



## Mwongozo wa mtumiaji

(Swahili version) – Toleo #1 (Haijarekebishwa)

Hii ni hati / chapisho linalolenga kusambazwa kama sehemu ya waraka wa mafunzo unaoendelea kwa watumiaji wa mfumo huu.

Collaboration of



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Team manager .....	18
Data manager(organizer).....	22
League director .....	27
General coordinator.....	30
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Match commissioner .....	38
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ABBREVIATIONS

AEDA

## 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                  | 4. Ligi ya wanawake            |
| 2. Ligi daraja la kwanza wanaume | 5. Ligidaraja la kwanza wanake |
| 3. Ligi daraja la pili wanaume   |                                |

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>

## WATUMIAJI WA MFUMO WA DIMBAA

Mfumo wa Dimbaa unawatumiaji wa aina nane kama zinavyoonekana hapa.

- |                             |                          |
|-----------------------------|--------------------------|
| 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          |                          |

Jinsi ya kujiunga kwenye mfumo.

Kujiunga na mfumo unahitaji kufanyiwa usajili na msajili wa mfumo(Super admin), ye ye 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.

Akiwa amewasha internet yake mtumiaji atafungua kivinnjari(browser) kama inavyoonekana hapa;

Fungua kivinnjari(browser) mfano “Google chrome”

Muonekano wa kompyuta

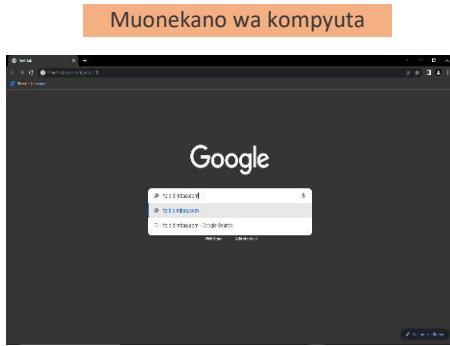


Muonekano wa Simu Janja



kisha ataandika URL ya mfumo wa Dimbaa kama inavyoonekana hapa;

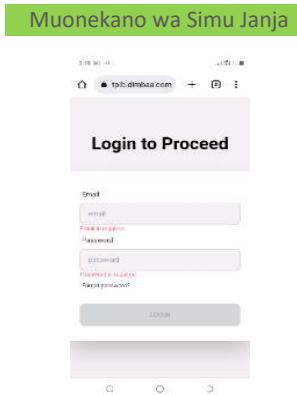
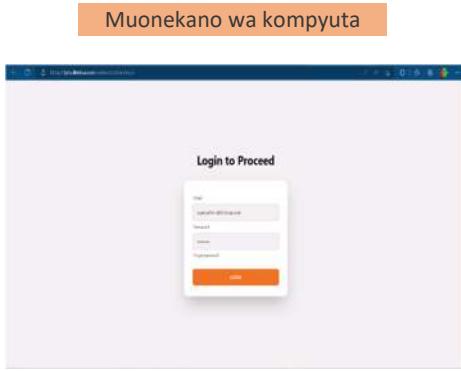
<https://tplb.dimbaa.com/authentication/login>



atakapo bonyeza “enter” (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.



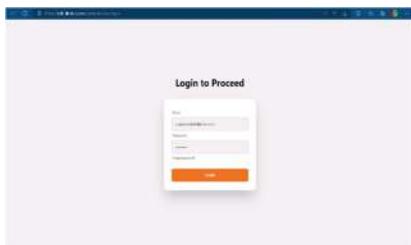
Jinsi ya kutumia mfumo wa dimbaa

## 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;



Ukurasa huu utafunguka kwenye kompyuta au simu yakokama inavyoonekana hapa;

Muonekano wa kompyuta

User Name	First Name	Last Name	Middle Name	Status
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active
Nameko FC	Keku	Akumu	Dodoma	Active

Muonekano wa Simu Janja

## I. KUSAJILI WATUMIAJI WA MFUMO

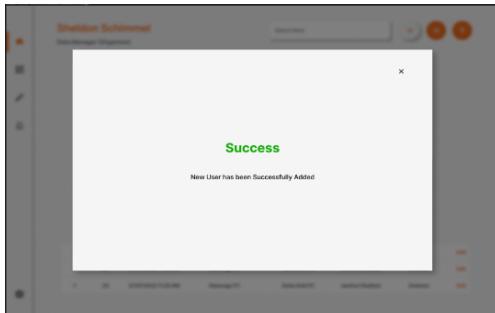
Super admin anasajili watumiaji wapya wa mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe cha neno "User" upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

Muonekano wa kompyuta

## Muonekano wa Simu Janja

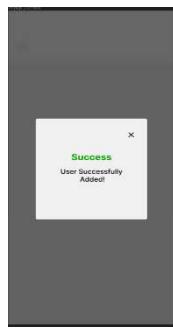
Mfumo wa Dimbaa utampatia "Super user" ujumbe wa kufanikiwa kuweka mtumiaji mpya wa mfumo.

Muonekano wa kompyuta



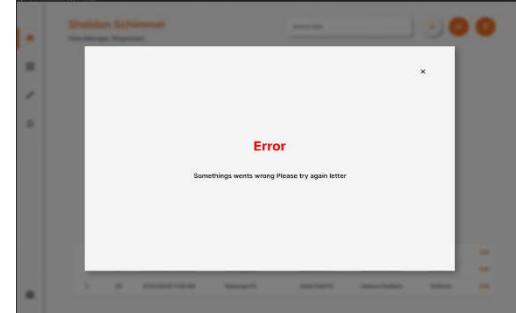
Kwenye simu itaonekana hivi;

Muonekano wa Simu Janja



Au kukiwa na tatizo katika kusajili mtumiaji mpya mfumo utatoa ujumbe kama inavoonekana hapa;

Muonekano wa kompyuta



Kwenye simu yako itaonekana hiv

Muonekano wa Simu Janja



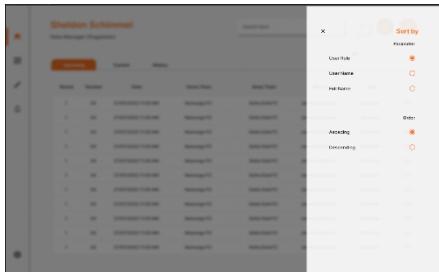
## II. KUREKEBISHA AU KUFUTA TAARIFA ZA WATUMIAJI MFUMO

Ili kufanya marekebisho ya taarifa za watumiaji wa mfumo "super admin" anaweza kumtafuta mtumiaji husika.

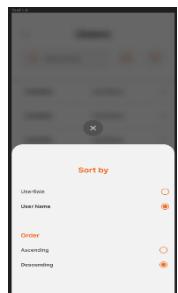
Mtumiaji anaweza kufanya haya kwa kutumia kitufe cha "search" au atatumia vitufe vyatubaki vya kubadilisha mtiririko kumtafuta mtumiaji anayehitaji kumfanyia marekebisho.

### “kitufye cha Sort”

Muonekano wa kompyuta

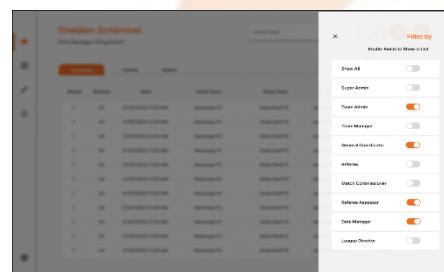


Muonekano wa simu Janja

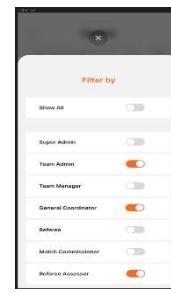


### “Kitufye cha Filter”

Muonekano wa kompyuta

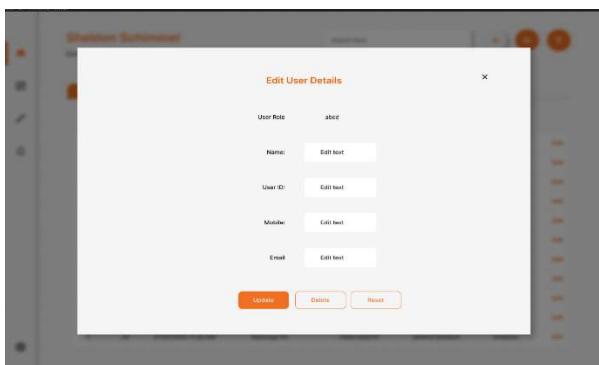


Muonekano wa simu Janja

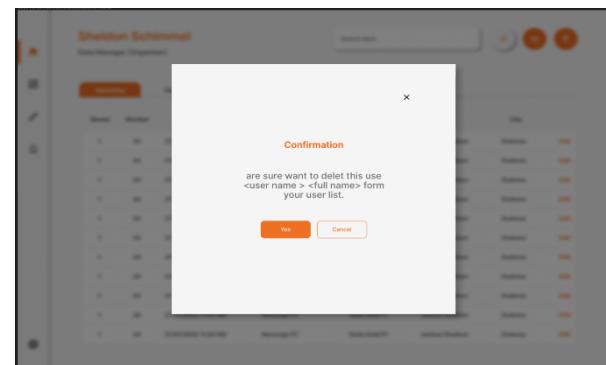


Mbele ya jina la mtumiaji anayehitaji marekebisho atabonyeza kitufe cha “edit” itafunguka kama inavyoonekana hapa chini.

Muonekano wa kompyuta



Muonekano wa kompyuta



### III. KUSAJILI TIMU KWENYE MFUMO

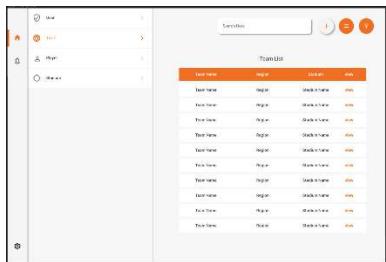
“Super admin” anasajili timu mpya kwenye mfumo kwa kubonyeza kitufe kinachofanana na jengo nyumba ambacho kipo upande wa kushoto.

Kisha baada yah apo ikifuatiwa na kitufe cha neno “Team” upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

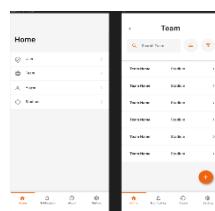
Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha “add” ili kuongezea taarifa kwenye mfumo.

#### Kurasa ya Kwanza

Muonekano wa kompyuta

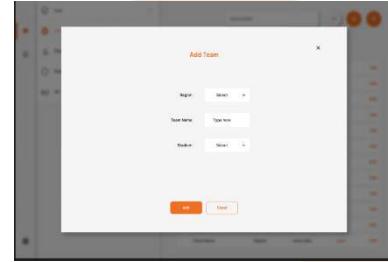


Muonekano wa Simu Janja



#### Kurasa ya Pili

Muonekano wa kompyuta

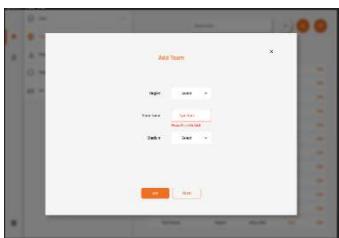


Muonekano wa Simu

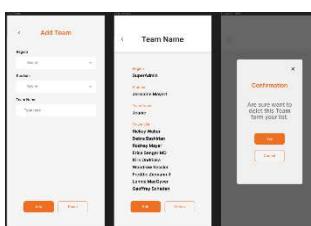


#### Kurasa ya Tatu

Muonekano wa kompyuta

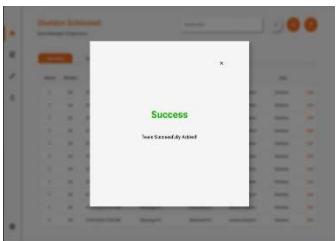


Muonekano wa Simu Janja



Kama akifanikiwa kusajili timu mpya atapokea ujumbe "Success"

Muonekano wa kompyuta

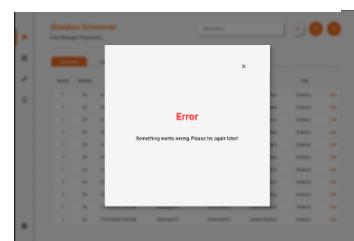


Muonekano wa Simu



Kama asipofanikiwa kusajili timu atapokea ujumbe "Error"

Muonekano wa kompyuta



Muonekano wa Simu Janja



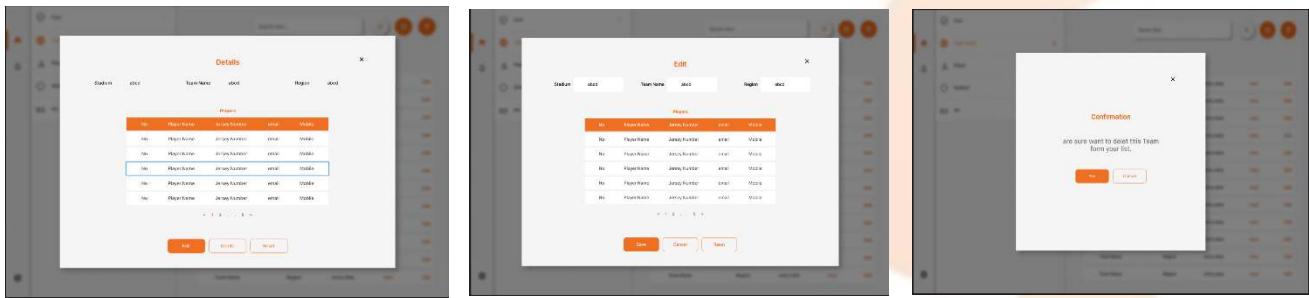
#### IV. KUREKEBISHA AU KUFUTA TAARIFA ZA TIMU KWENYE MFUMO

Ili kufanya marekebisho ya taarifa za timu kwenye mfumo "super admin" anaweza kuitafuta timu husika kwa kutumia kitufe cha "search".

Baadae mtumiaji atabonyeza neno "edit"(rekebisha) mbele ya jina la timu. Baada ya kumaliza marekebisho anatakiwa kubonyeza kitufe cha "add".

Akitakiwa kuondoa anabonyeza kitufe cha "Delete"(ondoa).

Muonekano wa kompyuta

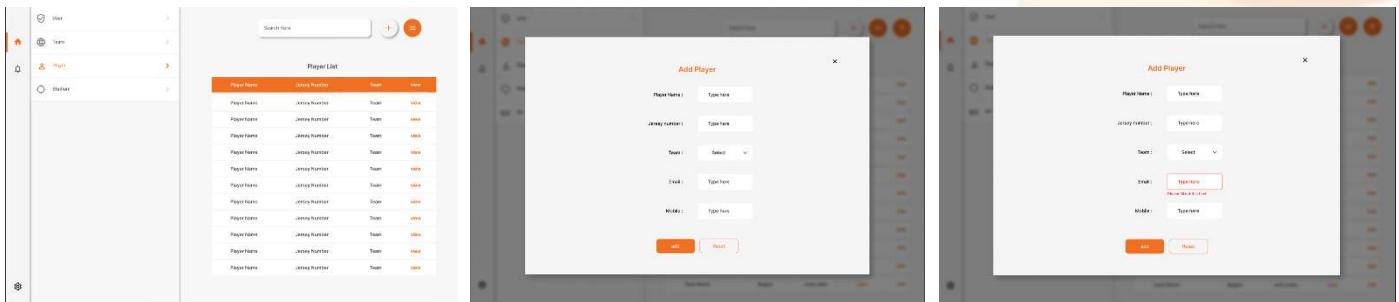


## V. KUSAJILI TAARIFA ZA WACHEZAJI WA TIMU

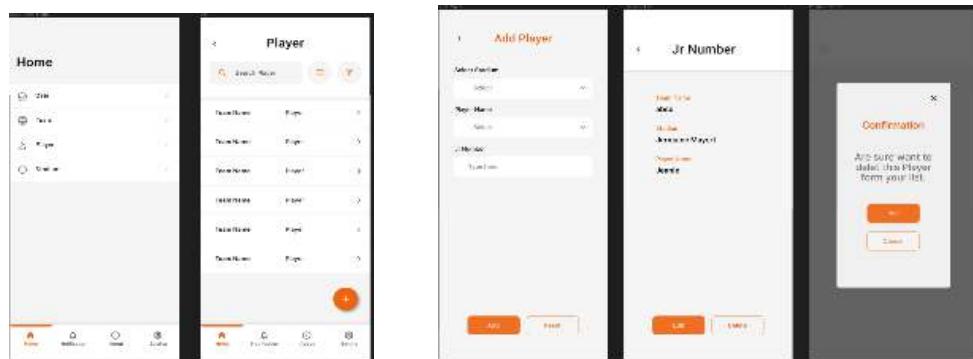
“Super admin” anasajili mchezaji mpya kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe cha neno “Player” upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

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

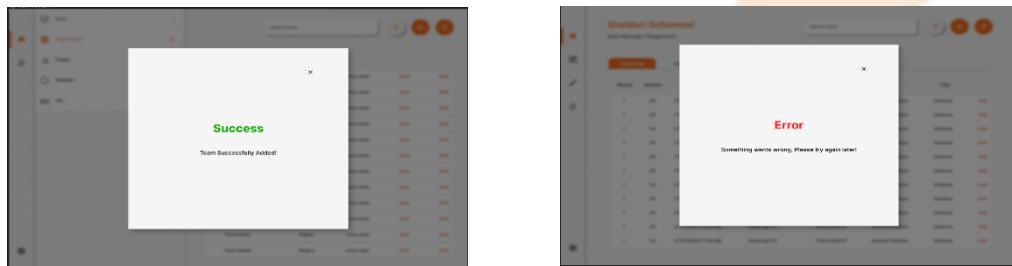
Muonekano wa kompyuta



Muonekano wa Simu Janja



Muonekano wa kompyuta



Muonekano wa Simu Janja

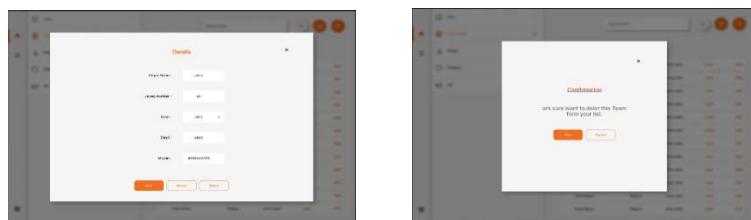


## VI. KUREKEBISHA AU KUFUTA TAARIFA ZA WACHEZAJI WA TIMU KWENYE MFUMO

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.

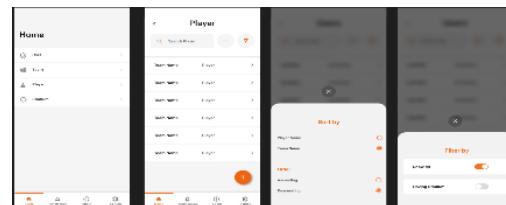
Baada ya kumaliza marekebisho anatakiwa kubonyeza kitufe cha “add”. Akitakiwa kuondoa anabonyeza kitufe cha “Delete”(ondo).

Muonekano wa kompyuta



Kwenye simu itaonekana hivi.

Muonekano wa Simu Janja

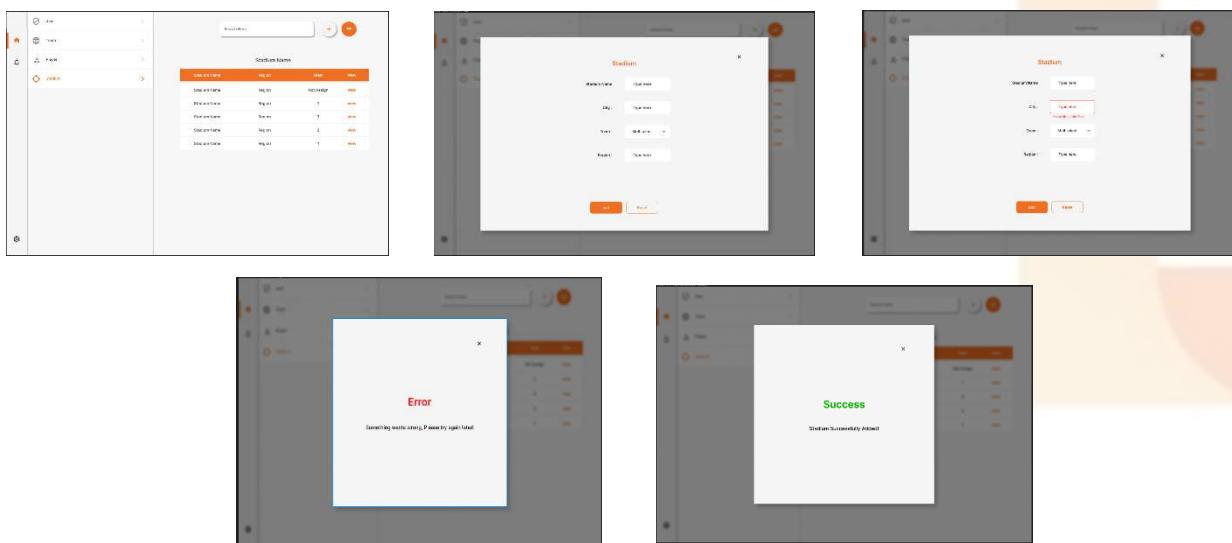


## VII. KUSAJILI TAARIFA ZA VIWANJA VYA MPIRA VYA TIMU

"Super admin" anasajili kiwanja kipyä 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)

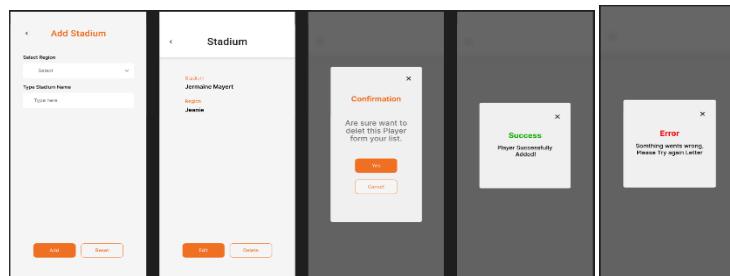
Atajaza taarifa zinazo hitajika kisha atahifadhi kwa kutumia kitufe cha "add" ili kuongezea taarifa kwenye mfumo.

Muonekano wa kompyuta



Kwenye simu itaonekana hivi;

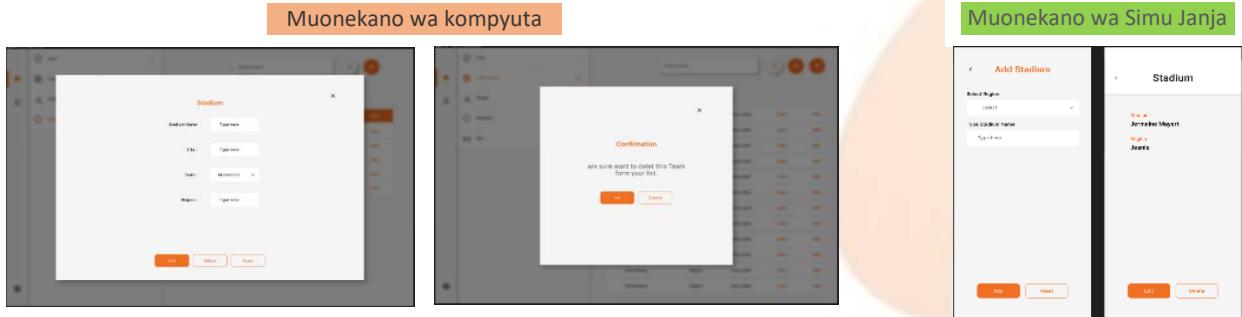
Muonekano wa Simu Janja



## VIII. KUREKEBISHA AU KUONDOA TAARIFA ZA VIWANJA VYA TIMU

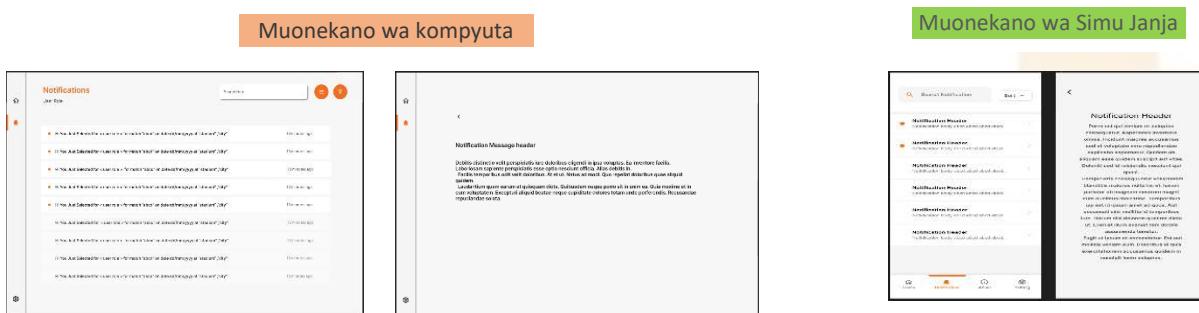
Ili kufanya marekebishi ya taarifa za Kiwanja cha mpira kwenye mfumo "super admin" anaweza kukitafuta kiwanja husika kwa kutumia kitufe cha "search", baadae atabonyeza neno "edit"(rekebisha) mbele ya jina la kiwanja.

Baada ya kumaliza marekebishi anatakiwa kubonyeza kitufe cha "add". Akitakiwa kuondoa anabonyeza kitufe cha "Delete"(ondoa).



## 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”



## X. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

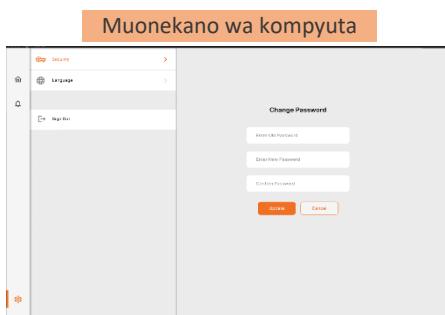
Pia kuna kitufe ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua campuni waliotengeneza mfumo huu wa Dimbaa. Hapa atabonyeza kitufe cha “About us”



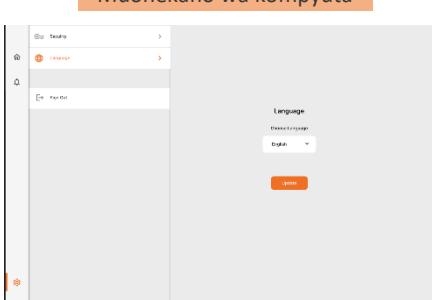
## XI. MATENGENEZO YA MFUMO

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"



- Kubadili lugha ya mfumo "Language"



## 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.

Muonekano wa kompyuta

A screenshot of a web application titled "Team Player List". It shows a table with columns for "Player Name" and "Position". The table contains 8 rows, each with a "Delete" button. The data in the table is as follows:

### I. KUSAJILI WACHEZAJI WA TIMU KWENYE MFUMO

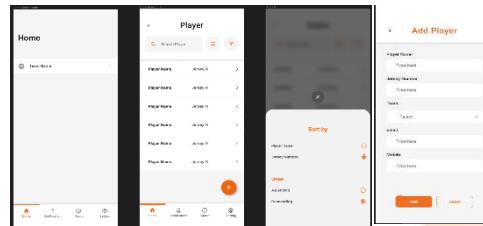
“Team admin” anasajili mchezaji mpya kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe cha neno “Team name” upande wa kushoto pia, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

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

Muonekano wa kompyuta

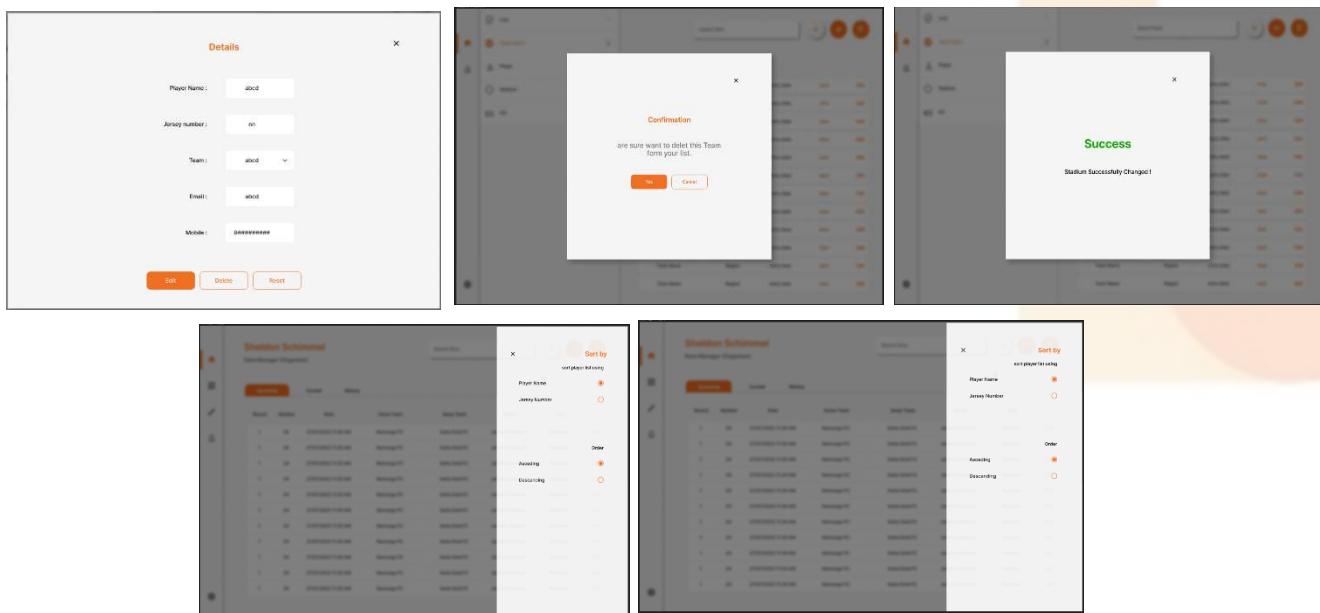
A series of screenshots showing the "Add Player" process. The first two images show an "Add Player" dialog box with various fields like "Player Name", "Position", "Team", "Email", and "Mobile". The third image shows an "Error" message: "Sorry! Key exists wrong. Please try again later!". The fourth image shows a "Success" message: "Item Successfully Added!".

Muonekano wa Simu Janja

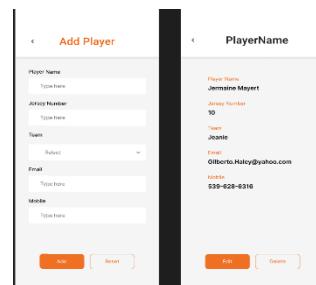


## II. KUREKEBISHA AU KUONDOA WACHEZAJI WA TIMU KWENYE MFUMO

Muonekano wa kompyuta



Muonekano wa Simu Janja

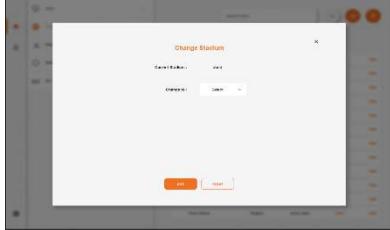


## III. KUREKEBISHA TAARIFA ZA VIWANJA KWENYE MFUMO

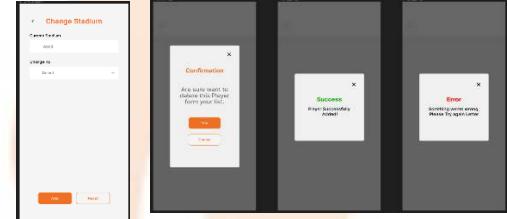
Ili kufanya marekebisho ya taarifa za Kiwanja cha timu kwenye mfumo wa Dimbaa “Team admin” anaweza kikitafuta kiwanja husika kwa kutumia kitufe cha “search”, baadae atabonyeza neno “edit”(rekebisha) mbele ya jina la kiwanja. Baada ya kumaliza marekebisho anatakiwa kubonyeza kitufe cha “add”.

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

Muonekano wa kompyuta



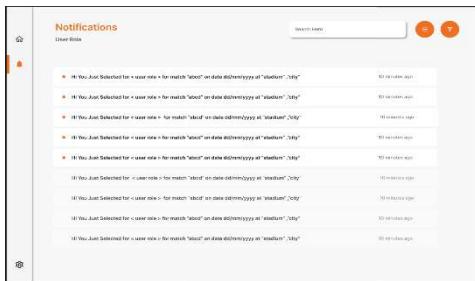
Muonekano wa Simu Janja



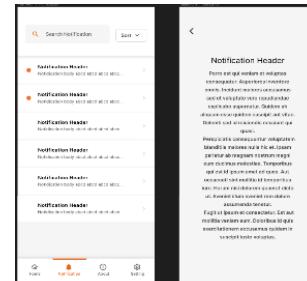
#### IV. KUTOA TAARIFA ZA KUMBUKUMBU KWA MTUMIAJI MFUMO

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

Muonekano wa kompyuta



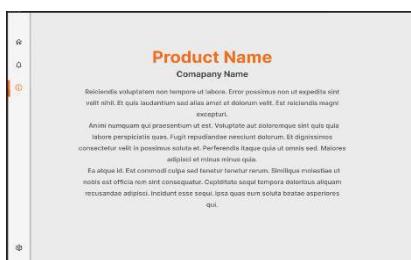
Muonekano wa Simu Janja



#### V. TAARIFA KUHUSU WATENGENEZAJI WA MFUMO

Pia kuna kitufe cha alama ya "i" ambacho hutoa taarifa kwa mtumiaji huyu wa mfumo ili kuwajua taarifa za mfumo huu kama vile aina ya mfumo "version history". Hapa atabonyeza kitufe cha "About us"

Muonekano wa kompyuta



Muonekano wa Simu Janja



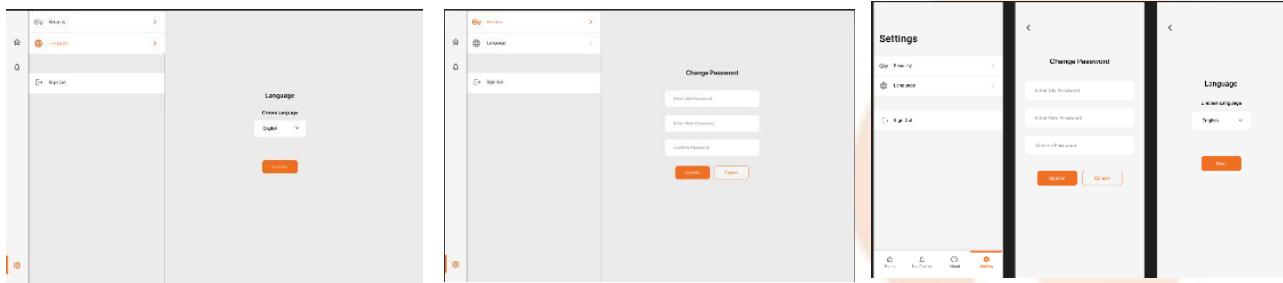
#### VI. MATENGENEZO YA MFUMO

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

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

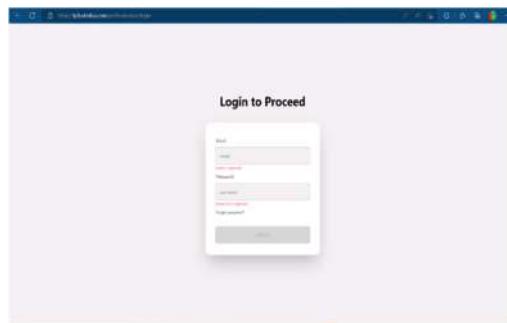
Muonekano wa kompyuta

Muonekano wa Simu Janja



## 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 ulivyojiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

## UFANYAJI KAZI WA TEAM MANAGER KWENYE MFUMO WA DIMBAA.

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

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

### i. Kuweka kikosi cha wachezaji watakao anza mechii

“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.

Line No	Name	Position	Line No	Status
1	Joseph Mwaura	Goalie	10	Stand
2	Joseph Mwaura	Goalie	11	Stand
3	Joseph Mwaura	Goalie	12	Stand
4	Joseph Mwaura	Goalie	13	Stand
5	Joseph Mwaura	Goalie	14	Stand
6	Joseph Mwaura	Goalie	15	Stand
7	Joseph Mwaura	Goalie	16	Stand
8	Joseph Mwaura	Goalie	17	Stand
9	Joseph Mwaura	Goalie	18	Stand
10	Joseph Mwaura	Goalie	19	Stand
11	Joseph Mwaura	Goalie	20	Stand

### ii. Kuweka kikosi cha wachezaji wa akiba wa mechii

“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.

Line No	Name	Position	Line No	Status
1	Joseph Mwaura	Goalie	10	Stand
2	Joseph Mwaura	Goalie	11	Stand
3	Joseph Mwaura	Goalie	12	Stand
4	Joseph Mwaura	Goalie	13	Stand
5	Joseph Mwaura	Goalie	14	Stand
6	Joseph Mwaura	Goalie	15	Stand
7	Joseph Mwaura	Goalie	16	Stand
8	Joseph Mwaura	Goalie	17	Stand
9	Joseph Mwaura	Goalie	18	Stand
10	Joseph Mwaura	Goalie	19	Stand
11	Joseph Mwaura	Goalie	20	Stand

### iii. Kuweka timu ya viongozi watakao ambatana na wachezaji

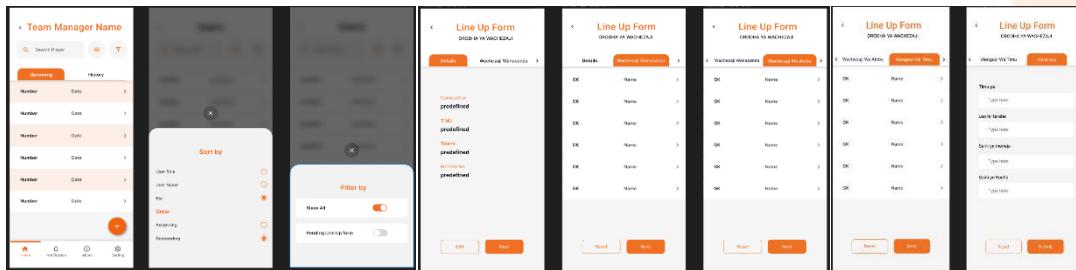
“Team manager” anasajili timu ya viongozi ambaa wataambatana na kikosi cha wachezaji siku ya mechii kwa kubonyeza kitufe cha next baada ya fomu ya kikosi cha wachezaji wa akiba katika mechii husika kwenye sehemu ya “Wachezaji wa akiba” ili kuweka kikosi atajaza fomu ya orodha ya wachezaji kama inavyoonekana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

Line No	Name	Position	Line No	Status
1	Zulu	Defender	8	Stand
2	Zulu	Defender	9	Stand
3	Zulu	Defender	10	Stand
4	Zulu	Defender	11	Stand
5	Zulu	Defender	12	Stand
6	Zulu	Defender	13	Stand
7	Zulu	Defender	14	Stand
8	Zulu	Defender	15	Stand

#### 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;

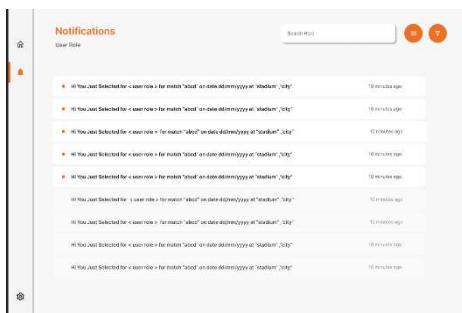
Kwenye simu yako itaonekana hivi;



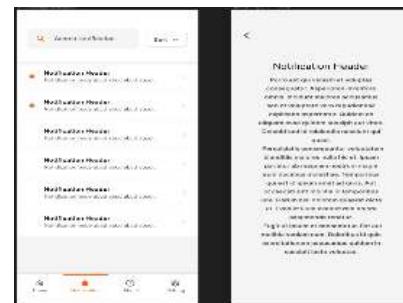
#### v. Kutoa taarifa za kumbukumbu kwa mtumiaji mfumo

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

Muonekano wa kompyuta



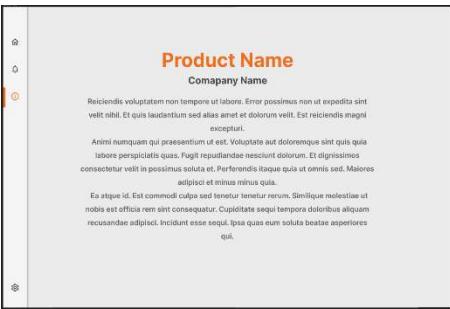
Muonekano wa Simu Janja



#### vi. 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”

Muonekano wa kompyuta



Muonekano wa Simu Janja

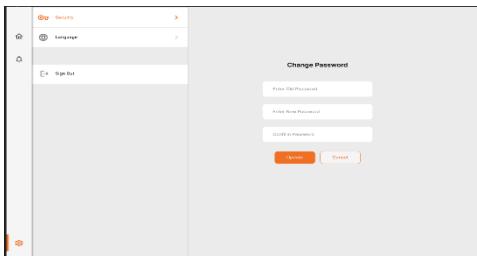


## vii. Matengenezo ya mfumo

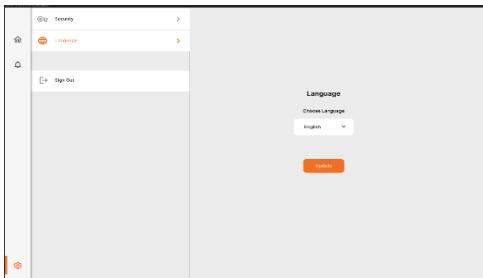
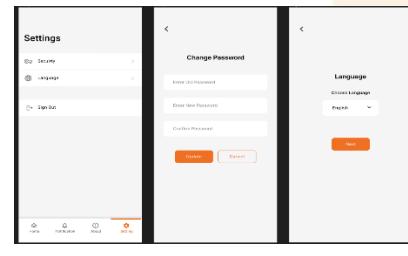
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanyia marekebisho ya mfumo wa Dimbaa.

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

Muonekano wa kompyuta

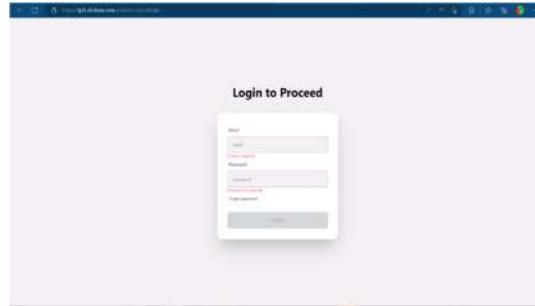


Muonekano wa Simu Janja



## 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;



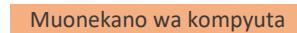
Kama barua pepe na neno la siri viko sahihi kulingana na ulivyo sajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

**Ufanyaji kazi wa “data manager” kwenye mfumo.**

#### I. Kusajili mechii kwenye mfumo

“Data manager” anasajili mechi mpya 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.



## II. Kusajili michuano ya mpira wa miguu

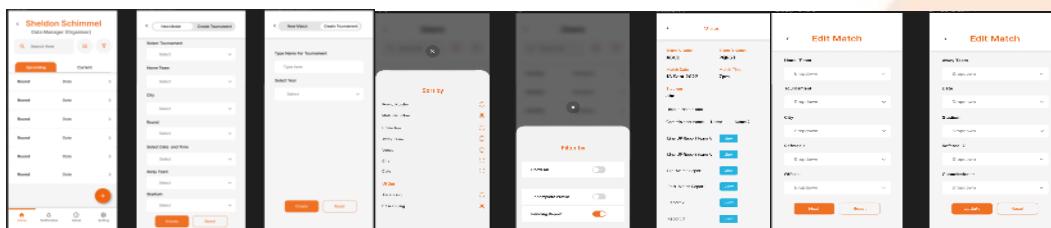
“Data manager” anasajili mechii mpya kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe kinachofanana na msalaba, upande wakulia juu baada ya kitufe cha (search)

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

## III. Kurekebisha au kuondoa mechii kwenye mfumo

“Data manager” anarekebisha mechii kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuatiwa na kitufe “edit” mbele 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;



#### IV. Kuhakiki matokeo ya mechii kwenye mfumo

“Data manager” 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.

Muonekano wa kompyuta

Team	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

Muonekano wa Simu Janja

#### V. Kupanga wasimamizi wa mechii

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

Muonekano wa kompyuta

Muonekano wa Simu Janja

## 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”

Muonekano wa kompyuta

Muonekano wa Simu Janja

## VII. 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”

Muonekano wa kompyuta

Muonekano wa Simu Janja

## 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”

Muonekano wa kompyuta

Muonekano wa Simu Janja

## Mfano wa ripoti zinazo tumwa;

The image displays a grid of 12 screenshots of football-related reports from the KPL 2022/23 season. The reports are organized into two rows of six. The top row includes:

- Line Up Report
- PreMatch Report
- GC Report
- Referee Report
- Ref Assessor Report
- PostMatch Report

The bottom row includes:

- GC Report
- Referee Report
- Ref Assessor Report
- PostMatch Report

Each report is a detailed document with tables and text, providing information on player line-ups, match details, and referee assessments.

## 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 ulivyojiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

Round	Number	Date	Home Team	Away Team	Venue	City	
1	24	2020/02/22 11:00 AM	Nessmeyer FC	Galia Gold FC	Jamrud Doctor	Eritrea	Asmara
1	24	2020/02/22 11:00 AM	Nessmeyer FC	Galia Gold FC	Jamrud Doctor	Eritrea	Asmara
1	24	2020/02/22 11:00 AM	Galia Gold FC	Nessmeyer FC	Jamrud Doctor	Eritrea	Asmara
1	24	2020/02/22 11:00 AM	Galia Gold FC	Nessmeyer FC	Jamrud Doctor	Eritrea	Asmara
1	24	2020/02/22 11:00 AM	Nessmeyer FC	Galia Gold FC	Jamrud Doctor	Eritrea	Asmara
1	24	2020/02/22 11:00 AM	Nessmeyer FC	Galia Gold FC	Jamrud Doctor	Eritrea	Asmara
1	24	2020/02/22 11:00 AM	Galia Gold FC	Nessmeyer FC	Jamrud Doctor	Eritrea	Asmara
1	24	2020/02/22 11:00 AM	Galia Gold FC	Nessmeyer FC	Jamrud Doctor	Eritrea	Asmara
1	24	2020/02/22 11:00 AM	Nessmeyer FC	Galia Gold FC	Jamrud Doctor	Eritrea	Asmara

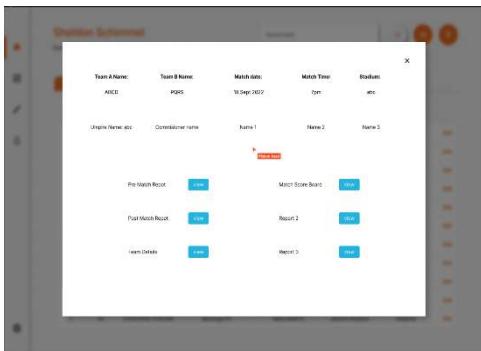
## Ufanyaji kazi wa “league director” kwenye mfumo

### I. Kuhakiki taarifa za mechii na ripoti husika.

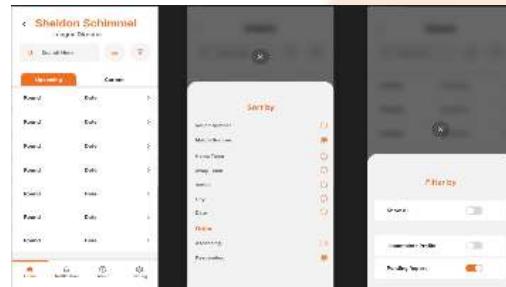
“League director” anarekebisha mechii kwenye mfumo kwa kubonyeza kitufe kinachofanana nyumba upande wa kushoto, ikifuaatiwa na kitufe “edit” mbele ya mechii husika. Atajaza au kuhakiki taarifa zinazo

hitajika kisha atahifadhi ili kuongezea taarifa kwenye mfumo.

## Muonekano wa kompyuta



## Muonekano wa Simu Janja

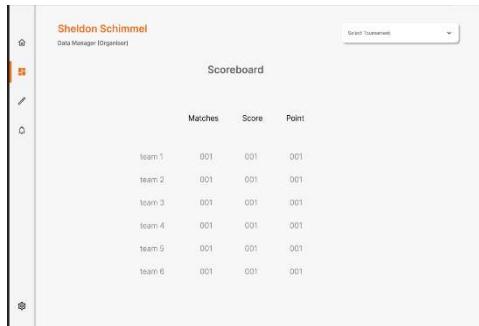


## II. Kuhakiki matokeo ya mechii kwenye mfumo

“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

## Muonekano wa kompyuta



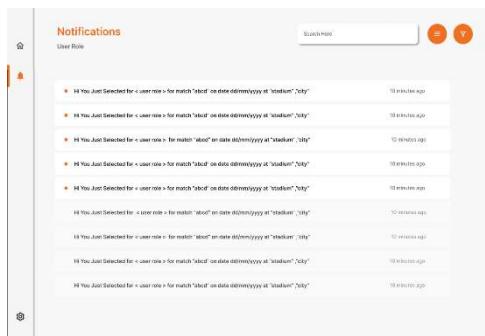
## Muonekano wa Simu Janja



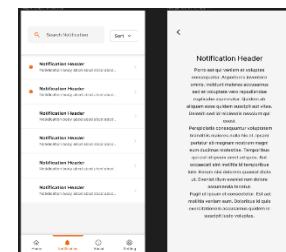
## III. Kutoa taarifa za kumbukumbu kwa mtumiaji mfumo

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

## Muonekano wa kompyuta



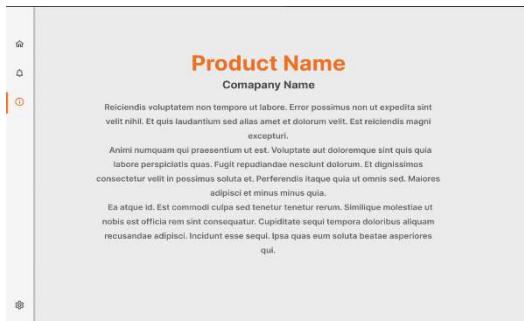
## Muonekano wa Simu Janja



#### IV. 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”

Muonekano wa kompyuta



Muonekano wa Simu Janja

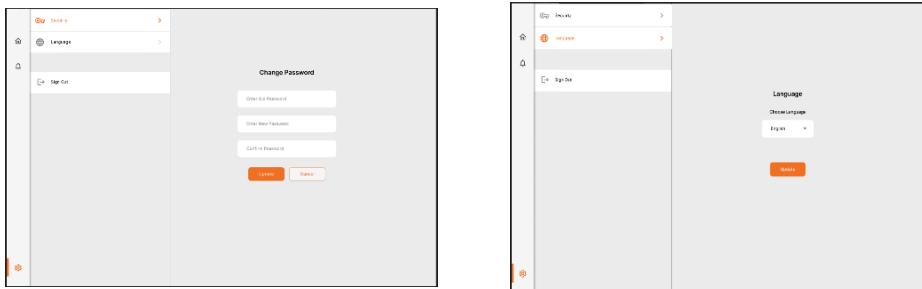


#### V. Matengenezo ya mfumo

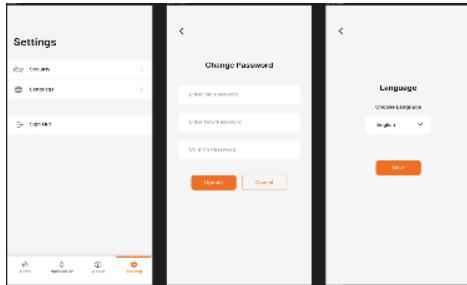
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

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

Muonekano wa kompyuta

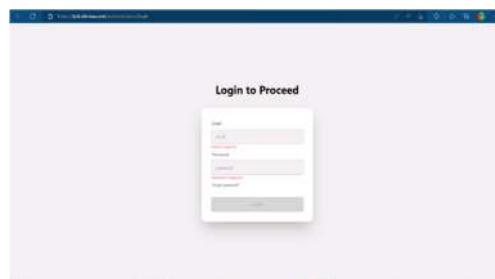


Muonekano wa Simu Janja

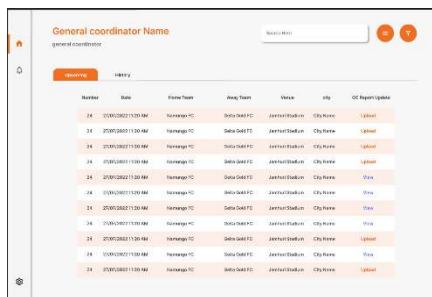


## General coordinator

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 ulivyo sajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.



**Ufanyaji kazi wa “general coordinator” kwenye mfumo wa dimbaa**

## I. Kuhakiki taarifa za mechini

The image displays three side-by-side screenshots of a software application's interface, likely a database or reporting tool.

- Left Screenshot:** A "GENERAL COORDINATOR FORM" is shown. It includes a "Groups" section with 15 rows, each with columns for "Group" and "Count". Below this are sections for "Composition", "Role", "Status", and "Team". The "Status" section includes a dropdown menu with "Pending", "Accepted", and "Rejected" options. The "Team" section includes dropdowns for "Team A" and "Team B", both set to "pending". At the bottom are three buttons: "Reset", "Save Data", and "Print".
- Middle Screenshot:** A list titled "Sheldon Schimmel" (Data Manager, Department) is displayed. The list has columns for "Name", "Status", and "Last Update". A search bar at the top right is set to "Pending Review Only". A "Filter by" dropdown is open, showing "Show All" and "Pending Review Only" (which is selected). The list shows 10 entries, all of which are "Pending Review Only".
- Right Screenshot:** The same list as the middle screenshot, but with a "Sort by" dropdown open. The dropdown shows "Last Name" (selected), "First Name", and "Last Update". The list shows 10 entries, all of which are "Pending Review Only".

## **II. Kusajili matokeo ya mechini**

GENERAL COORDINATOR FORM

Weeks	1	2	3	4	5	6	7	8	9	10	11	12	13
Team A	Team A	Team B	Team C	Team D	Team E	Team F	Team G	Team H	Team I	Team J	Team K	Team L	Team M
Extra time zone	Team A	Team B	Team C	Team D	Team E	Team F	Team G	Team H	Team I	Team J	Team K	Team L	Team M
Finally	Team A	Team B	Team C	Team D	Team E	Team F	Team G	Team H	Team I	Team J	Team K	Team L	Team M

**Next**   **Save Draft**   **Submit**

### III. Kujaza fomu za taarifa ya mechii

The image displays a 4x3 grid of screenshots from a digital form titled 'GENERAL COORDINATOR FORM'. The form is organized into several sections:

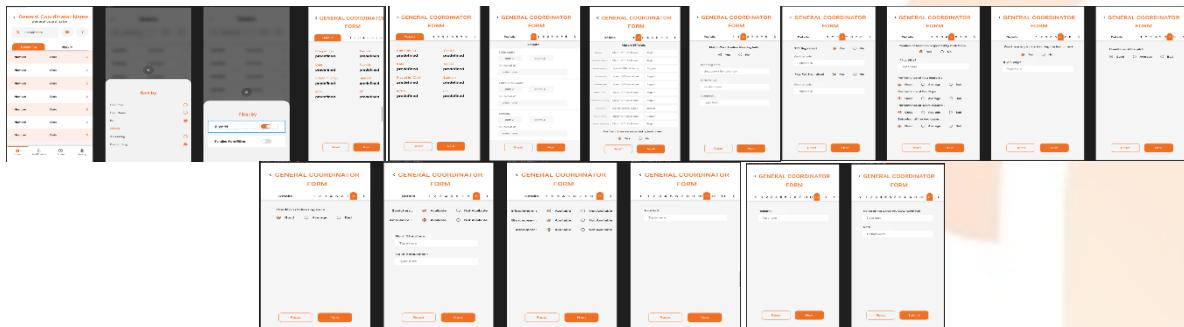
- Section 1 (Top Left):** Contains fields for 'Address', 'Phone Number', 'Email Address', 'Mechanic Name', 'Mechanic Address', 'Mechanic Phone', 'Mechanic Email', 'General Mechanic', 'Trade Mechanic', 'Trade Office', 'Source Mechanic', and 'Comments'. Buttons at the bottom include 'Save', 'Cancel', and 'Print'.
- Section 2 (Top Middle):** Shows a date range selector from '01/01/2023' to '31/12/2023' with a 'Search' button below it.
- Section 3 (Top Right):** Displays a legend for 'Mechanic Status' with categories: 'Mechanic' (orange), 'Assistant' (blue), 'Technician' (green), 'Mechanic' (orange), 'Technician' (green), and 'Mechanic' (orange). Buttons at the bottom are 'Save', 'Cancel', and 'Print'.
- Section 4 (Second Row, Left):** Features dropdown menus for 'Designation' (Mechanic, Assistant, Technician) and 'Category' (Mechanic, Assistant, Technician).
- Section 5 (Second Row, Middle):** Shows a date range selector from '01/01/2023' to '31/12/2023' with a 'Search' button below it.
- Section 6 (Second Row, Right):** Displays a legend for 'Mechanic Status' with categories: 'Mechanic' (orange), 'Assistant' (blue), 'Technician' (green), 'Mechanic' (orange), 'Technician' (green), and 'Mechanic' (orange). Buttons at the bottom are 'Save', 'Cancel', and 'Print'.
- Section 7 (Third Row, Left):** Contains fields for 'Address', 'Phone Number', 'Email Address', and 'Comments'. Buttons at the bottom are 'Save', 'Cancel', and 'Print'.
- Section 8 (Third Row, Middle):** Shows a date range selector from '01/01/2023' to '31/12/2023' with a 'Search' button below it.
- Section 9 (Third Row, Right):** Displays a legend for 'Mechanic Status' with categories: 'Mechanic' (orange), 'Assistant' (blue), 'Technician' (green), 'Mechanic' (orange), 'Technician' (green), and 'Mechanic' (orange). Buttons at the bottom are 'Save', 'Cancel', and 'Print'.
- Section 10 (Bottom Row, Left):** Features dropdown menus for 'Designation' (Mechanic, Assistant, Technician) and 'Category' (Mechanic, Assistant, Technician).
- Section 11 (Bottom Row, Middle):** Shows a date range selector from '01/01/2023' to '31/12/2023' with a 'Search' button below it.
- Section 12 (Bottom Row, Right):** Displays a legend for 'Mechanic Status' with categories: 'Mechanic' (orange), 'Assistant' (blue), 'Technician' (green), 'Mechanic' (orange), 'Technician' (green), and 'Mechanic' (orange). Buttons at the bottom are 'Save', 'Cancel', and 'Print'.

### IV. Kuhakiki na kutuma taarifa na fomu

Muonekano wa kompyuta

A screenshot of the 'GENERAL COORDINATOR FORM' showing a large, empty text area for notes or comments. The text area is labeled 'Notes' and contains placeholder text: 'New information about the general coordinator form'.

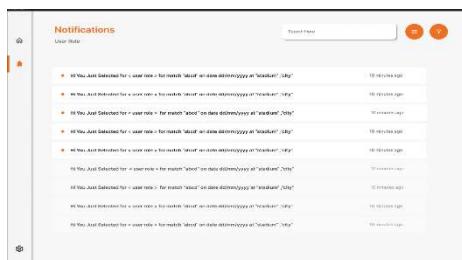
## Muonekano wa Simu Janja



## 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”

### Muonekano wa kompyuta



### Muonekano wa Simu Janja



## VI. 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”

### Muonekano wa kompyuta



### Muonekano wa Simu Janja

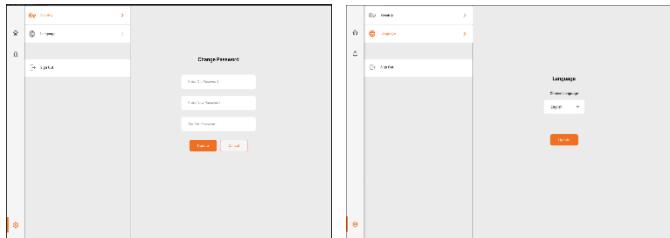


## VII. Matengenezo ya mfumo

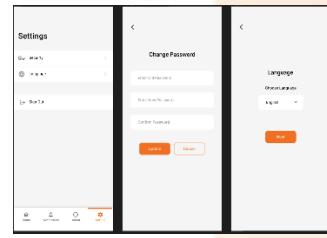
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

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

Muonekano wa kompyuta

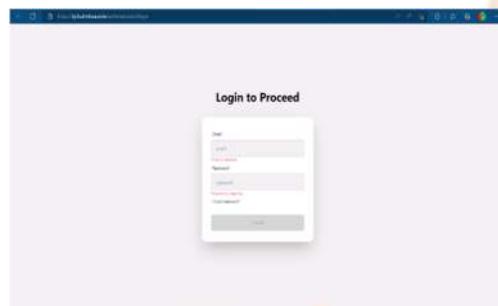


Muonekano wa Simu Janja



## 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.

Referee Name						
Referee						
Upcoming		History				
Number	Date	Home Team	Away Team	Venue	City	Ref Report
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">View</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">Update</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">Update</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">Update</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">View</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">View</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">View</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">View</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">View</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">Update</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">View</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">Update</a>
24	27/07/2022 11:20 AM	Nsimango FC	Gulta Gold FC	Jamhuri Stadium	City Name	<a href="#">View</a>

## Ufanyaji kazi wa referee katika mfumo wa dimbaa

### I. Kuhakiki taarifa za mechii

The screenshot shows a form titled "Referee FORM". It includes a navigation bar with tabs labeled 1 through 12. Below the tabs are several dropdown menus and input fields:

- Competition: predefined
- Date: predefined
- Stadium: predefined
- Played In (Home): predefined
- Ref ID: predefined
- Match: predefined
- Team A: predefined
- Team B: predefined

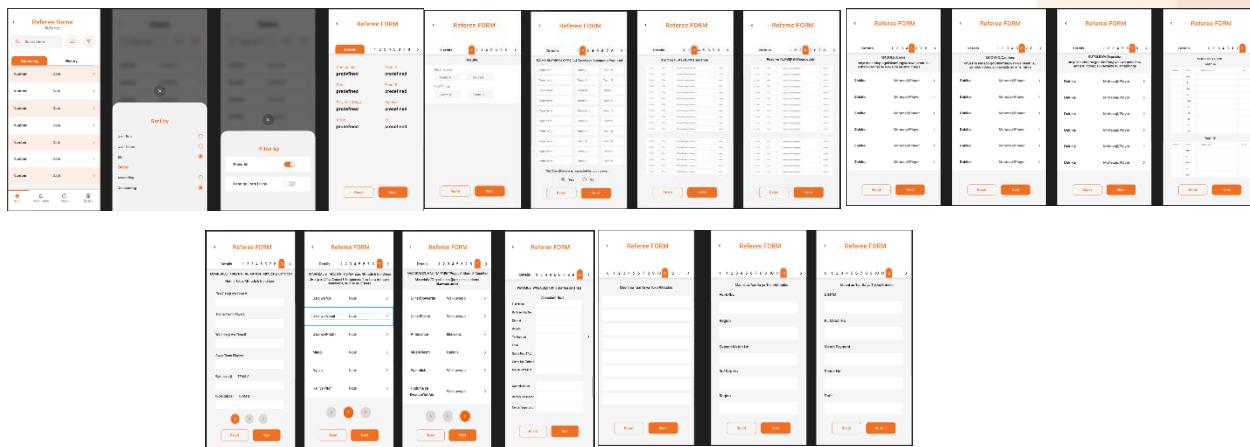
At the bottom of the form are three buttons: "Reset", "Search", and "Next".

## II. Kujaza fomu za taarifa ya mechis husika

### III. Kuhakiki taarifa na kutuma ripoti

muonekano wa kmpyuta

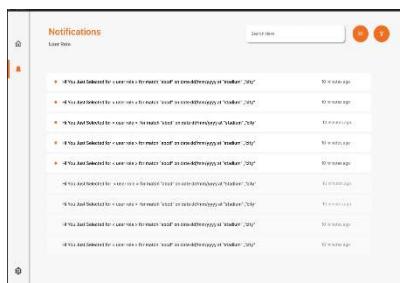
Muonekano wa Simu Janja



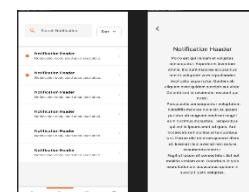
### IV. Kutoa taarifa za kumbukumbu kwa mtumiaji mfumo

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

Muonekano wa kompyuta



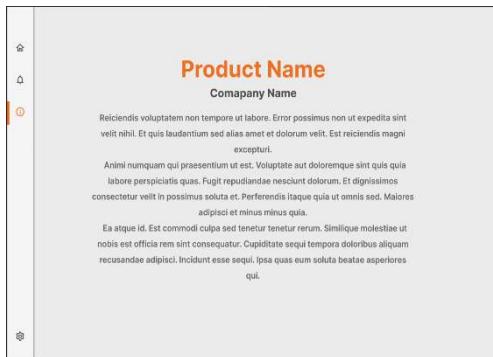
Muonekano wa Simu Janja



## V. 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"

Muonekano wa kompyuta



Muonekano wa Simu Janja

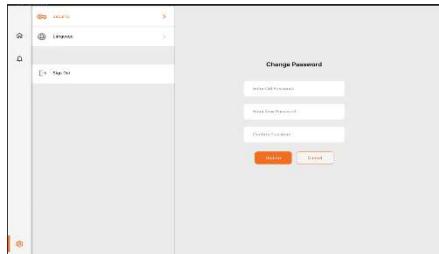


## VI. Matengenezo ya mfumo

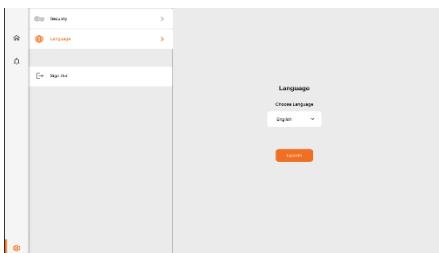
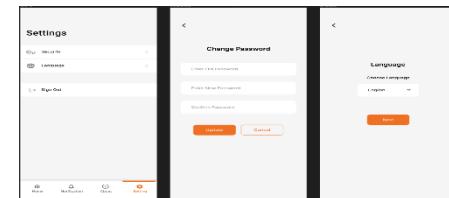
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

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

Muonekano wa kompyuta

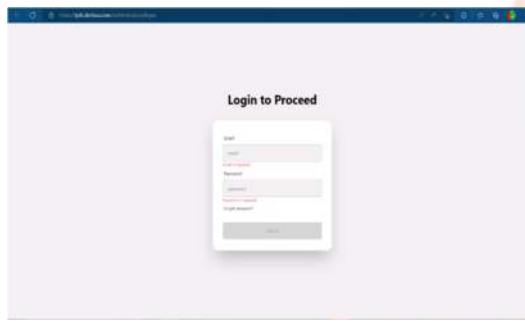


Muonekano wa Simu Janja



## 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.

Muonekano wa kompyuta

Number	Date	Home Team	Away Team	Venue	City	Pre-Match Report	Post Match Report
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	Uploaded	Uploaded
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	Uploaded	Uploaded
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	Uploaded	Uploaded
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	Uploaded	Uploaded
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	View	View
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	View	Uploaded
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	View	Uploaded
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	View	View
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	Uploaded	View
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	View	View
24	27/07/2022 11:00 AM	Nsimunge FC	Gelila Gold FC	Jamhuri Stadium	City Name	Uploaded	Uploaded

Muonekano wa Simu Janja

## Ufanyaji kazi wa “match commissioner”

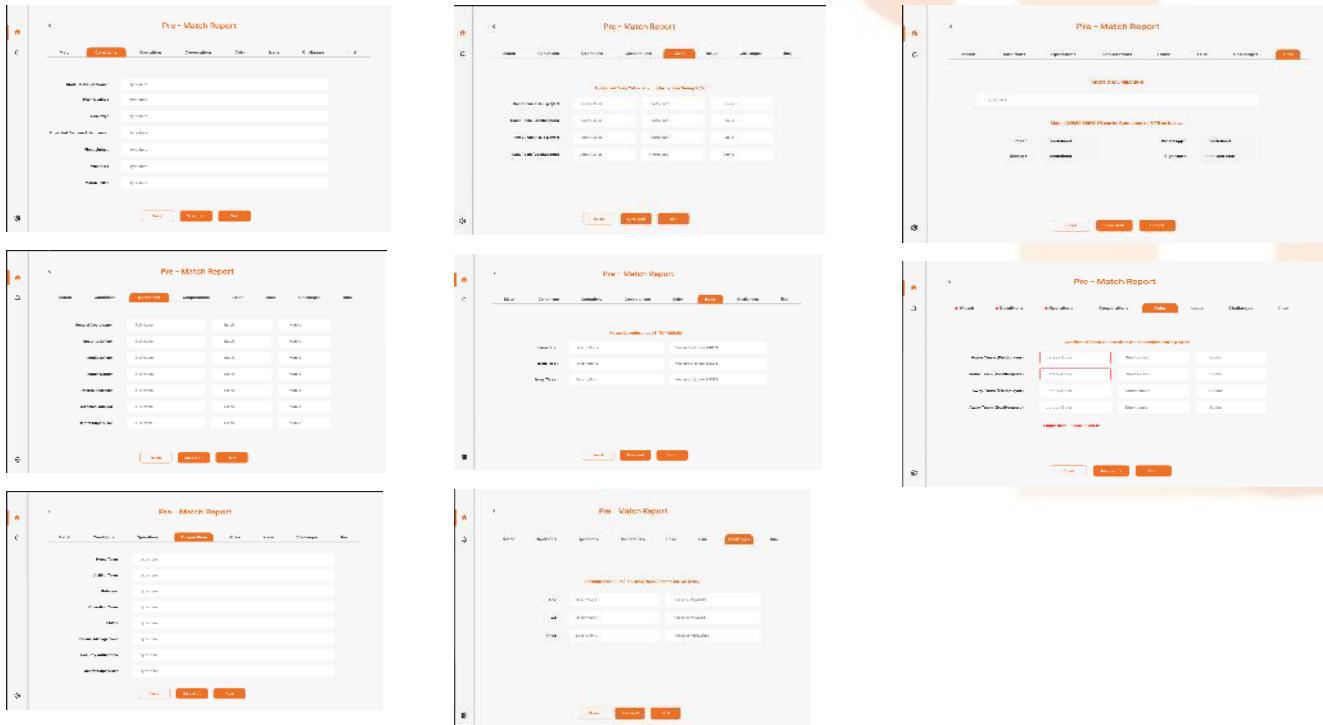
### I. Kuhakiki taarifa za mechii

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

## II. Kujaza ripoti ya awali ya mech

“Match coordinator” ataendelea kwa kujaza mtiririko wa fomu maalumu za za ripoti ya awali ya mech 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.

Muonekano wa kompyuta



Muonekano wa Simu Janja



## III. Kujaza ripoti baada ya mech

“Match coordinator” ataendelea kwa kujaza mtiririko wa fomu maalumu za za ripoti ya baada ya mech 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

## Muonekano wa kompyuta

The screenshots illustrate the following sections of the Post-Match Report application:

- Match:** Shows a table for 'Match' with columns for Month, Day, Year, and Match ID (TBA). Below it is a table for 'Player Statistics' with rows for Position, Name, Team, and Points.
- Team A:** Shows a table for 'Team A' with columns for Position, Name, Team, and Points.
- Team B:** Shows a table for 'Team B' with columns for Position, Name, Team, and Points.
- LUMBER RESULTS:** Shows a table for 'Lumber Results' with columns for Item Type, Item ID, and Quantity.
- ARMED WEAPONS:** Shows a table for 'Armed Weapons' with columns for Item Type, Item ID, and Quantity.
- TACTICAL:** Shows a table for 'Tactical' with columns for Item Type, Item ID, and Quantity.
- Tactical:** Shows a detailed breakdown of tactical items with specific descriptions and quantities.

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"; "Mehdi", "Red Devils", "0"; and "Tariq", "Red Devils", "0". Below the table is a summary box with the text "TOTAL GOALS: 1" and a "Match Summary" button. At the bottom are "Print" and "Close" buttons.

**Pest - Match Report**

Item	Score	Notes
Health and Hygiene	90%	Overall situation from Hygiene, Bed Bugs etc... (Inadequate, Moderate, High to极好)
Anonymity of Guests	85%	Overall PUBLIC Privacy (High to极好)
Atmosphere	80%	Overall PRIVATE Atmosphere (High to极好)
Neighbourhood	80%	Overall AREA Privacy (High to极好)
Total Score	85%	
Overall Rating		85% (Very Good)

**Final Summary:** Overall Rating: 85% (Very Good). The establishment has strong points in Health and Hygiene, but could improve in Anonymity of Guests and Atmosphere.

**Post - Match Report**

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Match No.	Date	Time	Home Team	Guest Team	Referee
1	2023-09-15	14:00	Team A	Team B	Referee 1
Match Details					
<p><b>Home Team</b></p> <ul style="list-style-type: none"> <li>Score: 2-1</li> <li>Goals: 0-1 (Own Goal), 1-0 (Own Goal)</li> <li>Yellow Cards: 2 (Player 1, Player 2)</li> <li>Red Cards: 0</li> <li>Substitutions: 3 (Player 1, Player 2, Player 3)</li> <li>Corner Kicks: 4</li> <li>Foul Fouls: 6</li> <li>Offside: 2</li> <li>Penalties: 0</li> </ul> <p><b>Guest Team</b></p> <ul style="list-style-type: none"> <li>Score: 1-2</li> <li>Goals: 1-0 (Own Goal), 0-1 (Own Goal)</li> <li>Yellow Cards: 1 (Player 1)</li> <li>Red Cards: 0</li> <li>Substitutions: 2 (Player 1, Player 2)</li> <li>Corner Kicks: 3</li> <li>Foul Fouls: 5</li> <li>Offside: 1</li> <li>Penalties: 0</li> </ul>					
Match Summary					
<p><b>Home Team</b></p> <ul style="list-style-type: none"> <li>Score: 2-1</li> <li>Goals: 0-1 (Own Goal), 1-0 (Own Goal)</li> <li>Yellow Cards: 2 (Player 1, Player 2)</li> <li>Red Cards: 0</li> <li>Substitutions: 3 (Player 1, Player 2, Player 3)</li> <li>Corner Kicks: 4</li> <li>Foul Fouls: 6</li> <li>Offside: 2</li> <li>Penalties: 0</li> </ul> <p><b>Guest Team</b></p> <ul style="list-style-type: none"> <li>Score: 1-2</li> <li>Goals: 1-0 (Own Goal), 0-1 (Own Goal)</li> <li>Yellow Cards: 1 (Player 1)</li> <li>Red Cards: 0</li> <li>Substitutions: 2 (Player 1, Player 2)</li> <li>Corner Kicks: 3</li> <li>Foul Fouls: 5</li> <li>Offside: 1</li> <li>Penalties: 0</li> </ul>					
Match Statistics					
<p><b>Home Team</b></p> <ul style="list-style-type: none"> <li>Score: 2-1</li> <li>Goals: 0-1 (Own Goal), 1-0 (Own Goal)</li> <li>Yellow Cards: 2 (Player 1, Player 2)</li> <li>Red Cards: 0</li> <li>Substitutions: 3 (Player 1, Player 2, Player 3)</li> <li>Corner Kicks: 4</li> <li>Foul Fouls: 6</li> <li>Offside: 2</li> <li>Penalties: 0</li> </ul> <p><b>Guest Team</b></p> <ul style="list-style-type: none"> <li>Score: 1-2</li> <li>Goals: 1-0 (Own Goal), 0-1 (Own Goal)</li> <li>Yellow Cards: 1 (Player 1)</li> <li>Red Cards: 0</li> <li>Substitutions: 2 (Player 1, Player 2)</li> <li>Corner Kicks: 3</li> <li>Foul Fouls: 5</li> <li>Offside: 1</li> <li>Penalties: 0</li> </ul>					
Match Report					
<p><b>Home Team</b></p> <ul style="list-style-type: none"> <li>Score: 2-1</li> <li>Goals: 0-1 (Own Goal), 1-0 (Own Goal)</li> <li>Yellow Cards: 2 (Player 1, Player 2)</li> <li>Red Cards: 0</li> <li>Substitutions: 3 (Player 1, Player 2, Player 3)</li> <li>Corner Kicks: 4</li> <li>Foul Fouls: 6</li> <li>Offside: 2</li> <li>Penalties: 0</li> </ul> <p><b>Guest Team</b></p> <ul style="list-style-type: none"> <li>Score: 1-2</li> <li>Goals: 1-0 (Own Goal), 0-1 (Own Goal)</li> <li>Yellow Cards: 1 (Player 1)</li> <li>Red Cards: 0</li> <li>Substitutions: 2 (Player 1, Player 2)</li> <li>Corner Kicks: 3</li> <li>Foul Fouls: 5</li> <li>Offside: 1</li> <li>Penalties: 0</li> </ul>					

P
Post - Match Report

P M

Match

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 70 81 82 83 84 85 86 87 88 89 80 91 92 93 94 95 96 97 98 99 90 100 101 102 103 104 105 106 107 108 109 100 111 112 113 114 115 116 117 118 119 110 120 121 122 123 124 125 126 127 128 129 120 130 131 132 133 134 135 136 137 138 139 130 140 141 142 143 144 145 146 147 148 149 140 150 151 152 153 154 155 156 157 158 159 150 160 161 162 163 164 165 166 167 168 169 160 170 171 172 173 174 175 176 177 178 179 170 180 181 182 183 184 185 186 187 188 189 180 190 191 192 193 194 195 196 197 198 199 190 200 201 202 203 204 205 206 207 208 209 200 210 211 212 213 214 215 216 217 218 219 210 220 221 222 223 224 225 226 227 228 229 220 230 231 232 233 234 235 236 237 238 239 230 240 241 242 243 244 245 246 247 248 249 240 250 251 252 253 254 255 256 257 258 259 250 260 261 262 263 264 265 266 267 268 269 260 270 271 272 273 274 275 276 277 278 279 270 280 281 282 283 284 285 286 287 288 289 280 290 291 292 293 294 295 296 297 298 299 290 300 301 302 303 304 305 306 307 308 309 300 310 311 312 313 314 315 316 317 318 319 310 320 321 322 323 324 325 326 327 328 329 320 330 331 332 333 334 335 336 337 338 339 330 340 341 342 343 344 345 346 347 348 349 340 350 351 352 353 354 355 356 357 358 359 350 360 361 362 363 364 365 366 367 368 369 360 370 371 372 373 374 375 376 377 378 379 370 380 381 382 383 384 385 386 387 388 389 380 390 391 392 393 394 395 396 397 398 399 390 400 401 402 403 404 405 406 407 408 409 400 410 411 412 413 414 415 416 417 418 419 410 420 421 422 423 424 425 426 427 428 429 420 430 431 432 433 434 435 436 437 438 439 430 440 441 442 443 444 445 446 447 448 449 440 450 451 452 453 454 455 456 457 458 459 450 460 461 462 463 464 465 466 467 468 469 460 470 471 472 473 474 475 476 477 478 479 470 480 481 482 483 484 485 486 487 488 489 480 490 491 492 493 494 495 496 497 498 499 490 500 501 502 503 504 505 506 507 508 509 500 510 511 512 513 514 515 516 517 518 519 510 520 521 522 523 524 525 526 527 528 529 520 530 531 532 533 534 535 536 537 538 539 530 540 541 542 543 544 545 546 547 548 549 540 550 551 552 553 554 555 556 557 558 559 550 560 561 562 563 564 565 566 567 568 569 560 570 571 572 573 574 575 576 577 578 579 570 580 581 582 583 584 585 586 587 588 589 580 590 591 592 593 594 595 596 597 598 599 590 600 601 602 603 604 605 606 607 608 609 600 610 611 612 613 614 615 616 617 618 619 610 620 621 622 623 624 625 626 627 628 629 620 630 631 632 633 634 635 636 637 638 639 630 640 641 642 643 644 645 646 647 648 649 640 650 651 652 653 654 655 656 657 658 659 650 660 661 662 663 664 665 666 667 668 669 660 670 671 672 673 674 675 676 677 678 679 670 680 681 682 683 684 685 686 687 688 689 680 690 691 692 693 694 695 696 697 698 699 690 700 691 702 703 704 705 706 707 708 709 700 710 711 712 713 714 715 716 717 718 719 710 720 721 722 723 724 725 726 727 728 729 720 730 731 732 733 734 735 736 737 738 739 730 740 741 742 743 744 745 746 747 748 749 740 750 751 752 753 754 755 756 757 758 759 750 760 761 762 763 764 765 766 767 768 769 760 770 771 772 773 774 775 776 777 778 779 770 780 781 782 783 784 785 786 787 788 789 780 790 791 792 793 794 795 796 797 798 799 790 800 791 802 803 804 805 806 807 808 800 810 811 812 813 814 815 816 817 818 819 810 820 821 822 823 824 825 826 827 828 829 820 830 831 832 833 834 835 836 837 838 839 830 840 841 842 843 844 845 846 847 848 849 840 850 851 852 853 854 855 856 857 858 859 850 860 861 862 863 864 865 866 867 868 869 860 870 871 872 873 874 875 876 877 878 879 870 880 881 882 883 884 885 886 887 888 889 880 890 891 892 893 894 895 896 897 898 899 890 900 891 902 903 904 905 906 907 908 900 910 911 912 913 914 915 916 917 918 919 910 920 921 922 923 924 925 926 927 928 929 920 930 931 932 933 934 935 936 937 938 939 930 940 941 942 943 944 945 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2393 2394 2395 2396 2397 2398 2399 2390 2400 2391 2402 2393 2404 2395 2406 2397 2408 2399 2410 2401 2402 2403 2404 2405 2406 2407 2408 2409 2400 2410 2411 2412 2413 2414 2415 2416 2417 2418 2419 2410 2420 2421 2422 2423 2424

The screenshot shows the 'Post - Match Report' interface. At the top, it displays the date '2019-08-10' and the location 'Bremen'. Below this, there's a summary table with columns for 'Team', 'Goals', 'Shots', 'Fouls', and 'Yellow Cards'. The summary table shows:

Team	Goals	Shots	Fouls	Yellow Cards
FC Bayern München	1	10	10	2
FC Schalke 04	0	10	10	0

Below the summary is a detailed table for 'FC Bayern München' with rows for 'Goals', 'Shots', 'Fouls', and 'Yellow Cards' for each player. The table includes a 'Details' column with a link to 'View Player Profile'.

Player	Goals	Shots	Fouls	Yellow Cards	Details
Muller	1	3	3	1	<a href="#">View Player Profile</a>
Sane	0	2	2	0	<a href="#">View Player Profile</a>
Kimmich	0	2	2	0	<a href="#">View Player Profile</a>
Hummels	0	2	2	0	<a href="#">View Player Profile</a>
Alaba	0	2	2	0	<a href="#">View Player Profile</a>
Goretzka	0	2	2	0	<a href="#">View Player Profile</a>
Coman	0	2	2	0	<a href="#">View Player Profile</a>
Levy	0	2	2	0	<a href="#">View Player Profile</a>
Neuer	0	2	2	0	<a href="#">View Player Profile</a>
Thiago	0	2	2	0	<a href="#">View Player Profile</a>
Roberto Soriano	0	2	2	0	<a href="#">View Player Profile</a>
Alaba	0	2	2	0	<a href="#">View Player Profile</a>
Coman	0	2	2	0	<a href="#">View Player Profile</a>
Goretzka	0	2	2	0	<a href="#">View Player Profile</a>
Hummels	0	2	2	0	<a href="#">View Player Profile</a>
Kimmich	0	2	2	0	<a href="#">View Player Profile</a>
Muller	0	2	2	0	<a href="#">View Player Profile</a>
Sane	0	2	2	0	<a href="#">View Player Profile</a>

The screenshot shows a user interface for a 'Match Report' titled 'Post - Match Report'. The main content area displays a table with two rows of data. The first row, 'Match 1', includes columns for 'Performance' (with a value of '80 points'), 'Tactical' (with a value of '80 points'), and a note 'Cooperation with Defense and Att. Offense | Matchstrategie nachvollziehbar'. The second row, 'Match 2', includes columns for 'Accuracy of Dribbles' (with a value of '80 points'), 'Match Control' (with a value of '80 points'), and a note 'Kontrolle über das Spiel | Akribie bei Ballbesitz'. At the bottom, there are three orange buttons labeled 'Score', 'Match Report', and 'Home'.

1st Assistant Referee PERFORMANCE		
Match 1	Performance 80 points	Tactical 80 points Cooperation with Defense and Att. Offense   Matchstrategie nachvollziehbar
Match 2	Accuracy of Dribbles 80 points	Match Control 80 points Kontrolle über das Spiel   Akribie bei Ballbesitz

Score Match Report Home

**Post - Match Report**

100% Available Points **PERFORMANCE**

Parameter	Value
Points achievement	100 minutes
Accuracy of digits	100 minutes
Reaction time	100 minutes
Teamwork	100 minutes

Estimated time spent on research, analysis and preparation [Time available for the task] - Estimated time spent on research, analysis and preparation [Time available for the task]

**STAKEHOLDER'S Overall Maturity Rating:**

Want to know about Stakeholder's maturity?

**Comments:**

**Next Step:**

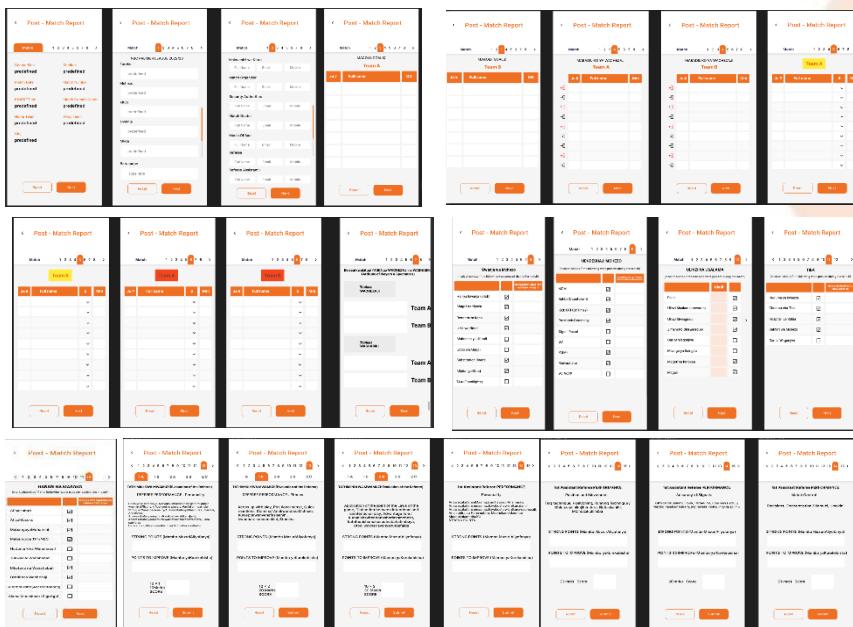
The screenshot shows the 'Post - Match Report' interface. At the top, there's a navigation bar with icons for back, forward, search, and other report types. Below it is a summary table with columns for 'Team', 'Score', and 'Status'. The table shows two rows: 'FC Bayern Munich' with a score of '0-0' and 'Status' 'Match Ended', and 'VfL Wolfsburg' with a score of '0-0' and 'Status' 'Match Ended'. A large orange button at the bottom left says 'Match Details'. On the right, there's a detailed view of the 'Match Summary' section, which includes a table with columns for 'Event Type', 'Time', 'Team', 'Player', and 'Description'. It lists several events such as 'Corner kick', 'Goal', and 'Yellow card' for both teams.

The screenshot shows a search results page for the term "Platt - Nation Network". The sidebar on the left lists categories such as "Bücher", "Hörbücher", "E-Books", "Blu-ray", "DVD", "Kinder und Jugend", "Fiction", "Non-fiction", and "Science Fiction & Fantasy". The main content area displays a grid of search results, each with a thumbnail, title, author, and price. A modal window titled "Details" is open over one of the results, showing a larger image of the book cover and the title "Platt - Nation Network".

<
Post - Match Report
>

Mark	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	3rd Assistant Referee PERFORMANCE																			
	Position and Movement																			
Personality	60marks																			
Position and Movement	60marks					Play Technique, Possessing, Running Technique (Microtechniques), Movement, Microbehaviour														
Accuracy of Signals	60marks																			
Main Control	60marks					STRONG POINTS (Marks/Hand/Hip/Knee)														
Transferee	60marks					POSSIBLE IMPROVEMENTS (Marks/Hand/Hip/Knee)														
Total Marks	60marks																			
	20 MTS Score																			

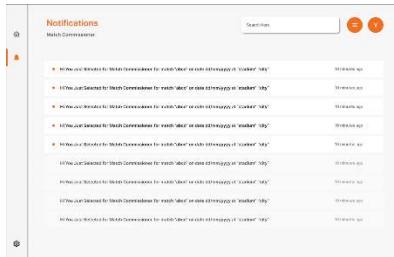
## Muonekano wa Simu Janja



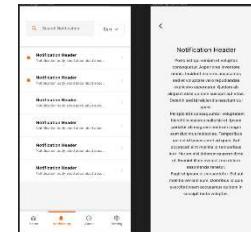
### IV. Kutoa taarifa za kumbukumbu kwa mtumiaji mfumo

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

#### Muonekano wa kompyuta



#### Muonekano wa Simu Janja



### V. Taarifa kuhusu watengenezaji wa mfumo

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

#### Muonekano wa kompyuta



#### Muonekano wa Simu Janja

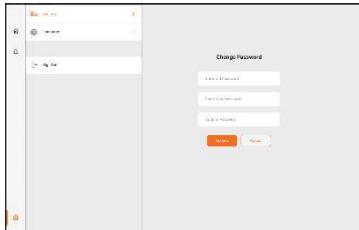


## VI. Matengenezo ya mfumo

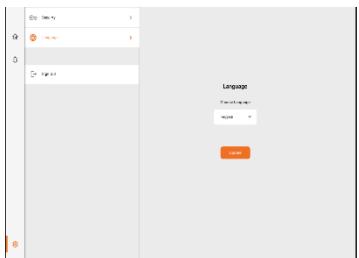
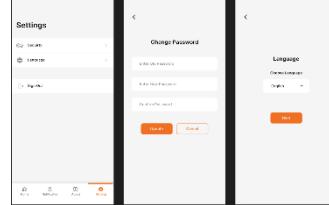
Kwenye ukurasa wa mfumo kwa upanda wa kushoto chini kuna kitufe maalumu kwa madhumuni ya kufanya marekebisho ya mfumo wa Dimbaa.

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

Muonekano wa kompyuta

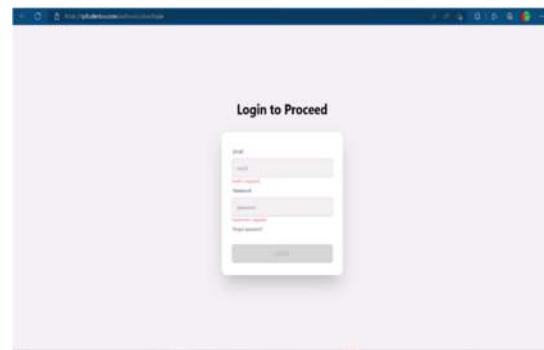


Muonekano wa Simu Janja



## 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 ulivyo sajiliwa, mfumo utafunguka kama inavyoonekana hapa chini.

### **Ufanyaji kazi wa “referee assessor”**

## I. Kujaza taarifa za mechini

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

**Referee Assessor FORM**

[Delete](#)
1
2
3
4
5
6
7
8

about the match

Competition :	or specific	Assessor Name :	predator
Match # :	or specific	Email :	predator@
Region :	or specific	Team # :	predator
Team A :	or specific	half time score :	Type here
Date :	or specific	In傷者 of :	Type here
Venue :	or specific	Player Score :	Type here
Contest :	or specific	In Master of :	Type here
Kick Off :	or specific		

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

## II. Kujaza fomu maalumu

“Referee assessor” ataendelea kwa kujaza mtiririko wa fomu maalumu za mechii 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.

Muonekano wa kompyuta

The Referee Assessor FORM application interface consists of several interconnected screens:

- Top Left:** A search interface for "Referee Assessor Name" with dropdown menus for "Referee Assessor" and "Referee". It includes fields for "Name", "Surname", "Gender", and "Age". Buttons include "Search", "Reset", and "Print".
- Top Middle:** A section titled "Evaluation of the referee" with a "Details" tab selected. It shows a table for "Physical fitness and positioning" with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".
- Top Right:** Another section titled "Evaluation of the referee" with a "Details" tab selected. It shows a table for "Control of the game" with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".
- Middle Left:** A modal window titled "Referee Assessment FORM" containing a detailed list of evaluation criteria and their descriptions, such as "Effectiveness of officiating", "Communication with officials", and "Control of the game".
- Middle Center:** A section titled "Evaluation of the referee" with a "Details" tab selected. It shows a table for "Team work" with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".
- Middle Right:** Another section titled "Evaluation of the referee" with a "Details" tab selected. It shows a table for "Key Points" with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".
- Bottom Left:** A section titled "Evaluation of the referee" with a "Details" tab selected. It shows a table for "Control of the game" with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".
- Bottom Center:** A section titled "Evaluation of the referee" with a "Details" tab selected. It shows a table for "Team work" with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".
- Bottom Right:** Another section titled "Evaluation of the referee" with a "Details" tab selected. It shows a table for "Key Points" with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".

Muonekano wa Simu Janja

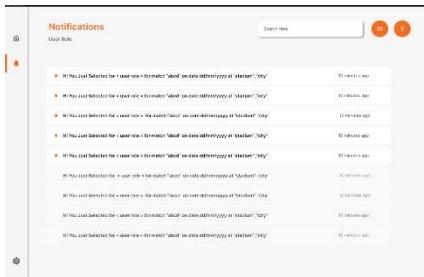
The mobile version of the Referee Assessor FORM application displays the same evaluation forms as the desktop version:

- Left Screen:** Shows the "Referee Assessor Name" search interface with dropdowns for "Referee Assessor" and "Referee". It includes fields for "Name", "Surname", "Gender", and "Age". Buttons include "Search", "Reset", and "Print".
- Middle Screen:** Shows the "Evaluation of the referee" section for "Physical fitness and positioning". It includes a table with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".
- Right Screen:** Shows the "Evaluation of the referee" section for "Control of the game". It includes a table with rows for "Mark" and "Comments". Buttons include "Search", "Reset", and "Print".

### 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”

Muonekano wa kompyuta



Muonekano wa Simu Janja



### IV. 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”

Muonekano wa kompyuta



Muonekano wa Simu Janja

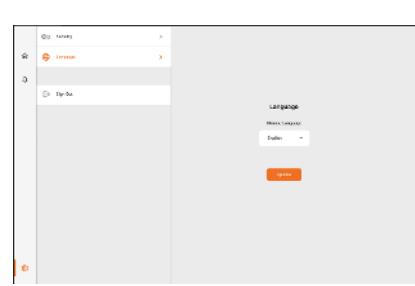
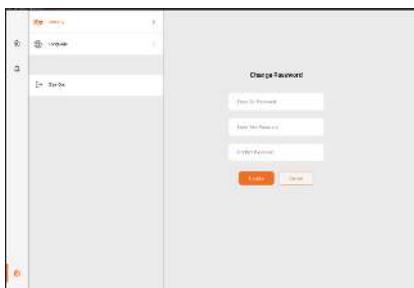


### V. Matengenezo ya mfumo

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

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

Muonekano wa kompyuta



Muonekano wa Simu Janja

