and 'Role in Title' (using a switch for 'Providing Project Management').

II. RECORDING OF MATCH RESULTS

GENERAL COORDINATOR FORM

Name	P	X	A	B	Y	Z	E	F	G	H	I	J	K	L	M	
Team 1	Team A	Team B	SubTeam A1	SubTeam B1	SubTeam A2	SubTeam B2	SubTeam A3	SubTeam B3	SubTeam A4	SubTeam B4	SubTeam A5	SubTeam B5	SubTeam A6	SubTeam B6	SubTeam A7	SubTeam B7
Team 2	Team A	Team B	SubTeam A1	SubTeam B1	SubTeam A2	SubTeam B2	SubTeam A3	SubTeam B3	SubTeam A4	SubTeam B4	SubTeam A5	SubTeam B5	SubTeam A6	SubTeam B6	SubTeam A7	SubTeam B7
Finals	Team A	Team B	SubTeam A1	SubTeam B1	SubTeam A2	SubTeam B2	SubTeam A3	SubTeam B3	SubTeam A4	SubTeam B4	SubTeam A5	SubTeam B5	SubTeam A6	SubTeam B6	SubTeam A7	SubTeam B7

Save
Exit Form

III. FILLING SPECIAL MATCH REPORT FORMS

The screenshots show the 'GENERAL COORDINATOR FORM' in a mobile application interface. The form is divided into several sections:

- Basic Information:** Includes fields for Name, Address, City, State, Zip, and Phone.
- Venue Details:** Includes fields for Name, Address, City, State, Zip, and Phone.
- Staff Members:** A table with columns for Name, Position, and Status (Available or Not Available).
- Equipment:** A table with columns for Type, Description, and Status (Available or Not Available).
- Logistics:** A table with columns for Type, Description, and Status (Available or Not Available).
- Comments:** A large text area for additional notes.
- Buttons:** Save, Delete, and Print.

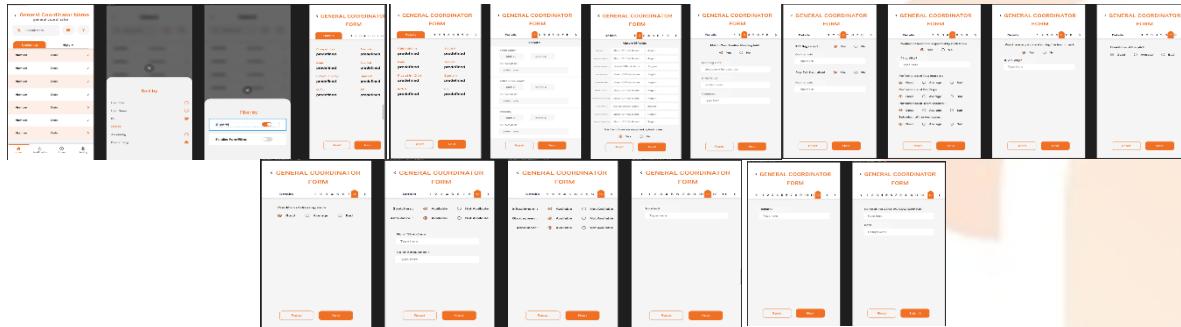
IV. REVIEWING AND SENDING INFORMATION AND FORMS

COMPUTER VIEW

The screenshot shows the 'GENERAL COORDINATOR FORM' on a computer screen. The form is structured as follows:

- Basic Information:** Fields for Name, Address, City, State, Zip, and Phone.
- Venue Details:** Fields for Name, Address, City, State, Zip, and Phone.
- Staff Members:** A table with columns for Name, Position, and Status (Available or Not Available).
- Equipment:** A table with columns for Type, Description, and Status (Available or Not Available).
- Logistics:** A table with columns for Type, Description, and Status (Available or Not Available).
- Comments:** A large text area for additional notes.
- Buttons:** Save, Delete, and Print.

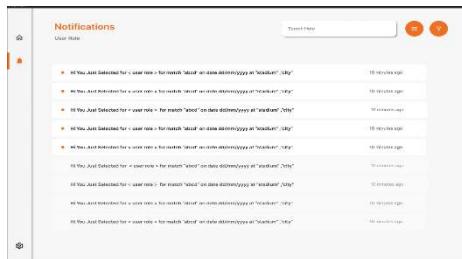
MOBILE VIEW



V. PROVIDING NOTIFICATION INFORMATION TO USER

There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.

COMPUTER VIEW



MOBILE VIEW



VI. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.

COMPUTER VIEW



MOBILE VIEW

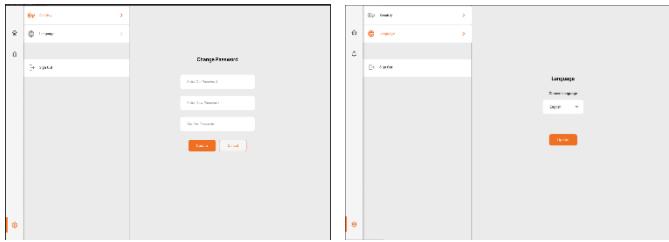


VII. SYSTEM SETTINGS

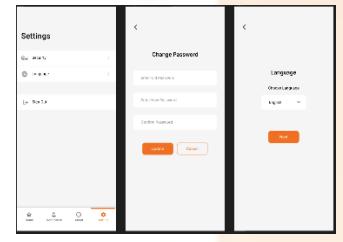
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

- a. Changing the password of the user "Password"
- b. Changing the language of the system "Language"

COMPUTER VIEW

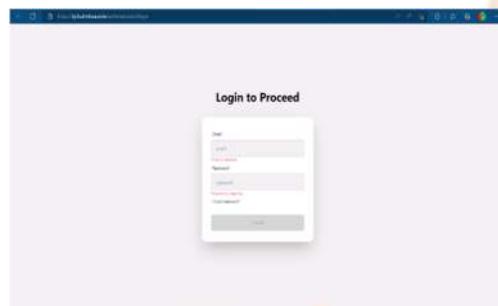


MOBILE VIEW



Referee

If you are registered in the Dimbaa system as a "Referee" of the system, you will have the ability to enter the system using your smartphone or computer in a flow like here;



If the email address and password are correct according to your registration, the system will open as shown below.

Number	Date	Home Team	Away Team	Venue	City	Staff Report
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>Update</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>Update</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>Update</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>Update</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>View</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>View</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>View</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>View</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>View</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>View</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>View</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>Update</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>Update</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>Update</button>
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Gold FC	Jamhuri Stadium	City Name	<button>Update</button>

WORKING OF THE REFEREE IN THE COMPETITION SYSTEM

I. REVIEW OF MATCH INFORMATION

II. FILLING THE RELEVANT MATCH INFORMATION FORMS

Referee FORM

Match

Team 1: Team 2:
Team 3: Team 4:

Referee: Assistant Referee:

Replies FORM

Index	Topic	Name	Email	Phone
1	Q1	John	john@example.com	123-4567
2	Q2	Jane	jane@example.com	123-4567
3	Q3	Mike	mike@example.com	123-4567
4	Q4	Sarah	sarah@example.com	123-4567
5	Q5	David	da@example.com	123-4567
6	Q6	Emily	em@example.com	123-4567
7	Q7	Alice	al@example.com	123-4567
8	Q8	Bob	bo@example.com	123-4567

The following buttons are available for this form:

[Back] [Submit] [Exit]

Refund FORM

Refund ID	Refund Date	Refund Type	Refund Amount	Refund Status
REF-001	2023-09-15	Refund Type A	\$100.00	Pending
REF-002	2023-09-15	Refund Type B	\$200.00	Pending
REF-003	2023-09-15	Refund Type C	\$300.00	Pending
REF-004	2023-09-15	Refund Type D	\$400.00	Pending
REF-005	2023-09-15	Refund Type E	\$500.00	Pending
REF-006	2023-09-15	Refund Type F	\$600.00	Pending
REF-007	2023-09-15	Refund Type G	\$700.00	Pending
REF-008	2023-09-15	Refund Type H	\$800.00	Pending
REF-009	2023-09-15	Refund Type I	\$900.00	Pending
REF-010	2023-09-15	Refund Type J	\$1000.00	Pending

Referee FORM

Referee ID	Referee Name	Referee Type	Referee Status	Referee Rating	Referee Points	Referee Points
1	John Doe	Male	Active	High	100	100
2	Jane Smith	Female	Inactive	Medium	50	50
3	Bob Johnson	Male	Active	High	150	150
4	Sarah Williams	Female	Inactive	Medium	75	75
5	Mike Davis	Male	Active	High	200	200
6	Alice Green	Female	Inactive	Medium	100	100
7	David White	Male	Active	High	175	175
8	Emily Black	Female	Inactive	Medium	80	80
9	Frank Blue	Male	Active	High	225	225
10	Grace Red	Female	Inactive	Medium	120	120

Reforma FORM

Nome	CPF	Nascimento	Endereço	Estado
João	123.456.789-00	1990-01-01	Rua das Flores, 123	São Paulo
Paulo	987.654.321-00	1985-05-15	Rua das Flores, 123	São Paulo
Maria	543.210.987-00	1978-08-20	Rua das Flores, 123	São Paulo
Helena	765.432.109-00	1965-03-10	Rua das Flores, 123	São Paulo
Antônio	321.098.765-00	1950-07-05	Rua das Flores, 123	São Paulo
Cláudia	987.654.321-00	1985-05-15	Rua das Flores, 123	São Paulo
Renato	123.456.789-00	1990-01-01	Rua das Flores, 123	São Paulo
Isabel	543.210.987-00	1978-08-20	Rua das Flores, 123	São Paulo
Edson	765.432.109-00	1965-03-10	Rua das Flores, 123	São Paulo
Adriana	321.098.765-00	1950-07-05	Rua das Flores, 123	São Paulo
Nome:	CPF:	Nascimento:	Endereço:	Estado:
<input type="text" value="João"/>	<input type="text" value="123.456.789-00"/>	<input type="text" value="1990-01-01"/>	<input type="text" value="RUA DAS FLORES, 123"/>	<input type="text" value="SÃO PAULO"/>
<input type="button" value="Novo"/>	<input type="button" value="Alterar"/>	<input type="button" value="Excluir"/>		

Análisis (MAPA)										
Área	Proyecto	Nombre del Proyecto	Ubicación	Periodo	Estado	Último Reporte	Último Estado	Último Periodo	Último Reporte	Último Estado
PROYECTO A	PROYECTO A	PROYECTO A	Ubicación A	Periodo A	Estado A	Reporte A	Estado A	Periodo A	Reporte A	Estado A
PROYECTO B	PROYECTO B	PROYECTO B	Ubicación B	Periodo B	Estado B	Reporte B	Estado B	Periodo B	Reporte B	Estado B
PROYECTO C	PROYECTO C	PROYECTO C	Ubicación C	Periodo C	Estado C	Reporte C	Estado C	Periodo C	Reporte C	Estado C
PROYECTO D	PROYECTO D	PROYECTO D	Ubicación D	Periodo D	Estado D	Reporte D	Estado D	Periodo D	Reporte D	Estado D
PROYECTO E	PROYECTO E	PROYECTO E	Ubicación E	Periodo E	Estado E	Reporte E	Estado E	Periodo E	Reporte E	Estado E
PROYECTO F	PROYECTO F	PROYECTO F	Ubicación F	Periodo F	Estado F	Reporte F	Estado F	Periodo F	Reporte F	Estado F
PROYECTO G	PROYECTO G	PROYECTO G	Ubicación G	Periodo G	Estado G	Reporte G	Estado G	Periodo G	Reporte G	Estado G
PROYECTO H	PROYECTO H	PROYECTO H	Ubicación H	Periodo H	Estado H	Reporte H	Estado H	Periodo H	Reporte H	Estado H
PROYECTO I	PROYECTO I	PROYECTO I	Ubicación I	Periodo I	Estado I	Reporte I	Estado I	Periodo I	Reporte I	Estado I
PROYECTO J	PROYECTO J	PROYECTO J	Ubicación J	Periodo J	Estado J	Reporte J	Estado J	Periodo J	Reporte J	Estado J
PROYECTO K	PROYECTO K	PROYECTO K	Ubicación K	Periodo K	Estado K	Reporte K	Estado K	Periodo K	Reporte K	Estado K
PROYECTO L	PROYECTO L	PROYECTO L	Ubicación L	Periodo L	Estado L	Reporte L	Estado L	Periodo L	Reporte L	Estado L
PROYECTO M	PROYECTO M	PROYECTO M	Ubicación M	Periodo M	Estado M	Reporte M	Estado M	Periodo M	Reporte M	Estado M
PROYECTO N	PROYECTO N	PROYECTO N	Ubicación N	Periodo N	Estado N	Reporte N	Estado N	Periodo N	Reporte N	Estado N
PROYECTO O	PROYECTO O	PROYECTO O	Ubicación O	Periodo O	Estado O	Reporte O	Estado O	Periodo O	Reporte O	Estado O
PROYECTO P	PROYECTO P	PROYECTO P	Ubicación P	Periodo P	Estado P	Reporte P	Estado P	Periodo P	Reporte P	Estado P
PROYECTO Q	PROYECTO Q	PROYECTO Q	Ubicación Q	Periodo Q	Estado Q	Reporte Q	Estado Q	Periodo Q	Reporte Q	Estado Q
PROYECTO R	PROYECTO R	PROYECTO R	Ubicación R	Periodo R	Estado R	Reporte R	Estado R	Periodo R	Reporte R	Estado R
PROYECTO S	PROYECTO S	PROYECTO S	Ubicación S	Periodo S	Estado S	Reporte S	Estado S	Periodo S	Reporte S	Estado S
PROYECTO T	PROYECTO T	PROYECTO T	Ubicación T	Periodo T	Estado T	Reporte T	Estado T	Periodo T	Reporte T	Estado T
PROYECTO U	PROYECTO U	PROYECTO U	Ubicación U	Periodo U	Estado U	Reporte U	Estado U	Periodo U	Reporte U	Estado U
PROYECTO V	PROYECTO V	PROYECTO V	Ubicación V	Periodo V	Estado V	Reporte V	Estado V	Periodo V	Reporte V	Estado V
PROYECTO W	PROYECTO W	PROYECTO W	Ubicación W	Periodo W	Estado W	Reporte W	Estado W	Periodo W	Reporte W	Estado W
PROYECTO X	PROYECTO X	PROYECTO X	Ubicación X	Periodo X	Estado X	Reporte X	Estado X	Periodo X	Reporte X	Estado X
PROYECTO Y	PROYECTO Y	PROYECTO Y	Ubicación Y	Periodo Y	Estado Y	Reporte Y	Estado Y	Periodo Y	Reporte Y	Estado Y
PROYECTO Z	PROYECTO Z	PROYECTO Z	Ubicación Z	Periodo Z	Estado Z	Reporte Z	Estado Z	Periodo Z	Reporte Z	Estado Z

Reference FORM

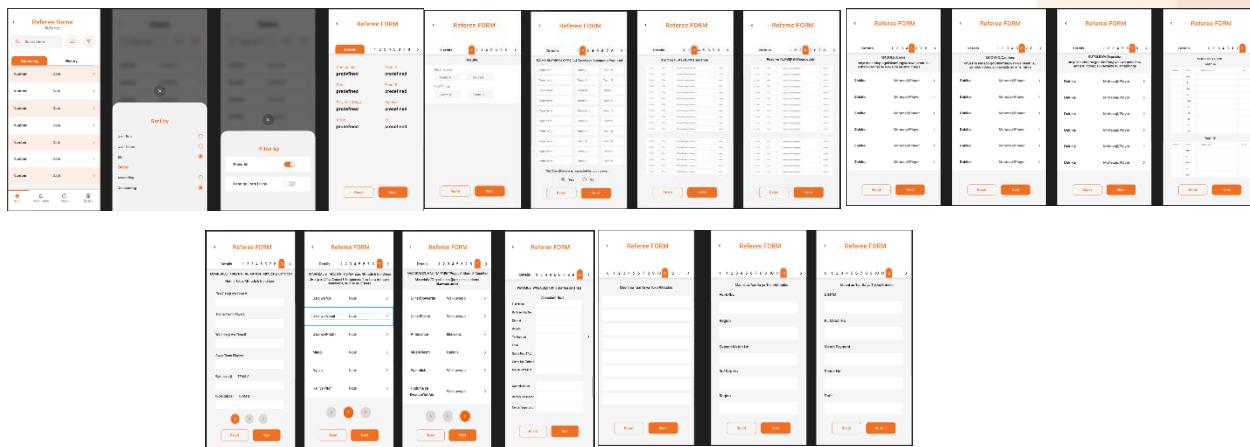
Date:	2023-09-15
Data entry by [User]	
<input style="margin-right: 10px;" type="button" value="Save"/> <input type="button" value="Cancel"/> <input type="button" value="Exit"/>	

Reference FORM						
Serial	T	Y	Z	V	U	R
<i>Methodology for the assessment of the quality of life of patients with chronic diseases</i>						
1. Age	50	50	50	50	50	50
2. Sex	Male	Male	Male	Male	Male	Male
3. Marital status	Married	Married	Married	Married	Married	Married
4. Education level	Elementary	Elementary	Elementary	Elementary	Elementary	Elementary
5. Employment	Employed	Employed	Employed	Employed	Employed	Employed
6. Income	Low	Low	Low	Low	Low	Low
7. Socio-economic status	Low	Low	Low	Low	Low	Low
8. Health status	Good	Good	Good	Good	Good	Good
9. Health care seeking behaviour	High	High	High	High	High	High
10. Health care utilization	High	High	High	High	High	High

III. CHECKING INFORMATION AND SENDING REPORTS

COMPUTER VIEW

MOBILE VIEW



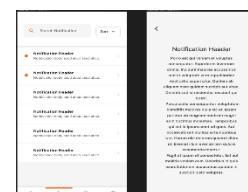
IV. PROVIDING NOTIFICATION INFORMATION TO USER

There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.

COMPUTER VIEW

Notifications	
Last Data	
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10
• If You Just Selected for a Game with a Referee "Sofia" on one Address Book of Student "Sofia"	10:10:10:10:10

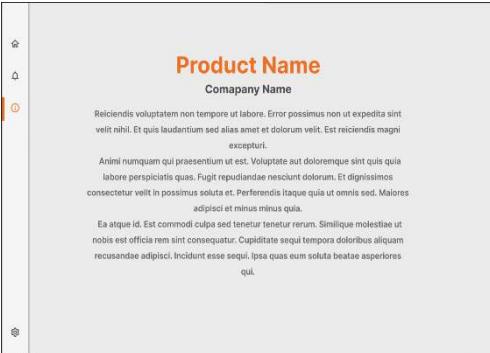
MOBILE VIEW



V. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.

COMPUTER VIEW



MOBILE VIEW

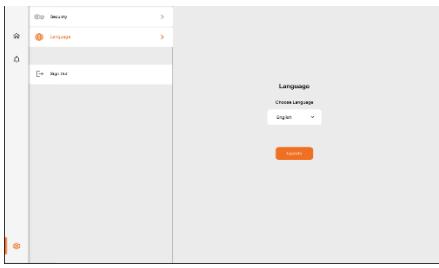
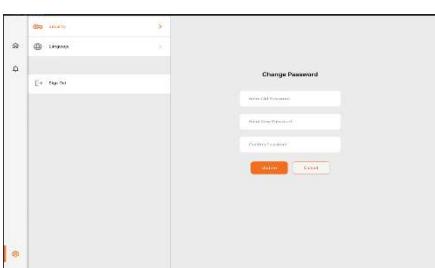


VI. SYSTEM SETTINGS

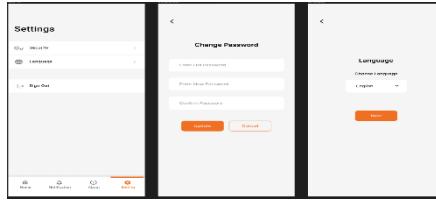
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

- Changing the password of the user "Password"
- Changing the language of the system "Language"

COMPUTER VIEW

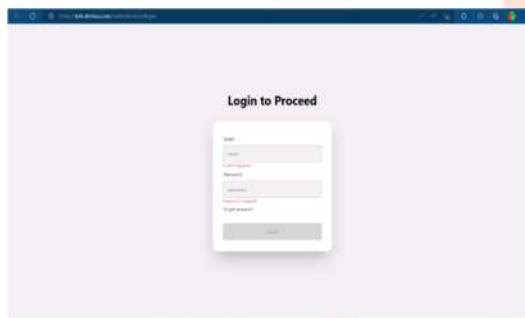


MOBILE VIEW



Match commissioner

If you are registered in the Dimbaa system as a "Match commissioner" of the system, you will have the ability to enter the system using your smart phone or computer in a flow like here;



If the email address and password are correct according to your registration, the system will open as shown below.

COMPUTER VIEW

A screenshot of a computer browser window showing a list of matches. The header includes 'Upcoming' and 'History'. The table columns are 'Number', 'Date', 'Home Team', 'Away Team', 'Venue', 'City', 'Pre Match Report', and 'Post Match Report'. Each row shows a match between Hemmunge FC and Delta Gold FC at Jamtli Stadium on various dates from 2022-07-07 to 2022-07-10. Buttons for 'View' and 'Upload' are present in the last two columns.

MOBILE VIEW

A screenshot of a mobile device displaying the same list of matches as the computer view. The interface is designed for touch, with similar column headers and 'View'/'Upload' buttons.

WORKING OF "MATCH COMMISSIONER"

I. REVIEW OF MATCH INFORMATION

"Match commissioner" checks the match information on the system by pressing the button that looks like a house on the left, followed by the button "Upload" in front of the relevant match. He/she will review the required information and then proceed with the "next" button to add information to the system.

A screenshot of a computer browser showing a list of matches. A specific match between Hemmunge FC and Delta Gold FC on 2022-07-07 is highlighted with a blue border. To the left of the match details is a small house icon, and to the right is an 'Upload' button.

A screenshot of a 'Pre - Match Report' form. It includes sections for 'Details', 'Conditions', 'Operations', 'Expectations', 'Order', 'Issue', 'Challenges', and 'Final'. Fields include 'Start Date', 'Match Number', 'Match Commissioner', 'Home Team', 'Away Team', and 'City'. Buttons at the bottom include 'Reset', 'Save Draft', and 'Next'.

II. COMPLETING THE PRELIMINARY MATCH REPORT

"Match coordinator" will continue by filling out the flow of special forms for the initial match report in the system by pressing the button "Next" every time he finishes entering the necessary information. He will fill in and verify the required information and then save to add information to the system.

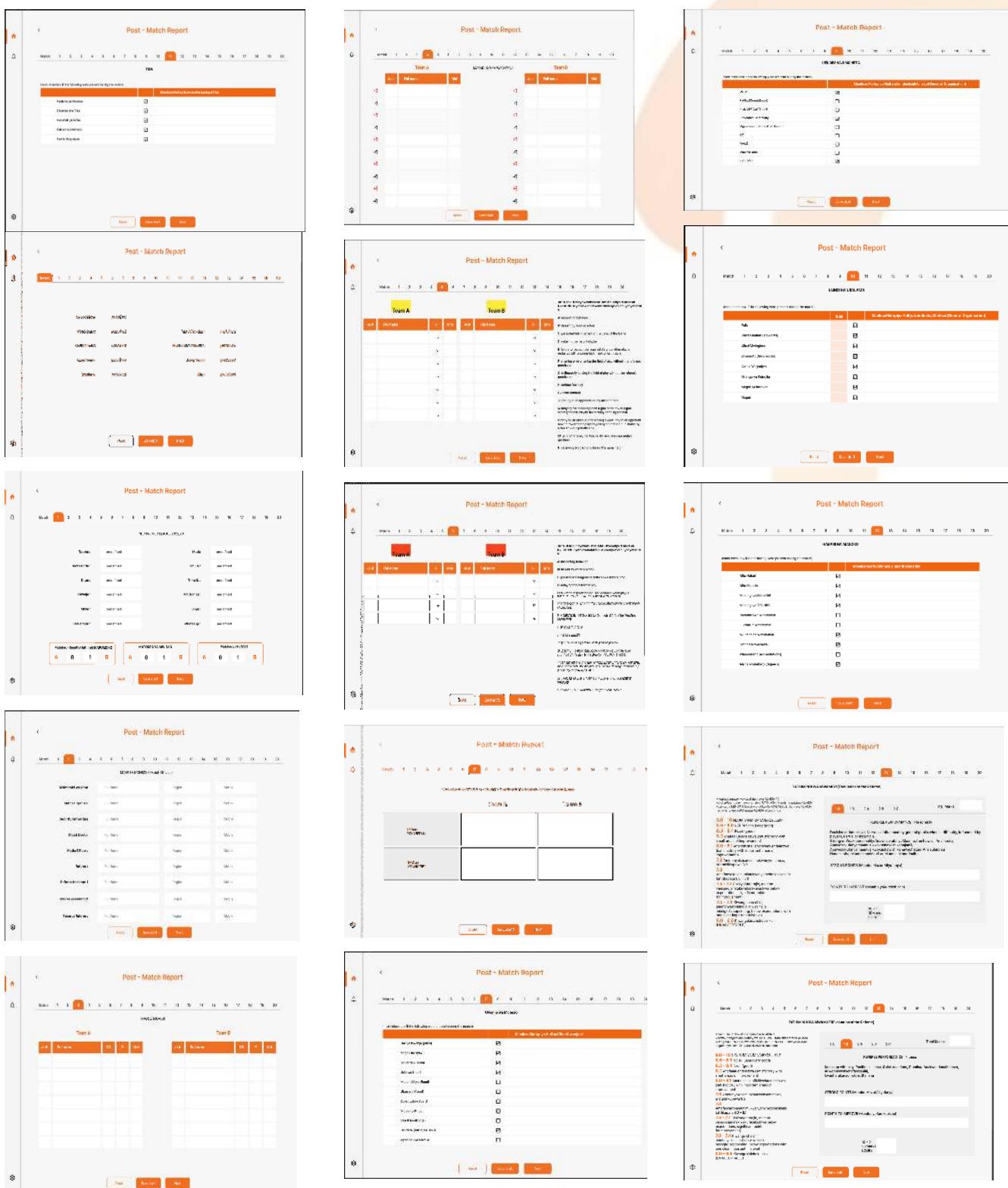
COMPUTER VIEW

MOBILE VIEW

III. COMPLETING A REPORT AFTER THE MATCH

"Match coordinator" will continue by filling out the special post-match report forms in the system by pressing the button "Next" every time he finishes entering the necessary information. He will fill in and verify the required information and then save to add information to the system

COMPUTER VIEW



The screenshot shows a software application window titled "Post - Match Report". The main area displays a table of player statistics. The columns are labeled "Name", "Team", and "Goals Scored". The rows list players: "Khalid", "Red Devils", "1"; "Sohail", "Red Devils", "0"; "Rahim", "Red Devils", "0"; "Munir", "Blue Army", "0"; and "Fahad", "Blue Army", "0". At the bottom, there are buttons for "Print", "Save", and "Exit".

The screenshot shows the 'Post - Match Report' section of a software application. At the top, there's a navigation bar with icons for Home, Match, Player, Team, and Reports. The main title 'Post - Match Report' is centered above a search bar. Below the search bar, a message says 'Find fixtures before and after this fixture'. The interface is divided into several sections: 'Personality' (with a 'Sobriety' button), 'Motivation and Momentum' (with a 'Vitality' button), 'Accuracy of Playstyle' (with a 'Playstyle' button), 'Mental Content' (with a 'Mental' button), and 'Teamwork' (with a 'Teamplay' button). Each section has a detailed description below it. At the bottom, there are two large orange buttons: 'Match Details' and 'Match Summary'. To the right of these buttons is a 'Share' icon.

The screenshot shows the 'Post-Match Report' section of a software application. On the left, there's a sidebar with navigation links like 'Home', 'Match', 'Player', 'Team', 'Season', 'Report', 'Statistics', 'Tactical', 'Referee', 'Squad', 'Player Log', 'Team Log', 'Tactical Log', 'Referee Log', and 'Squad Log'. The main area has tabs for 'Match', 'Player', 'Team', and 'Report'. The 'Report' tab is active, displaying a table with columns: Player, Position, Team, and Points. The table lists players from both teams with their respective positions and points. Below the table, there are sections for 'Match Summary' and 'Player Summary'.

Post - Match Report

Match: 2023-09-15 vs. FC Bayern Munich (Home)

Score: 1-2 (H 1-1, A 1-2)

Attendance: 85,000

Referee: Michael Schmid

Assistant Referees: Christian Müller, Barbara Wieser

Fourth Official: Stephan Körber

Umpires: Daniel Schäfer, Barbara Wieser

Goals:

- 1-0 (H) 15' M. Sane (Own Goal)
- 1-1 (A) 30' L. Lewandowski (Penalty)
- 1-2 (A) 85' L. Lewandowski (Own Goal)

Yellow Cards:

- M. Sane (H) 45'
- L. Lewandowski (A) 60'
- C. Müller (A) 80'

Red Cards:

- M. Sane (H) 75' (Second Yellow Card)

Substitutions:

- H: M. Sane (15') → C. Müller (45')
- A: L. Lewandowski (30') → J. Alaba (45')
- A: J. Alaba (45') → L. Lewandowski (60')
- A: L. Lewandowski (60') → M. Goretzka (75')
- A: M. Goretzka (75') → L. Lewandowski (85')

Shots:

- On Target: H 4, A 6
- Off Target: H 2, A 3

Corner Kicks:

- H: 2, A: 3

Fouls:

- H: 6, A: 8

Offside:

- H: 1, A: 2

Officiating:

- Umpire: Daniel Schäfer (Germany)
- Referee: Michael Schmid (Germany)
- Assistant Referee: Christian Müller (Germany)
- Fourth Official: Stephan Körber (Germany)
- Umpire: Barbara Wieser (Germany)

Team Lineups:

Home Team (H):

- M. Sane (10), C. Müller (11), L. Lewandowski (9), J. Alaba (2), M. Goretzka (14), D. Alaba (15), T. Kimmich (17), S. Gómez (18), M. Kostic (20), P. Hernandez (21), M. Höwedes (22)

Guest Team (A):

- L. Lewandowski (9), M. Goretzka (14), J. Alaba (2), D. Alaba (15), T. Kimmich (17), S. Gómez (18), M. Kostic (20), P. Hernandez (21), M. Höwedes (22), C. Müller (11), B. Wieser (13)

Match Summary:

The match was a closely contested affair between our team and FC Bayern Munich. The game started with a goal from M. Sane's own mistake at the 15' mark. In the 30th minute, L. Lewandowski equalized with a penalty kick. The second half saw a dramatic turn of events as L. Lewandowski scored his second goal, this time through an own goal, at the 85' mark. The match ended with a final score of 1-2 in favor of the guests. Our team showed resilience and fought hard throughout the game.

The screenshot shows the 'Post - Match Report' section of a mobile application. At the top, there's a navigation bar with icons for back, search, and refresh. The main title is 'Post - Match Report'. Below the title, it says 'Match 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20'. A large orange button labeled 'Match 1' is visible. The section is titled '1st Assistant Referee PERFORMANCE'. It lists three categories: 'Penalty' (00 minutes), 'Precision and movement' (00 minutes), and 'Accuracy of Dribble' (00 minutes). Below these, 'Match Control' (00 minutes) and 'Discipline' (00 minutes) are listed. There are two large orange buttons at the bottom labeled 'Score Update' (00 minutes) and 'Save' (20 min. later). At the very bottom, there are three small buttons: 'Home', 'Logout', and 'Help'.

Post - Match Report

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

Emergency (use Fullbody or Head/neck)

Emergency (use Fullbody or Head/neck) Emergency (use Fullbody or Head/neck) Level of difficulty must be changed from the one and cannot be reused for non-emergency injuries.

2	Nonemergency (use Head/neck or Fullbody) Every difficult match rate many difficult situations (the official)
2	Nonemergency (use Head/neck or Fullbody) Difficult Match with some difficult decisions for the official
1	Nonemergency (use Head/neck) Normal match for the official. No challenging situations

Nonemergency (use Head/neck)
Nonemergency (use Fullbody)
Nonemergency (use Fullbody or Head/neck) Every difficult match

The screenshot shows a 'Post - Match Report' interface. At the top, there's a navigation bar with icons for Home, Match, Player, and Statistics. The main area has a light blue header with the text 'Post - Match Report'. Below this, there's a progress bar with a red indicator. The central part of the screen displays a table with player statistics:

Player	Goals	Assists	Yellow Cards	Red Cards
John Doe	2	1	1	0
Jane Smith	1	0	0	0
Mike Johnson	0	0	0	0
Alice Williams	0	0	0	0

Below the table, there's a section titled 'Match Summary' with a large orange button labeled 'View Details'. To the right, there's a 'Match Summary' box with a 'View Details' button. At the bottom, there are two large orange buttons labeled 'Statistics' and 'Summary'.

Match		Post - Match Report	
Team	Score	Summary	Actions
Team A	100 - 90	Match Summary: Team A dominated throughout, leading from the start. Key plays included a well-timed counter-attack in the 3rd quarter and a strong defensive stand in the final period.	View Details
Team B	90 - 80	Match Summary: Team B showed resilience, particularly in the second half, to secure a win. Special mention goes to the forward line's performance.	View Details
Team C	70 - 60	Match Summary: Team C had a solid performance, especially in the first half. They maintained a strong defense and capitalized on early scoring opportunities.	View Details
Team D	50 - 40	Match Summary: Team D faced challenges but managed to score in the final quarter. The defense was particularly effective in the early stages of the game.	View Details

The screenshot shows the 'Post - Match Report' section of a software application. At the top, there's a navigation bar with icons for Home, Match, Player, and Team. Below it is a toolbar with buttons for Back, Forward, and Refresh. The main area has a light gray background with a dark gray header bar containing the title and a progress bar.

Match

Post - Match Report

Match Progress

Match ID: 1234567890 | Match Date: 2024-01-15 | Match Type: Friendly | Match Status: Pending

Team Selection

Team A: Home | Team B: Away

Team A Lineup

Position	Name	Age	Height	Weight
Goalkeeper	John Doe	28	6'0"	180 lbs
Defender	Jane Smith	25	5'6"	160 lbs
Defender	Mike Johnson	30	6'2"	190 lbs
Midfielder	Sarah Williams	22	5'4"	140 lbs
Midfielder	David Brown	27	6'1"	175 lbs
Forward	Alex Green	24	5'7"	155 lbs
Forward	Emily White	26	5'5"	145 lbs

Team B Lineup

Position	Name	Age	Height	Weight
Goalkeeper	John Doe	28	6'0"	180 lbs
Defender	Jane Smith	25	5'6"	160 lbs
Defender	Mike Johnson	30	6'2"	190 lbs
Midfielder	Sarah Williams	22	5'4"	140 lbs
Midfielder	David Brown	27	6'1"	175 lbs
Forward	Alex Green	24	5'7"	155 lbs
Forward	Emily White	26	5'5"	145 lbs

Player Statistics

Match Duration: 90 minutes | Total Score: 0-0 | Points: 0

Penalty Information

Penalties Taken: 0 | Penalties Missed: 0 | Total Points: 0

Penalty Breakdown

Penalty Type	Count	Score
Penalty Kicks	0	0
Handballs	0	0
Yellow Cards	0	0
Red Cards	0	0

Player Details

Player Name	Age	Position	Goals Scored	Assists	Yellow Cards	Red Cards
John Doe	28	Goalkeeper	0	0	0	0
Jane Smith	25	Defender	0	0	0	0
Mike Johnson	30	Defender	0	0	0	0
Sarah Williams	22	Midfielder	0	0	0	0
David Brown	27	Midfielder	0	0	0	0
Alex Green	24	Forward	0	0	0	0
Emily White	26	Forward	0	0	0	0

Summary

Match Summary: This was a friendly match between Team A and Team B. Both teams had a similar performance throughout the game. There were no goals scored, and both teams maintained a clean sheet. The match ended in a 0-0 draw.

Next Match

Match ID: 1234567890 | Match Date: 2024-01-22 | Match Type: Friendly | Match Status: Pending

Player Stats

Total Points: 0 | Total Score: 0-0 | Points: 0

Player Details

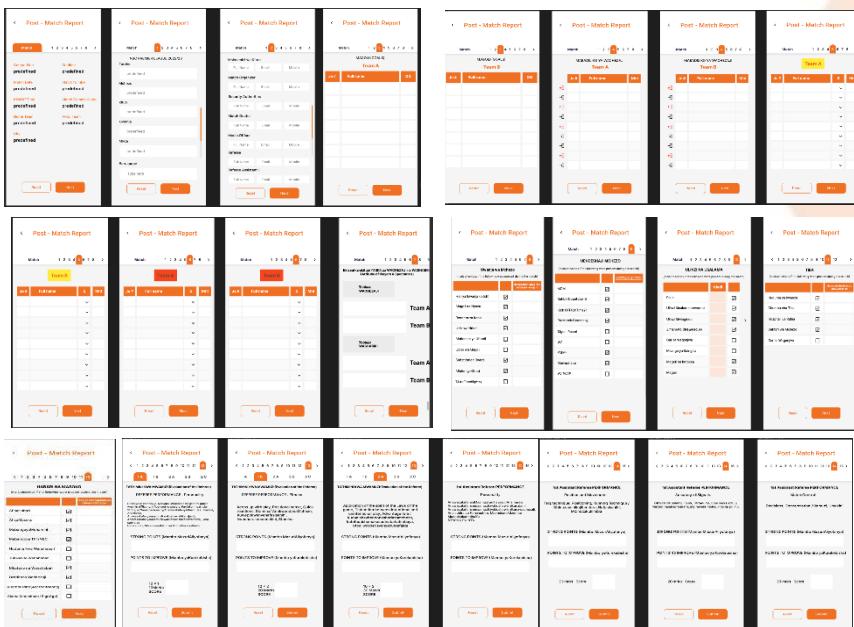
Player Name	Age	Position	Goals Scored	Assists	Yellow Cards	Red Cards
John Doe	28	Goalkeeper	0	0	0	0
Jane Smith	25	Defender	0	0	0	0
Mike Johnson	30	Defender	0	0	0	0
Sarah Williams	22	Midfielder	0	0	0	0
David Brown	27	Midfielder	0	0	0	0
Alex Green	24	Forward	0	0	0	0
Emily White	26	Forward	0	0	0	0

Post - Match Report

Mark	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Strategic and Technical PERFORMANCE																					
Personality	60marks																				Profile and Motivat!
Position and Movement	60marks																				Flag technique, Positioning, Running Technique / Mathematics/Defenders, Substitutes, Monologue/Anecdote
Accuracy of Signals	60marks																				
Main Control	60marks																				270000 POINTS (Marks based on profile)
Teamwork	60marks																				PORTFOLIO TO APPROVE (Marks based on profile)
Total Marks	60marks																				(20 PRO 30CS)

The screenshot shows a software interface titled 'Report - (Multi) Report'. At the top, there is a horizontal search bar with placeholder text 'Search for reports, reports by category...' and a magnifying glass icon. Below the search bar are two dropdown menus: 'Report Type' and 'Report Date'. The 'Report Type' menu has options like 'All reports', 'Standard reports', and 'Advanced reports'. The 'Report Date' menu has options like 'Today', 'This week', 'This month', and 'Custom'. A large orange button labeled 'Search' is positioned below these dropdowns. At the bottom of the interface, there is a footer with a logo and the text 'Report - (Multi) Report'.

MOBILE VIEW



IV. PROVIDING NOTIFICATION INFORMATION TO USER

There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.

COMPUTER VIEW

Notifications

Match Committee

- 10 New Match Selected for Match Committee for match 'Match 1' on date '2023-09-01' by 'User 1' [View]
- 11 New Match Selected for Match Committee for match 'Match 2' on date '2023-09-01' by 'User 1' [View]
- 12 New Match Selected for Match Committee for match 'Match 3' on date '2023-09-01' by 'User 1' [View]
- 13 New Match Selected for Match Committee for match 'Match 4' on date '2023-09-01' by 'User 1' [View]
- 14 New Match Selected for Match Committee for match 'Match 5' on date '2023-09-01' by 'User 1' [View]
- 15 New Match Selected for Match Committee for match 'Match 6' on date '2023-09-01' by 'User 1' [View]
- 16 New Match Selected for Match Committee for match 'Match 7' on date '2023-09-01' by 'User 1' [View]
- 17 New Match Selected for Match Committee for match 'Match 8' on date '2023-09-01' by 'User 1' [View]
- 18 New Match Selected for Match Committee for match 'Match 9' on date '2023-09-01' by 'User 1' [View]
- 19 New Match Selected for Match Committee for match 'Match 10' on date '2023-09-01' by 'User 1' [View]

MOBILE VIEW

Notification Header

Dimbaa is a platform designed to facilitate communication between coaches, players, and administrators. It provides a central hub for managing matches, tracking player performance, and handling administrative tasks. Our mission is to simplify the management of football teams and ensure that everyone involved in the sport has access to the information they need to succeed.

Notification Footer

Dimbaa is a platform designed to facilitate communication between coaches, players, and administrators. It provides a central hub for managing matches, tracking player performance, and handling administrative tasks. Our mission is to simplify the management of football teams and ensure that everyone involved in the sport has access to the information they need to succeed.

Notification Body

Dimbaa is a platform designed to facilitate communication between coaches, players, and administrators. It provides a central hub for managing matches, tracking player performance, and handling administrative tasks. Our mission is to simplify the management of football teams and ensure that everyone involved in the sport has access to the information they need to succeed.

V. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.

COMPUTER VIEW

Product Name

Company Name

Relacionis voluptatum non temporibus et laetare. Error possimus in ut expedita sunt vesti nihil. Et quia laudantium sed alia amet et doloribus volat. Est nesciunt magis excepturi.

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MOBILE VIEW

Product Name

Company Name

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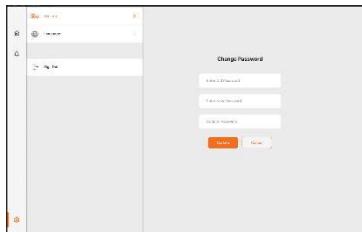
Et atque id. Est commonecudia sed datur huiusmodi anima. Emissio metellus ut nobis est officia non sint concolorat. Cupidocte socius tempora doloribus aliquam necessarium impune. Invidunt deus regnare quis eum voces habere responsums quia.

VI. SYSTEM SETTINGS

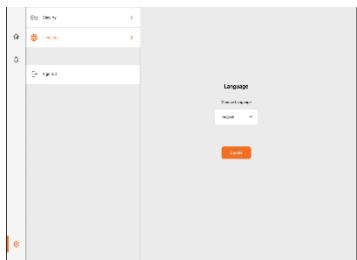
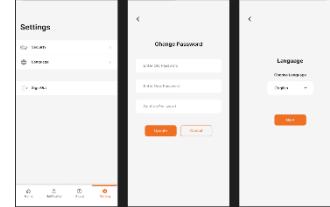
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

- a. Changing the password of the user "Password"
- b. Changing the language of the system "Language"

COMPUTER VIEW

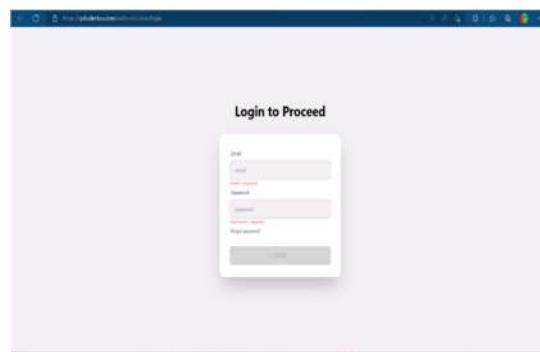


MOBILE VIEW



Referee assessor

If you are registered in the Dimbaa system as a "Referee assessor" of the system, you will have the ability to enter the system using your smartphone or computer in a flow like here;



If the email address and password are correct according to your registration, the system will open as shown below.

Number	Date	Home Team	Away Team	Venue	City	Ref Report
24	27/07/2022 11:20 AM	Remorange FC	Delta Gold FC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange FC	Delta Gold FC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange MC	Delta Gold MC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange FC	Delta Gold FC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange MC	Delta Gold MC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange FC	Delta Gold FC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange MC	Delta Gold MC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange FC	Delta Gold FC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange MC	Delta Gold MC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange FC	Delta Gold FC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange MC	Delta Gold MC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange FC	Delta Gold FC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange MC	Delta Gold MC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange FC	Delta Gold FC	Jemmat Stadium	City Name	Yellow
24	27/07/2022 11:20 AM	Remorange MC	Delta Gold MC	Jemmat Stadium	City Name	Yellow

WORKING OF THE "REFEREE ASSESSOR"

I. FILLING IN THE MATCH INFORMATION

"Referee assessor" fills the match information in the system by pressing the button that looks like a house on the left, followed by the button "Upload" in front of the relevant match. He will fill in and review the required information and then proceed with the "next" button to add information to the system.

Competition	Assessor Name
prosocie	prosocie
Mobile	prosocie
Region	prosocie
Team A	prosocie
Date	prosocie
Venue	prosocie
Contest	prosocie
Match Off	prosocie

Team B	Half Time score	Full Score	In Match Off
prosocie	prosocie	prosocie	prosocie

about the match

Reset Save draft Next

II. COMPLETING SPECIAL FORMS

"Referee assessor" will continue by filling out the flow of special match forms in the system by pressing the button "Next" every time he finishes entering the necessary information. He will fill in or verify the required information and then save to add information to the system.

COMPUTE VIEW

The Referee Assessor FORM consists of several sections:

- Evaluation of the referee:** Includes fields for Positive Points (Minutes) and Negative Points (Minutes), with a note about the total time being 100 minutes.
- Physical fitness and positioning:** Includes fields for Positive Points (Minutes) and Negative Points (Minutes).
- Team Work:** Includes fields for Positive Points (Minutes) and Negative Points (Minutes).
- Control of the Game:** Includes fields for Positive Points (Minutes) and Negative Points (Minutes), with a note about the total time being 100 minutes.
- Key Points:** A list of items such as "Excellent officiating", "Good officiating", "Fair officiating", etc.
- Comments:** Fields for "Area of Improvement" and "Additional Comments on Control of the Game".

MOBILE VIEW

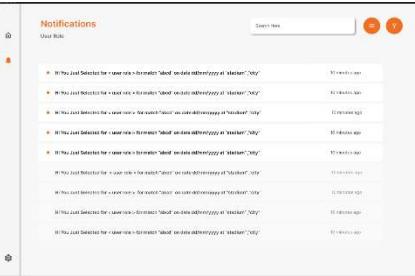
The mobile version of the Referee Assessor FORM includes:

- A navigation bar with icons for back, forward, and search.
- The 'Evaluation of the referee' section with Positive Points (Minutes) and Negative Points (Minutes) fields.
- The 'Physical fitness and positioning' section with Positive Points (Minutes) and Negative Points (Minutes) fields.
- The 'Team Work' section (not fully visible in the screenshots).
- The 'Control of the Game' section (not fully visible in the screenshots).
- A sidebar with a list of 'Referee Assessor Name' and other filter options.

III. PROVIDING NOTIFICATION INFORMATION TO USER

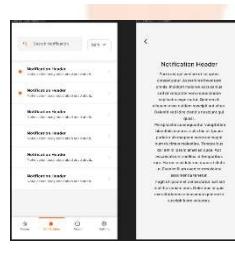
There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.

COMPUTE VIEW



This screenshot shows a 'Notifications' page with a search bar at the top. Below the search bar is a table containing 12 rows of notification items. Each row includes a small icon, a timestamp, and a detailed message about a user's action on a specific item.

MOBILE VIEW



This screenshot shows a mobile version of the 'Notifications' page. It features a header with a back arrow and a search bar. Below the header is a table with 12 rows of notifications, each showing a timestamp and a brief message about a user's interaction with a specific item.

IV. INFORMATION ABOUT SYSTEM MANUFACTURERS

There is also a button that provides information to the user of this system to know the company that developed this Dimbaa system. Here he will press the "About us" button.

COMPUTE VIEW



This screenshot shows an 'About Us' page. At the top, it displays 'Product Name' and 'Company Name'. Below this is a large text block containing placeholder text in Latin, which is standard for such pages.

MOBILE VIEW



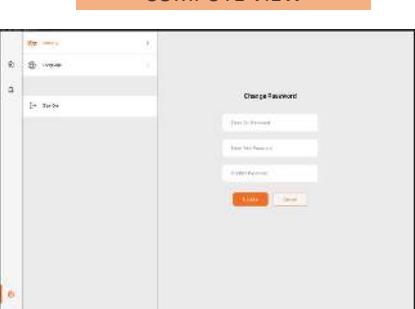
This screenshot shows a mobile version of the 'About Us' page. It has a similar layout to the compute view, with 'Product Name' and 'Company Name' at the top and a large text block below.

V. SYSTEM SETTINGS

On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

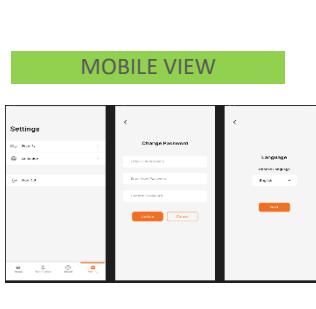
- Changing the password of the user "Password"
- Changing the language of the system "Language"

COMPUTE VIEW



This screenshot shows a 'Settings' page. On the left, there is a sidebar with navigation options like 'Dashboard', 'User Role', 'Edit Site', and 'Logout'. The main area contains two forms: one for 'Change Password' and another for 'Language'. The 'Language' form includes a dropdown menu for selecting a language and a 'Submit' button.

MOBILE VIEW



This screenshot shows a mobile version of the 'Settings' page. It has a similar structure to the compute view, with a sidebar on the left and a main area for 'Change Password' and 'Language' settings. The 'Language' section includes a dropdown menu and a 'Submit' button.