



الجامعة الإسلامية العالمية ماليزيا  
INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA  
يُونِيسْتِي إِسْلَامْ أَنْتَارَا بَعْشَا مِلْدِسِيَا

Garden of Knowledge and Virtue

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**KULLIYAH OF INFORMATION & COMMUNICATION TECHNOLOGY**

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**INFO 2302 WEB TECHNOLOGY  
SEMESTER 1, 2020/2021  
SECTION 1**

**PROJECT PART 1: PROPOSAL**  
**YOUTUBE LINK: [https://youtu.be/\\_a43nRY-txw](https://youtu.be/_a43nRY-txw)**

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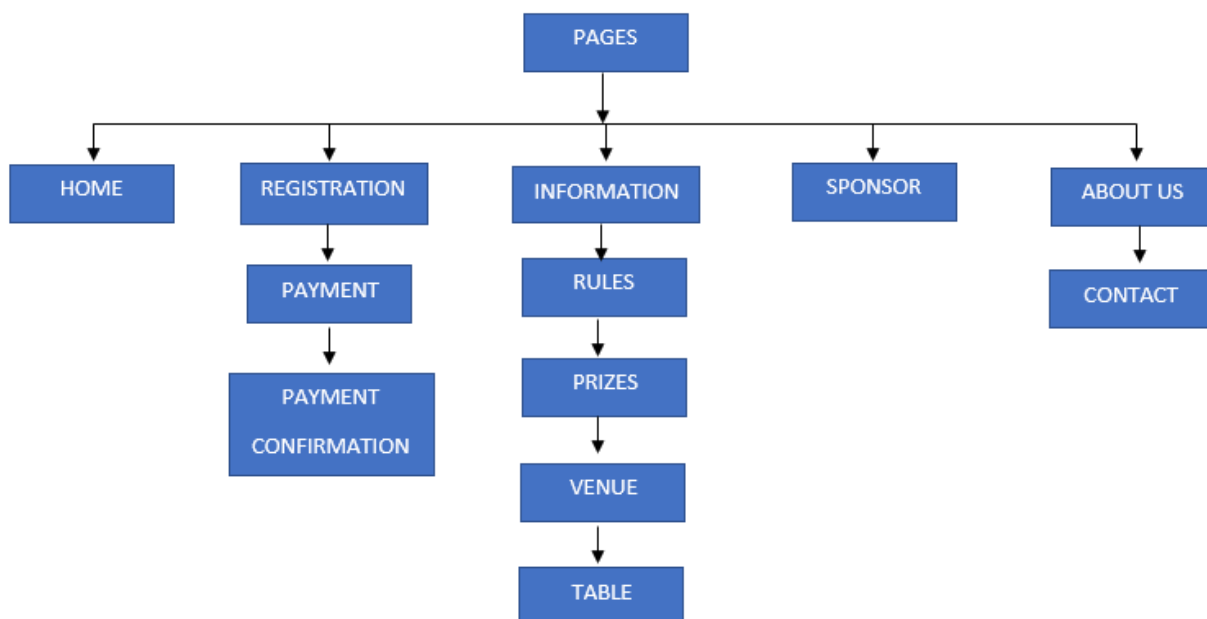
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## Project description:

The proposed project is about football events that handle and manage using websites. This website will be one stop center for the event. This is included in the register for the events to announce the winner of the events.

We proposed this website to ease the management in handling the event. We presume that the football that we are using in our website is a football event within students IIUM. This event we organize during the Conditional Control Movement Order (CMCO) in Malaysia. The purpose of this event is to give the students in IIUM get released their tension of studying and strengthen friendship between each other. This event will be handled with full Standard Operation Procedure (SOP) that was designed by the Malaysia government. Thus, we make our special football rules for this event such as we limit the players for each team for 11 players to 7 players.

## Project Sitemap



Above figure is the sitemap of our website. Here it shows the main and subpages.

## Proposed Modules

1. **Home page:** This is the homepage where the website will show the banner of the match to attract users to register for this event. It greets the user with brief descriptions and pictures of the events. There are a few buttons to link to other pages.
2. **Registration:** This section will show the form to register the team into this event. There are a few input texts here to fill up the details. After the user finishes their registration, the page will be linked to the payment gateway to make the payment. After they finish payment the page will be navigate to payment confirmation to confirm their payment
1. **Information:** This section covers all information about these events including the rules and regulations, prizes, venue, and match table. There some video elements will be in this section to give more information about this event.
2. **Sponsor:** This section will show our sponsor for these events. It is important to show them because there will be benefit to them for sponsoring us.
3. **About us:** About us section will show the forms that user can fill in if they have any inquiries about this event

## Project Mockup

### 1. Home:

- Home page describes the introduction of events and will have count down when events will be start
- The Home menu is active while users are browsing Homepage as well as every menu will show an active symbol when users will browse specific that menu.

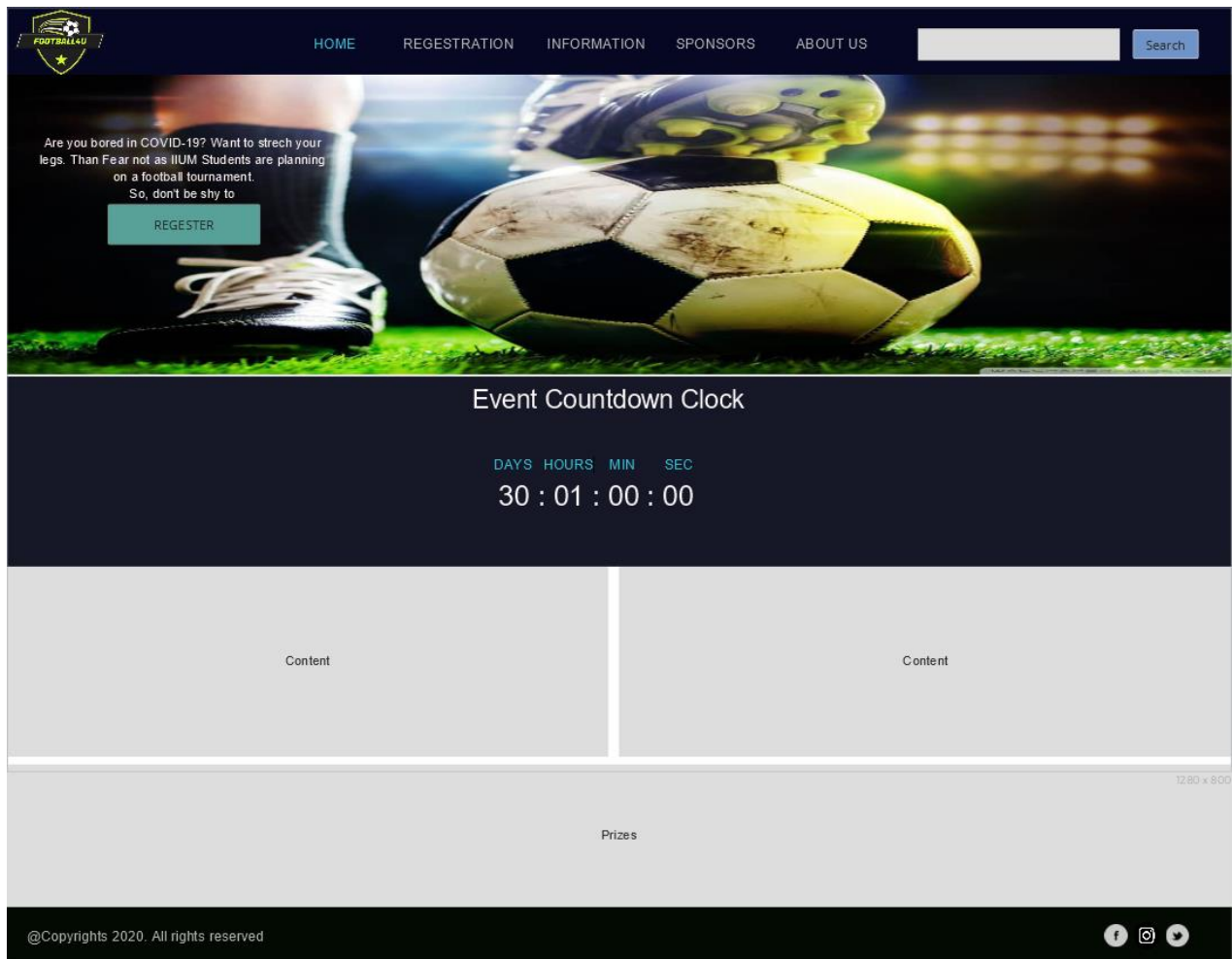
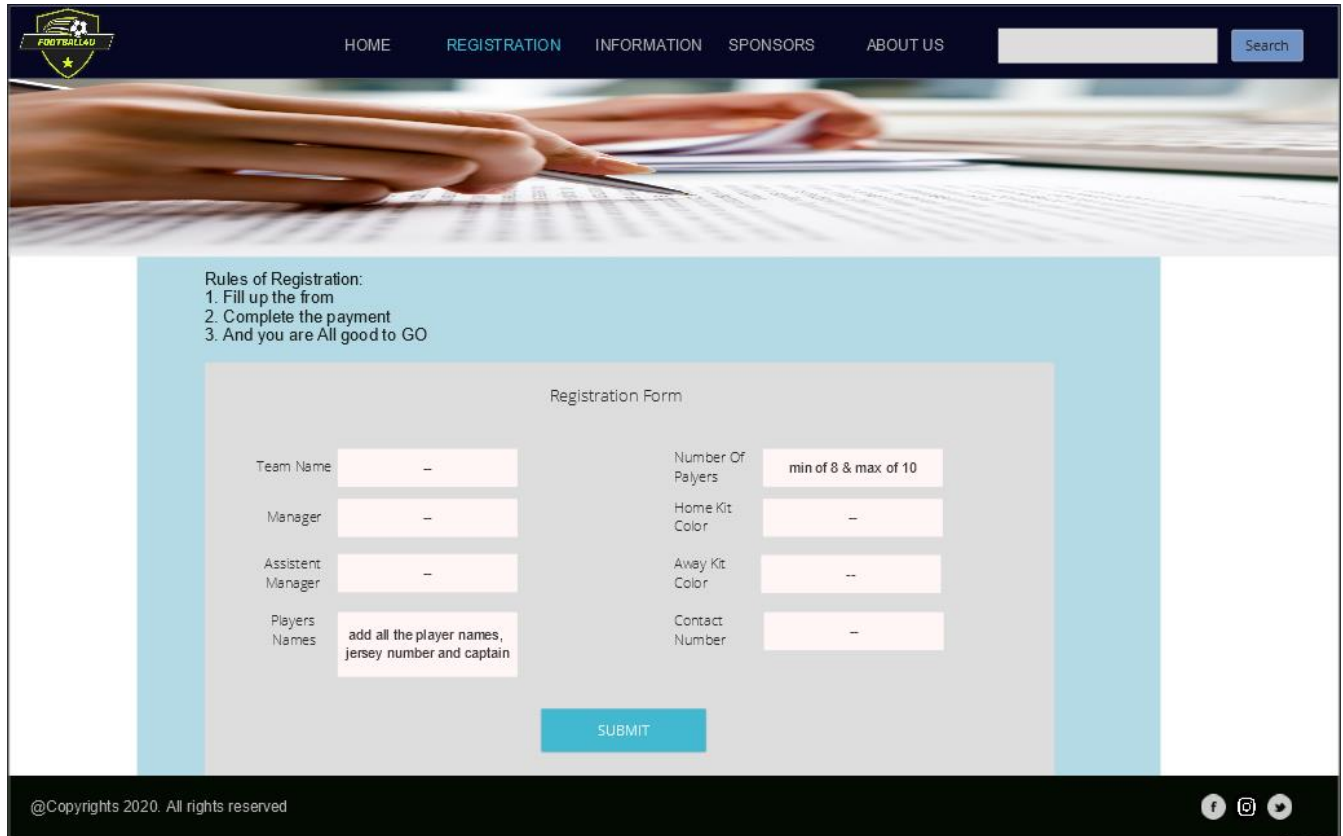


Figure: 1

## 2. Registration:

- This page for students who want to participate in this event
- They need to have their own team to register to this event
- There are several input box elements we will put here to get information from user.



The screenshot shows a web application for football registration. At the top is a dark blue navigation bar with a logo on the left and links for HOME, REGISTRATION, INFORMATION, SPONSORS, and ABOUT US on the right. A search bar is also present. Below the navigation bar is a large image of hands writing on a document. The main content area has a light blue background. It starts with the text 'Rules of Registration:' followed by a list: '1. Fill up the form', '2. Complete the payment', and '3. And you are All good to GO'. Below this is a 'Registration Form' box with a light gray background. The form contains two columns of input fields. The left column has fields for 'Team Name', 'Manager', 'Assistant Manager', and 'Players Names' (with a placeholder text 'add all the player names, jersey number and captain'). The right column has fields for 'Number Of Palyers' (with a placeholder 'min of 8 & max of 10'), 'Home Kit Color', 'Away Kit Color', and 'Contact Number'. A blue 'SUBMIT' button is at the bottom center of the form. The footer of the page is dark gray and contains the text '@Copyrights 2020. All rights reserved' and social media icons for Facebook, Instagram, and Twitter.

Rules of Registration:

1. Fill up the form
2. Complete the payment
3. And you are All good to GO

Registration Form

Team Name	--	Number Of Palyers	min of 8 & max of 10
Manager	--	Home Kit Color	--
Assistant Manager	--	Away Kit Color	--
Players Names	add all the player names, jersey number and captain	Contact Number	--

SUBMIT

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Figure: 2

### 3. Payment

- This page will show after they have complete register the name of their team and to make payment
- There are 2 types of payment user can choose using radio button
- The drop down will use for Online Banking method
- If user choose online banking, this page will lead to the bank that have be chosen by user

FOOTBALL4U

HOME REGISTRATION INFORMATION SPONSORS ABOUT US

Search

# PAYMENT

PAYMENT

Amount Details: 150RM

Payment Method

☒ Online Banking ☐ Cash

Select

Bank Islam

Bank Muamalat

Am Bank

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f i t

Figure: 3

#### 4. Payment confirmation

- This page will show to show to the user who successful of payment

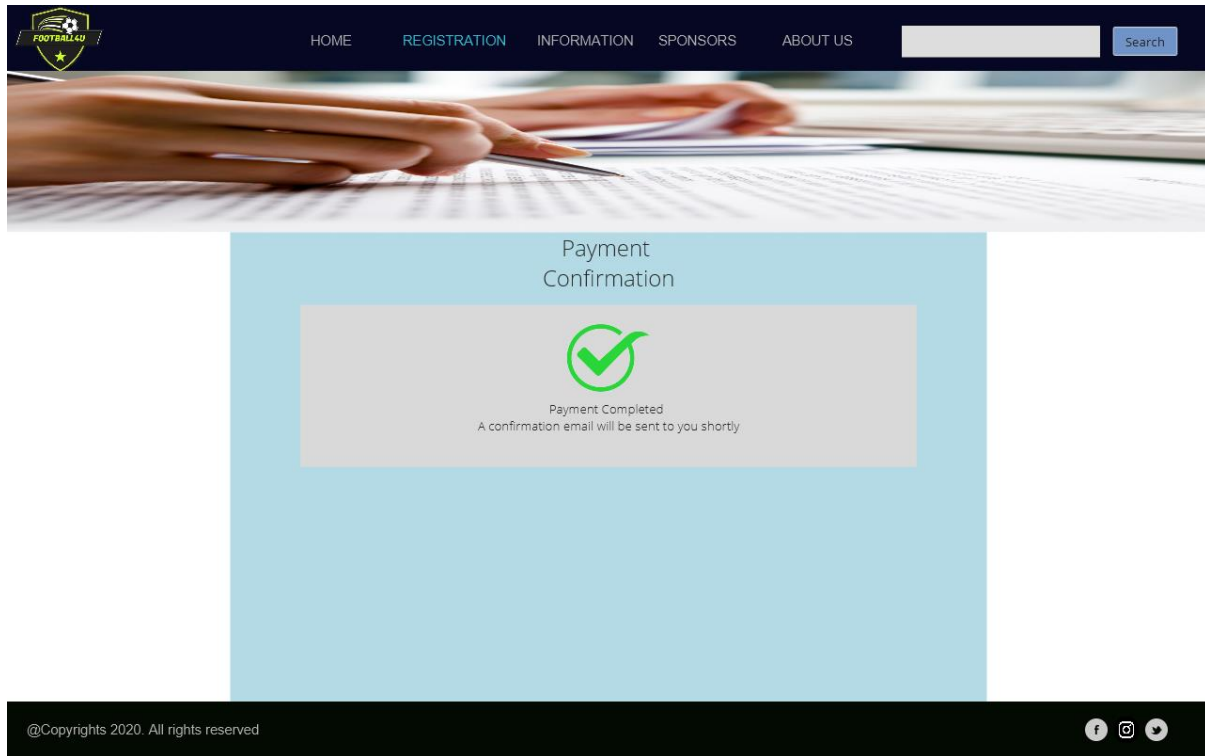


Figure: 4



## 5. Information

- This page will show all information about this event
- There are 4 subpages will be in this page which are Rules, Prizes, Venue, and table.
- Users can click the subpage that they want to know and the website go to the that page.

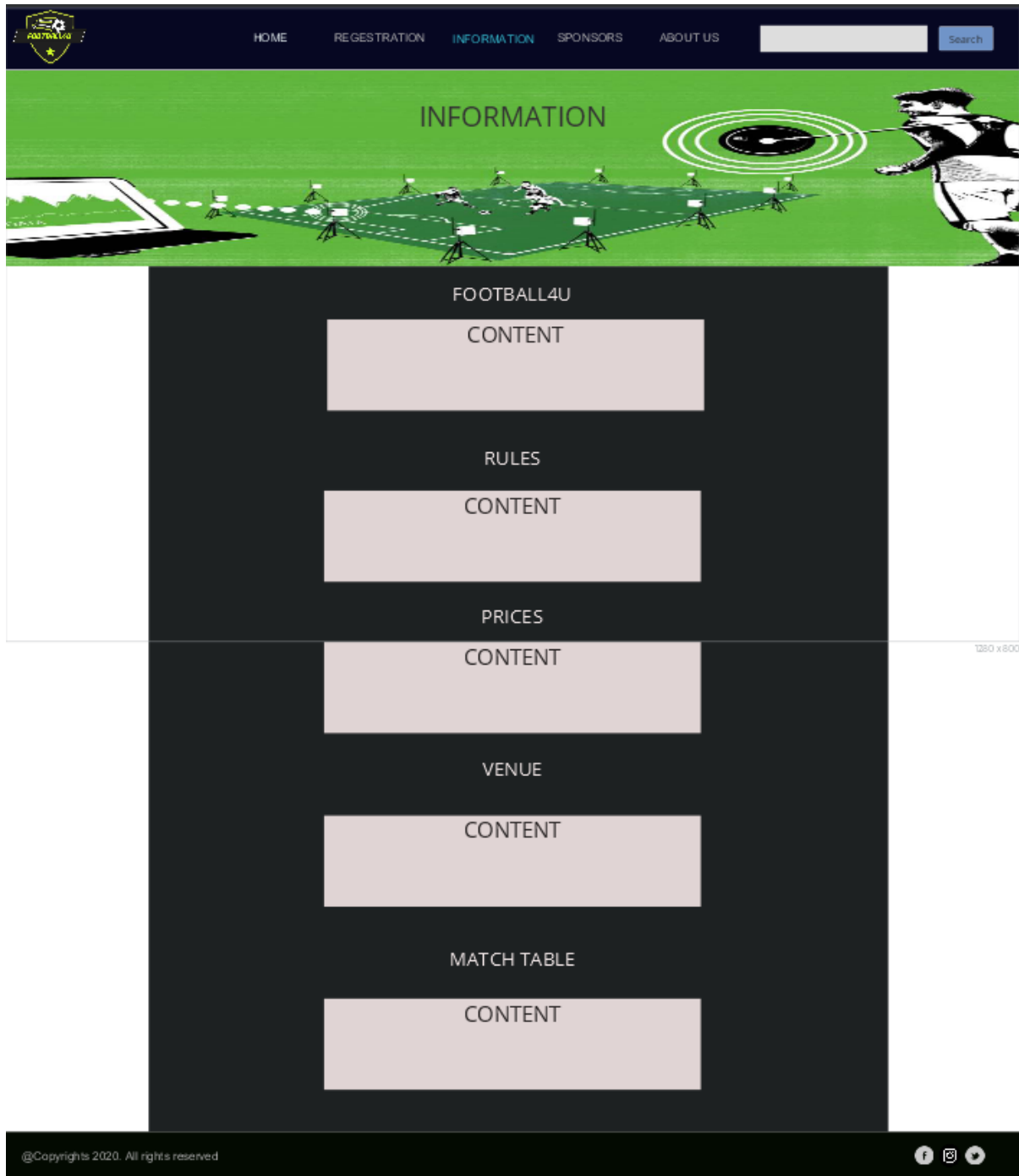


Figure: 5

## 6. Rules

- This page will show the rules and regulation of this events
- Because this event will be organized in the pandemic, there are special rules and SOP will be here.

**FOOTBALL4U**

# Rules

Rules provide an agreement of understanding to competition. In sports, rules define what is allowed or not allowed to occur during situations on and off the court. Rules govern anything from wearing proper uniforms to how to keep score during games of different levels of competition.

## GENERAL RULES

**UNLESS OTHERWISE STATED, THE GAME WILL BE PLAYED ACCORDING TO FIFA LAWS.**

All categories will play 7-a-side. The match will consist of two 12 minute periods, with 2 minute halftime, and using an age appropriate ball.

There will be a maximum of 2 minutes of added time, as determined by the referee.

Each team must have a minimum of 4 players on the field to play the match. A maximum of 12 registered players allowed per game.

Number of games played in the Group & Championship Stages is dependent on the number of teams in the group.

The offside law will not apply.

Heading the ball is acceptable in all divisions.

Result scoring will be as follows: Win = 3pts, Draw = 1pt, Loss = 0pts

All players are highly recommended to wear shin guards and proper equipment for their own protection.

Substitutions will be unlimited and will occur without stoppage of play. However, all players must have the referee's permission before they can enter the field of play and they must wait for the substituted player to leave the field.

Teams must be on the field and ready to play for the scheduled kick off time.

If a team is late to the field they will be penalized by two goals (eg. The late team will start the match losing 0-2). If a team is more than 5 minutes late for the match, they will forfeit the game by a score of 0-3.

The referee's word in all cases is final. The referees have been instructed to issue cards to any player who shows dissent.

If a player receives two yellow cards in a match this will result in a red card and a one match ban.

## PLAYER REGISTRATION

All players' team lists must be submitted into the online system by July 10th, 2019 latest.

All players must bring along their original valid passport or other valid identification card on all days of the tournament for verification purposes.

All teams will be required to register as a team with ALL players at the welcoming party, or one (1) hour before their first game of play with their original passport/ID on DAY 1, at the venue where they are playing their first games.

If a player does not have his/her original passport or respective ID validation, then he/she will not be registered and will not be allowed to participate until they produce the original.

All players will receive an ID for their age group upon registration with their original identification. The ID MUST be kept on their person throughout the competition and any events relating to the tournament.

Any player without their ID will not be allowed to participate. Players must re-register with their original passports if they lose their ID and pay 10 RM for the new ID.

Players are required to wear appropriate attire including boots and shin guards. Any player inappropriately dressed can be disqualified from playing.

Teams are required to have numbers on their jersey that relates to their team/player registration.

Teams are to bring two (2) sets of numbered Jerseys of different color. In the event of a color clash, the team named second shall be required to make a change.

The Team Managers will be responsible to monitor and ensure that any players under suspension are not fielded for subsequent matches. If a team is found in violation, they will lose any game that applies in a 3 - 0 result.

## OTHER RULES

### ELIGIBILITY:

**Boys Age Groups** – Players can only play for 1 team per age group.

**Girls** – Players can play in a maximum of 2 teams or 2 Age Groups, as long as they are age appropriate and registered online with both teams. They need to register for both teams and receive 2 age group confirmations.

Submission of ineligible players may render the team to be disqualified from the tournament.

Female players can play one (1) year older in the boys age group.

All players' team lists should be submitted into the new online registration system with a player picture and players D.O.B. No later than February 10th, 2021.

All team managers must sign a waiver document releasing all parties working for or organizing of the Football4U Football Tournament of all liabilities associated with the tournament.

Every participating team/club will be eligible to inspect any team registration list of any team in their age group before any particular match at the Registration Tent. This can only be done by the Team Manager and NOT any parents.

### Tie Breakers:

During the group stages, all matches that end in a draw will stay as such, with 1 point being awarded to each team.

In the event of a tie in the standings, we will use the following measures to determine the winner: 1) Goal Differential, 2) Goals For, 3) Head to Head, 4) Sudden Death Penalty (Shoot-out).

If a playoff or championship match ends in a draw, the match will be decided using the following format:

All rules are as per Asiapacific football tournament standard  
asiapac@footballtournament.com

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Figure: 6

## 7. Prizes

- This page we will put information about the prizes and there are several graphic elements here such as images.

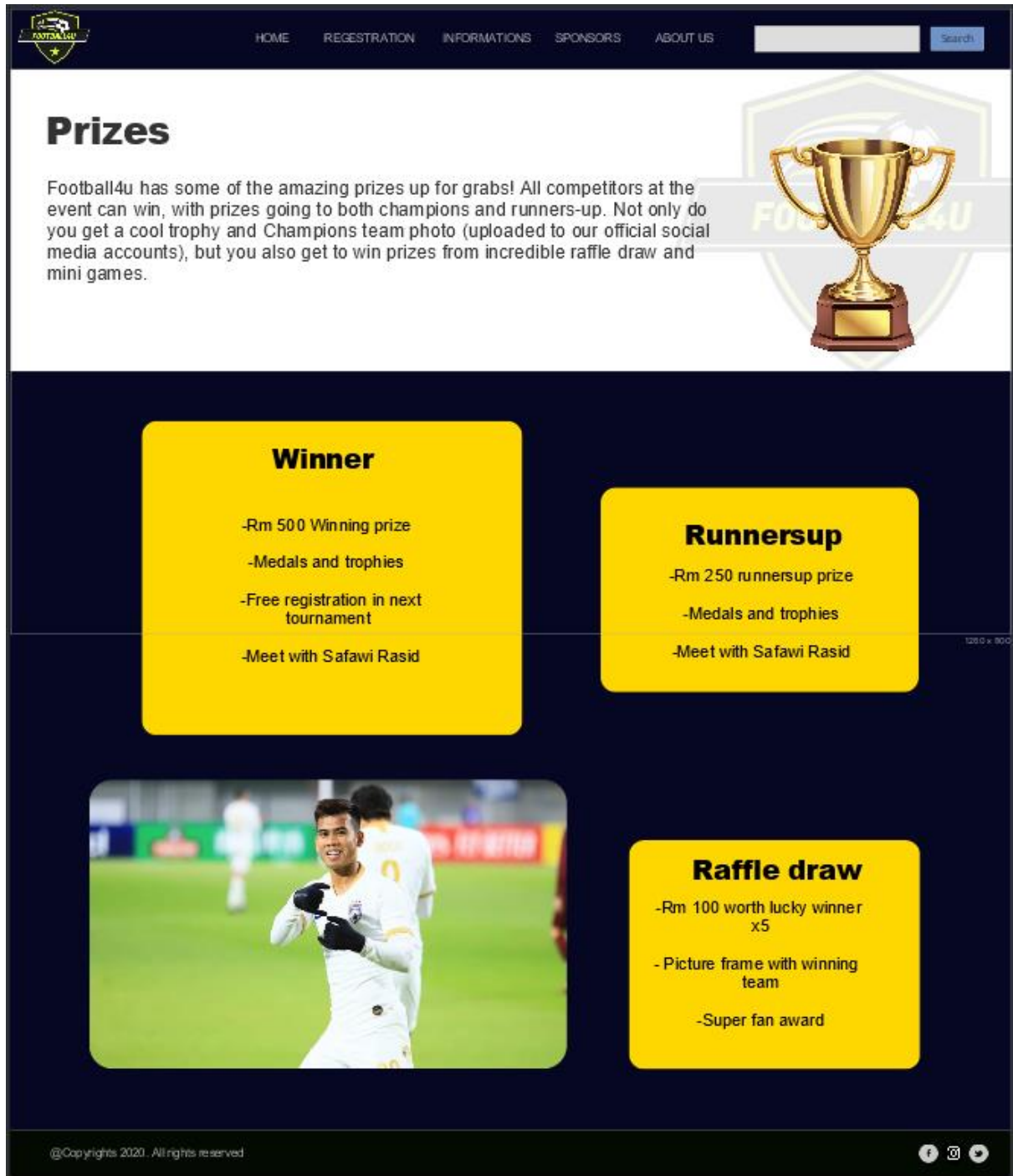


Figure: 7

## 8. Venue

- This page will have information about the venue for the events.
- We will put some images to make sure the user clear and know the place of the events

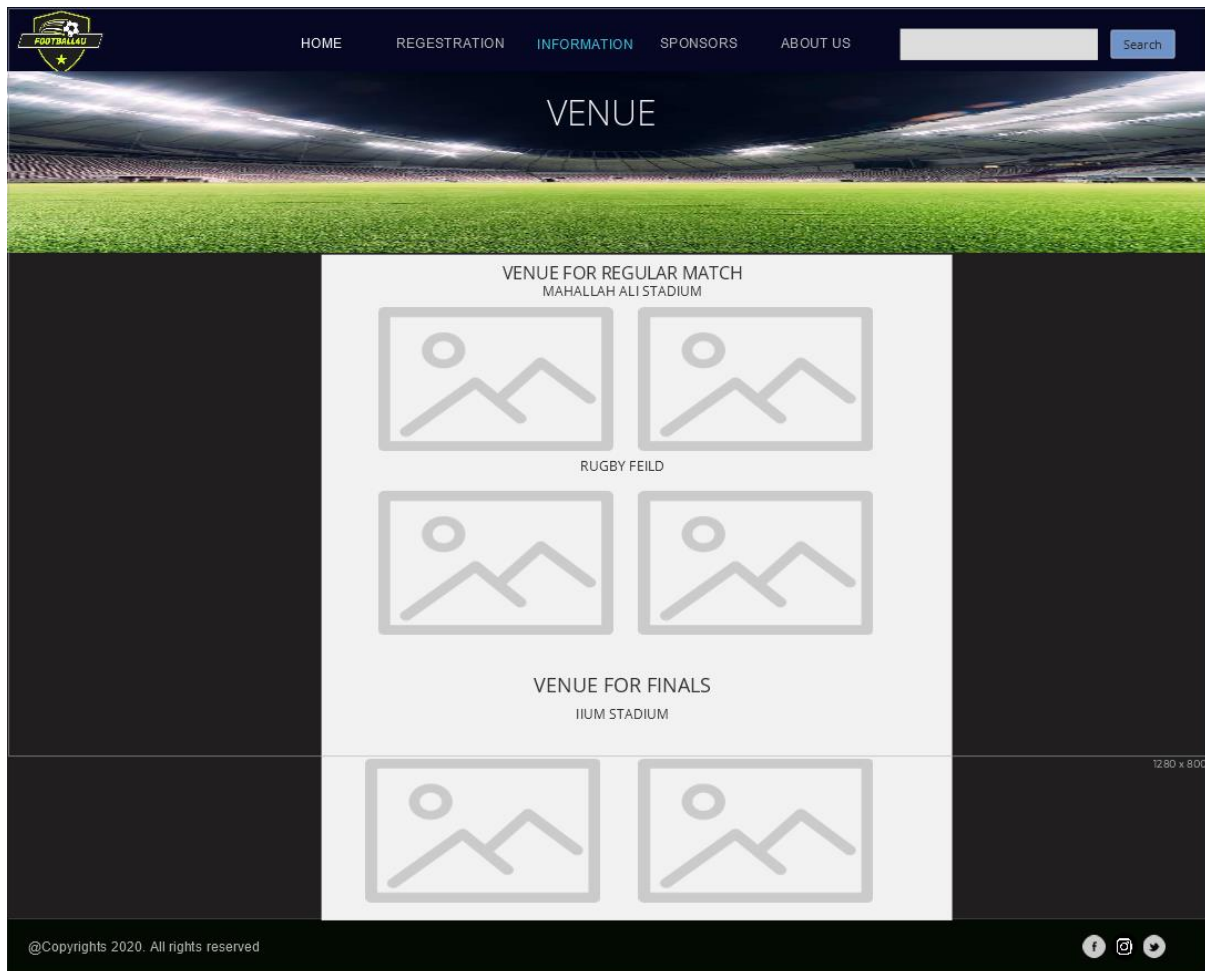


Figure: 8

## 9. Tables

- This page will show the schedule for the team to know what their home away team is.
- There are several tables will be used in this page to make it clear enough to understand for the users.

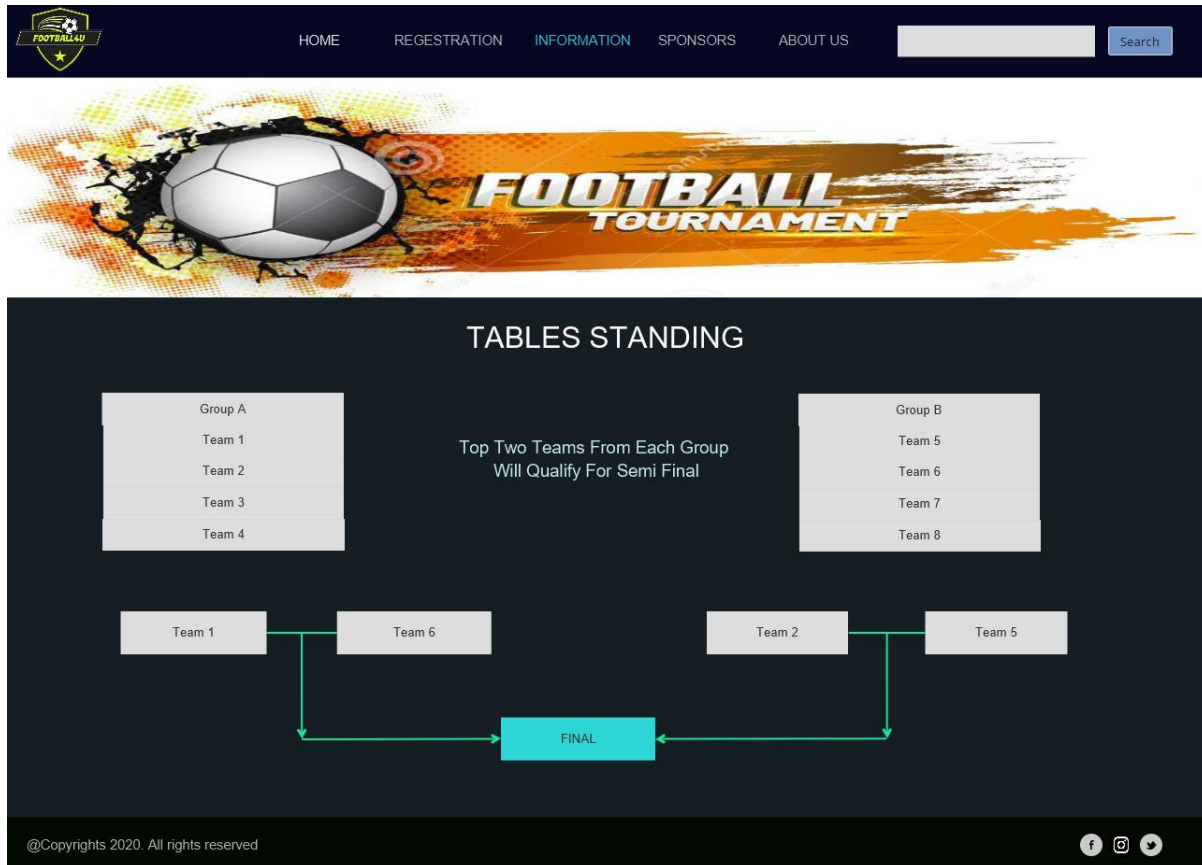


Figure: 9

#### 10. Sponsor:

- This page we will put the sponsorship of this event
- We will use just their logo because most sponsors are already known in the world.
- There is the slider to slideshow our sponsors.

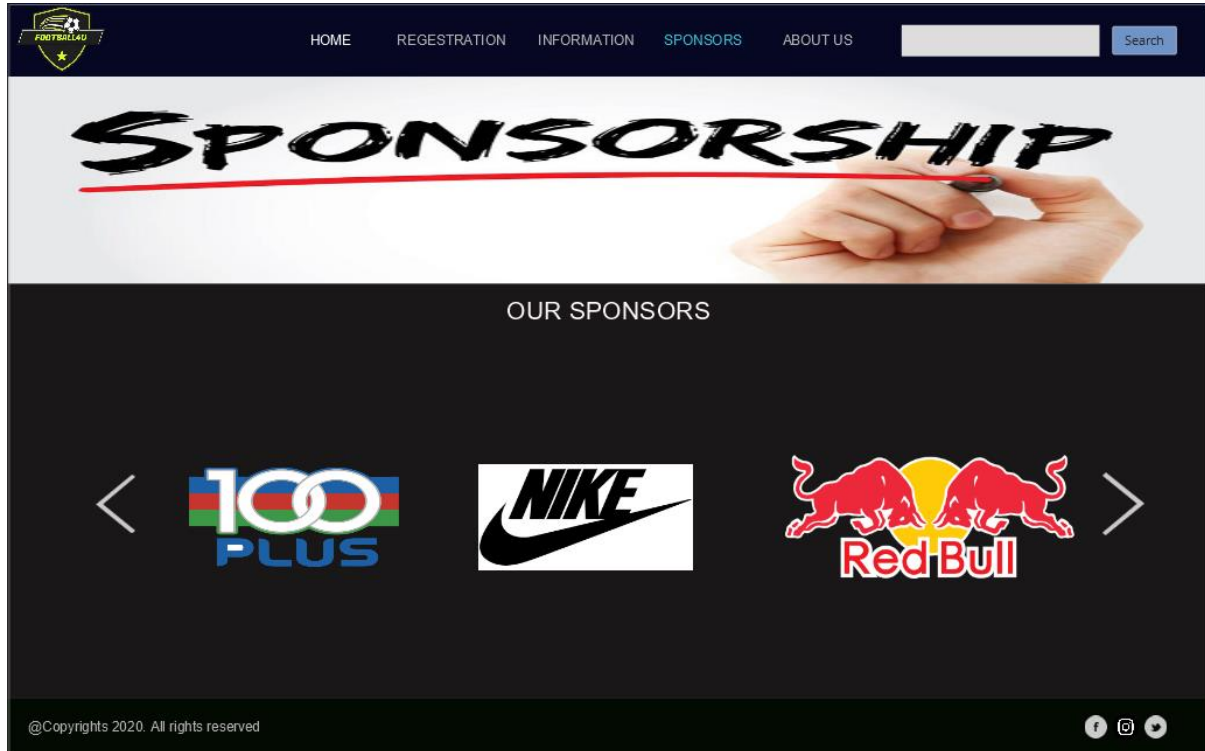


Figure: 10

## 11. About us

- This page will give information about the organizer that what the vision and mission of this event.

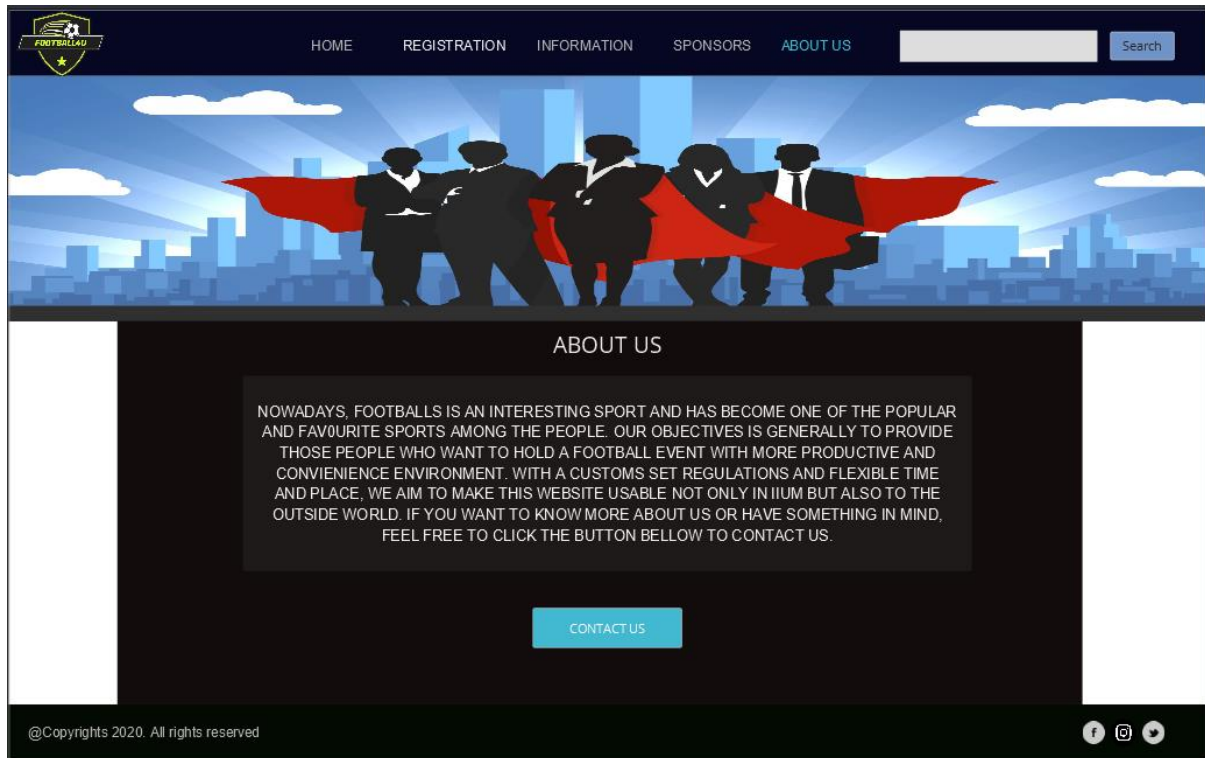


Figure: 11



## 12. Contact us

- This page will have an input box where users can make any inquiries about this event. On the other hand, they also need provide some information about themselves for us to answer the inquiries later.

HOME REGISTRATION INFORMATION SPONSORS ABOUT US Search

Contact Us

Please Fill up the Form

FIRST NAME

EMAIL

LAST NAME

PHONE NUMBER

INQUIRY

SUBMIT

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## Tools Used

We used free app 'JustinMind' for the mockup.