



USER MANUAL

(Swahili 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

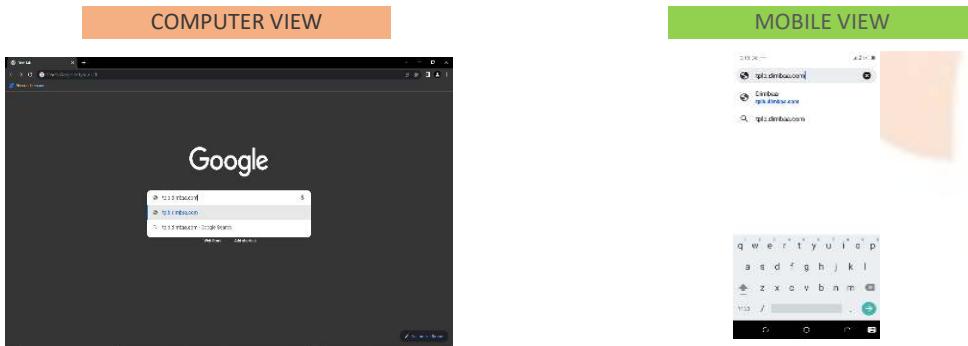


MOBILE VIEW



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.

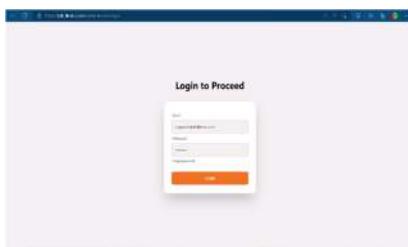
Super admin

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

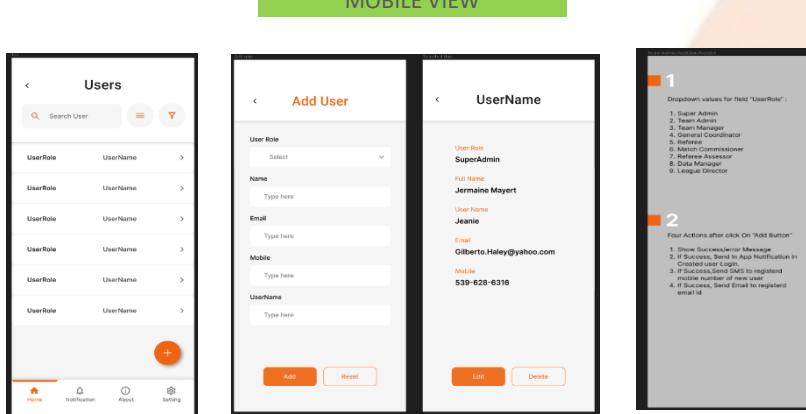
MOBILE VIEW

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.

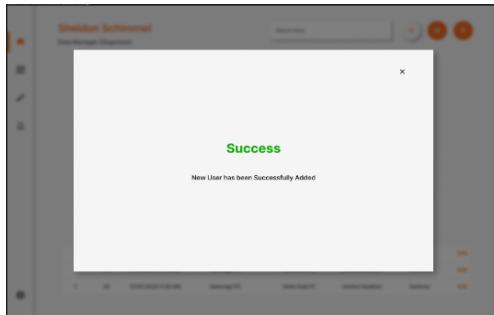
COMPUTER VIEW

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

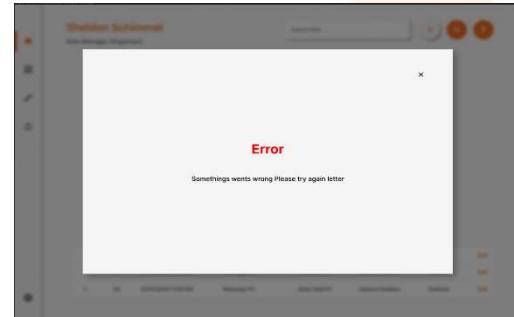


On your phone it will look like this;



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;

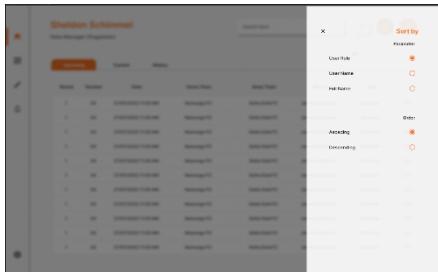


II. CORRECTING OR DELETING SYSTEM USER INFORMATION

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.

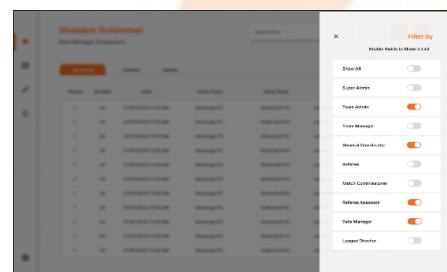
"Sort button"

COMPUTER VIEW

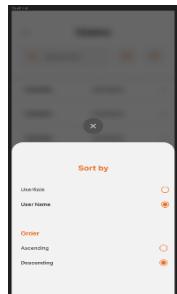


"Filter button"

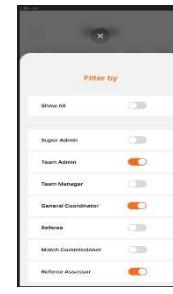
COMPUTER VIEW



MOBILE VIEW

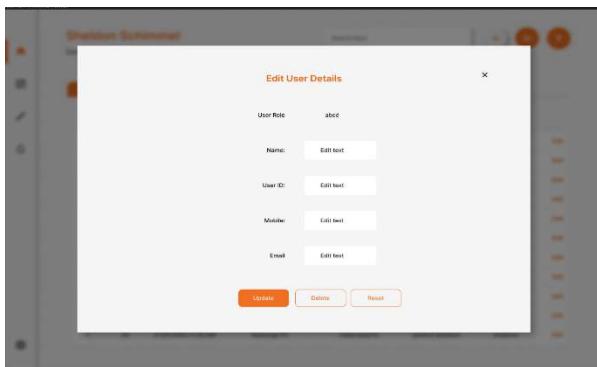


MOBILE VIEW

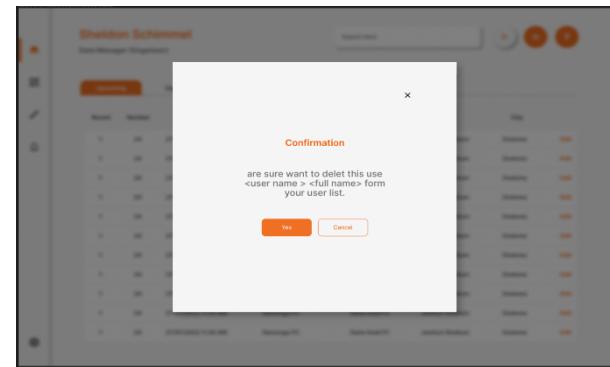


In front of the name of the user who needs correction, he/she will press the "edit" button, it will open as shown below.

COMPUTER VIEW



COMPUTER VIEW



III. TEAM REGISTRATION ON THE SYSTEM

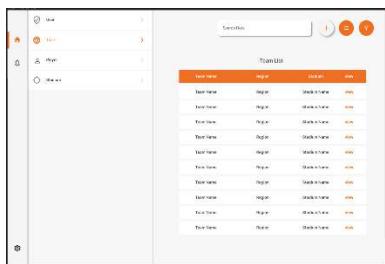
"Super admin" registers a new team in the system by pressing the button that looks like a house on the left side.

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

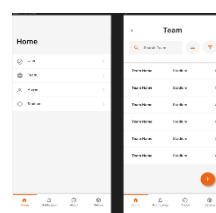
He/she will fill in the required information and then save using the "add" button to add information to the system.

First page

COMPUTER VIEW



MOBILE VIEW



Second page

COMPUTER VIEW

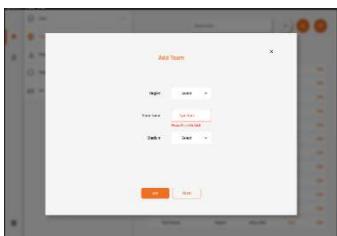


MOBILE VIEW

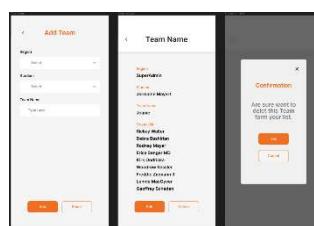


Third page

COMPUTER VIEW

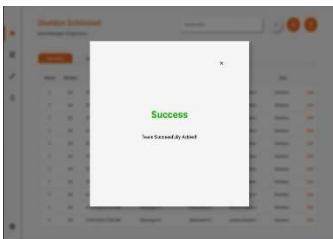


MOBILE VIEW



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

COMPUTER VIEW

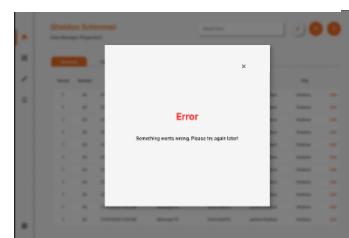


MOBILE VIEW



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

COMPUTER VIEW



MOBILE VIEW



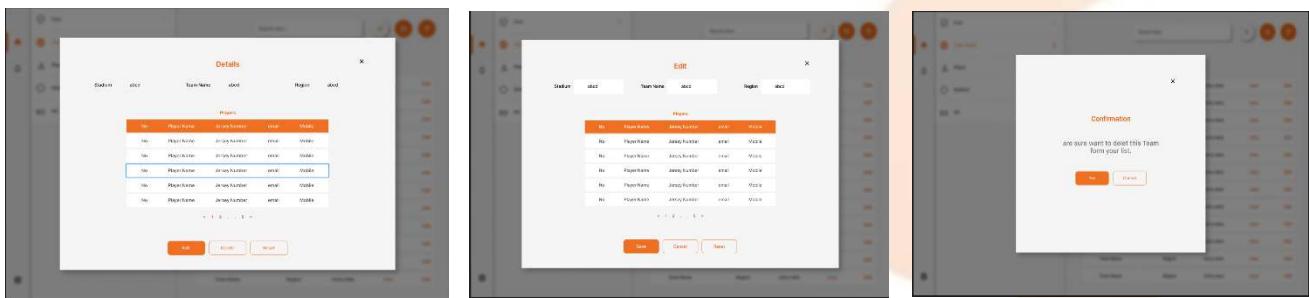
IV. MODIFYING OR DELETING TEAM INFORMATION ON THE SYSTEM

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

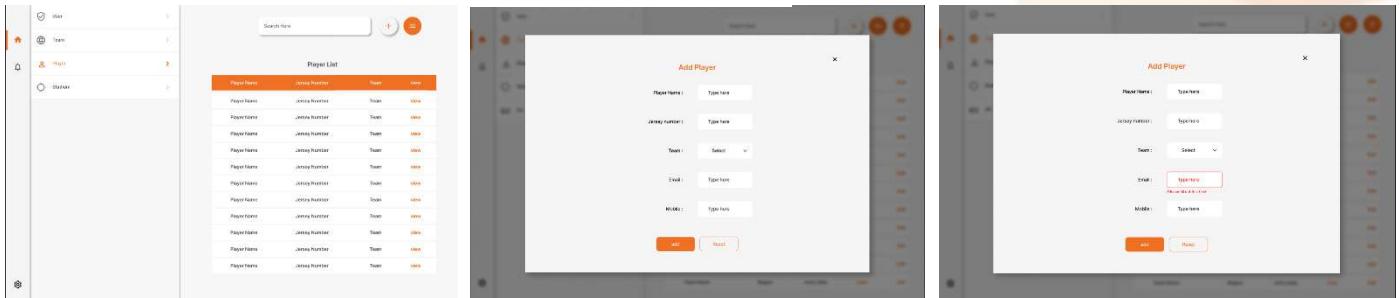


V. REGISTRATION OF TEAM PLAYERS INFORMATION

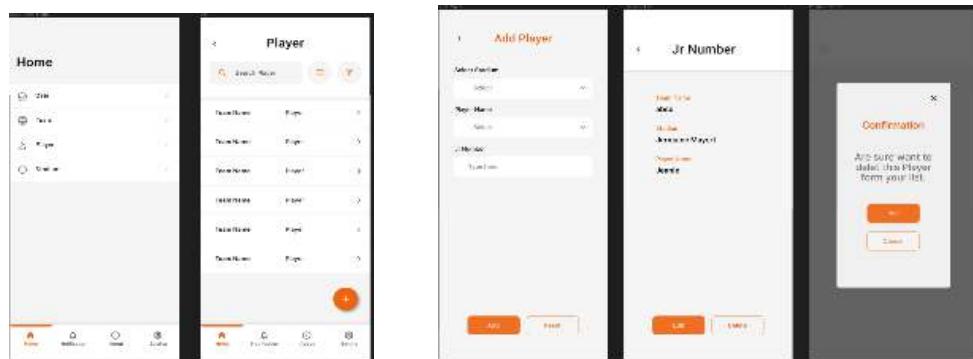
"Super admin" registers a new player in the system by pressing the button that looks like a house on the left side, followed by the button of the word "Player" on the left side as well, followed by the button that looks like a cross, on the upper right side after the (search) button

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

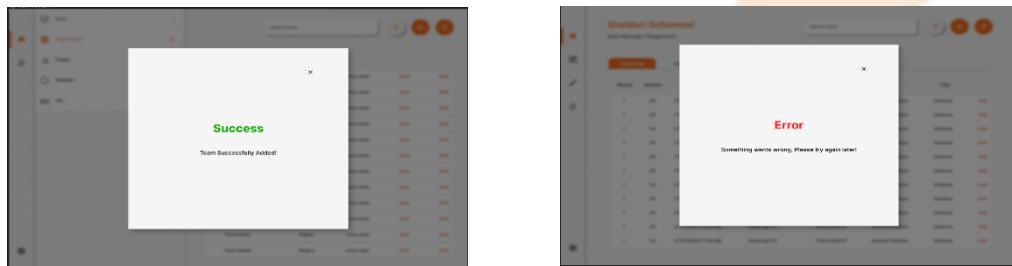
COMPUTER VIEW



MOBILE VIEW



COMPUTER VIEW



MOBILE VIEW

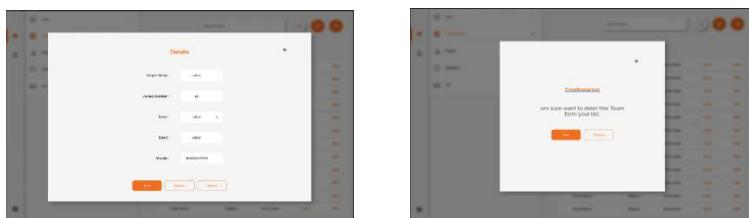


VI. MODIFYING OR DELETING INFORMATION OF TEAM PLAYERS ON THE SYSTEM

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.

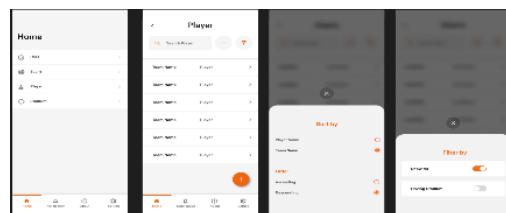
After finishing the adjustment, he/she should press the "add" button. If he/she is asked to remove the player, he/she will press the "Delete" button.

COMPUTER VIEW



On your phone it will look like this;

MOBILE VIEW

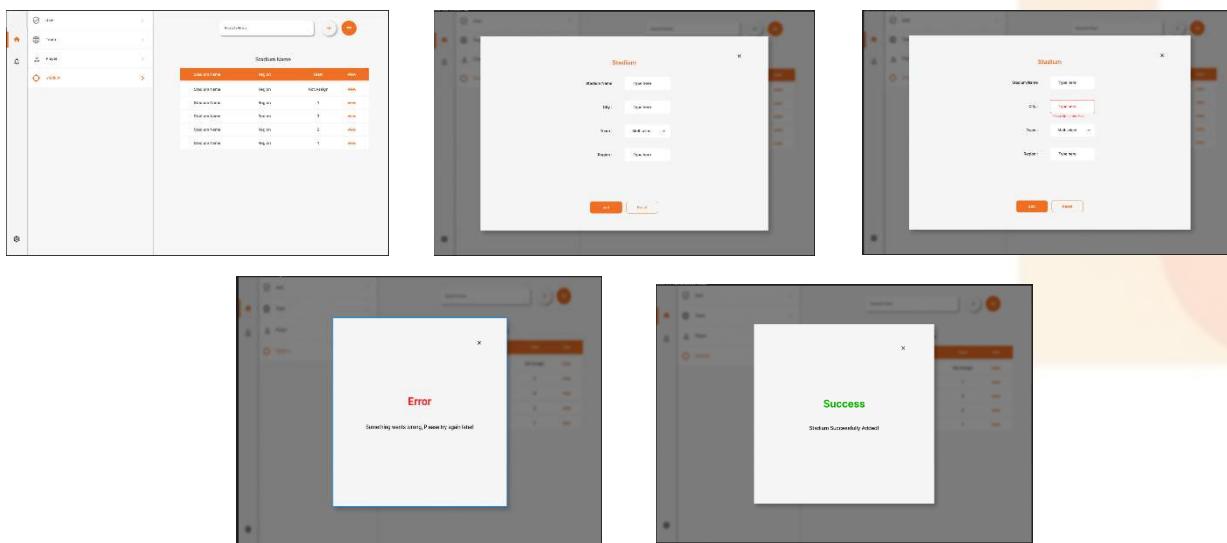


VII. REGISTERING INFORMATION FOR TEAM FOOTBALL STADIUM

"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

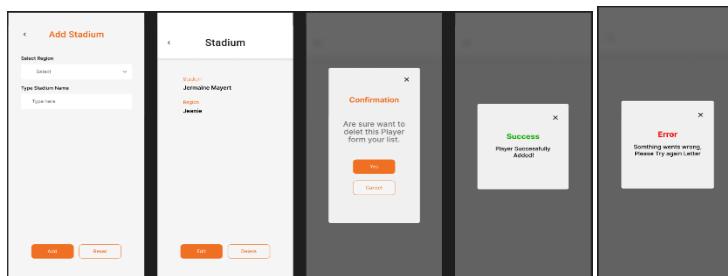
He/sha will fill in the required information and then save using the "add" button to add information to the system.

COMPUTER VIEW



On your phone it will look like this;

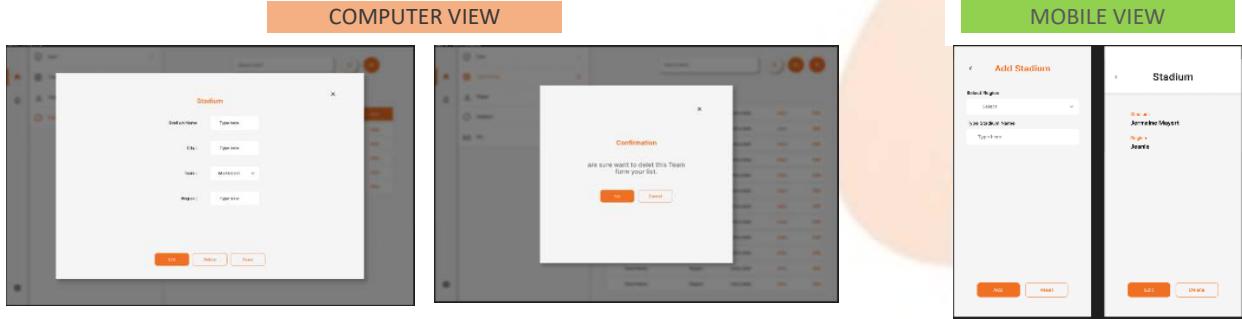
MOBILE VIEW



VIII. MODIFYING OR REMOVING TEAM STADIUM INFORMATION

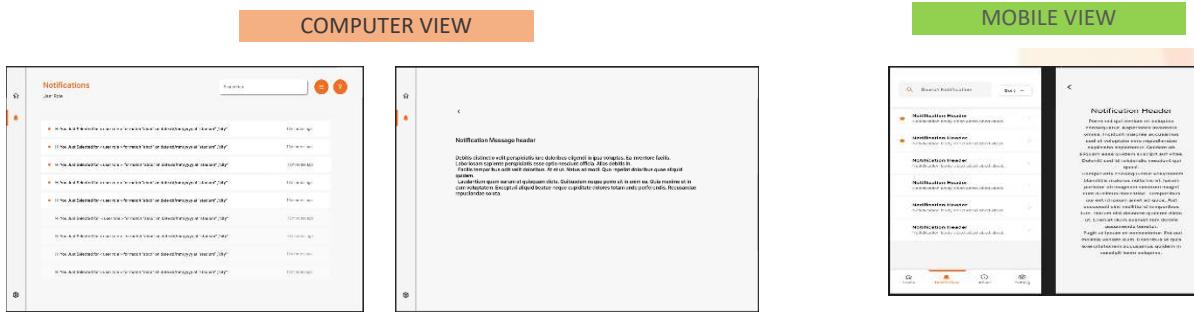
In order to modify the information of the football Stadium in the system, "super admin" can search for the relevant stadium by using the "search" button, then press the word "edit" in front of the name of the stadium.

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.



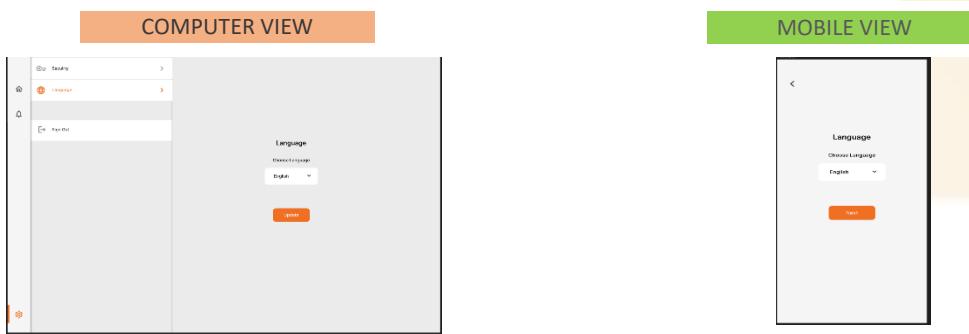
XI. SYSTEM SETTINGS

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

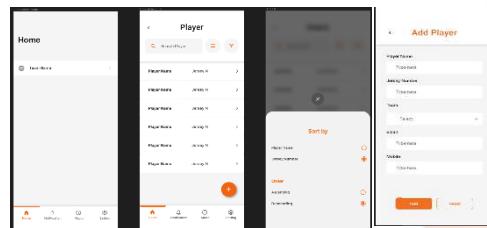
COMPUTER VIEW

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

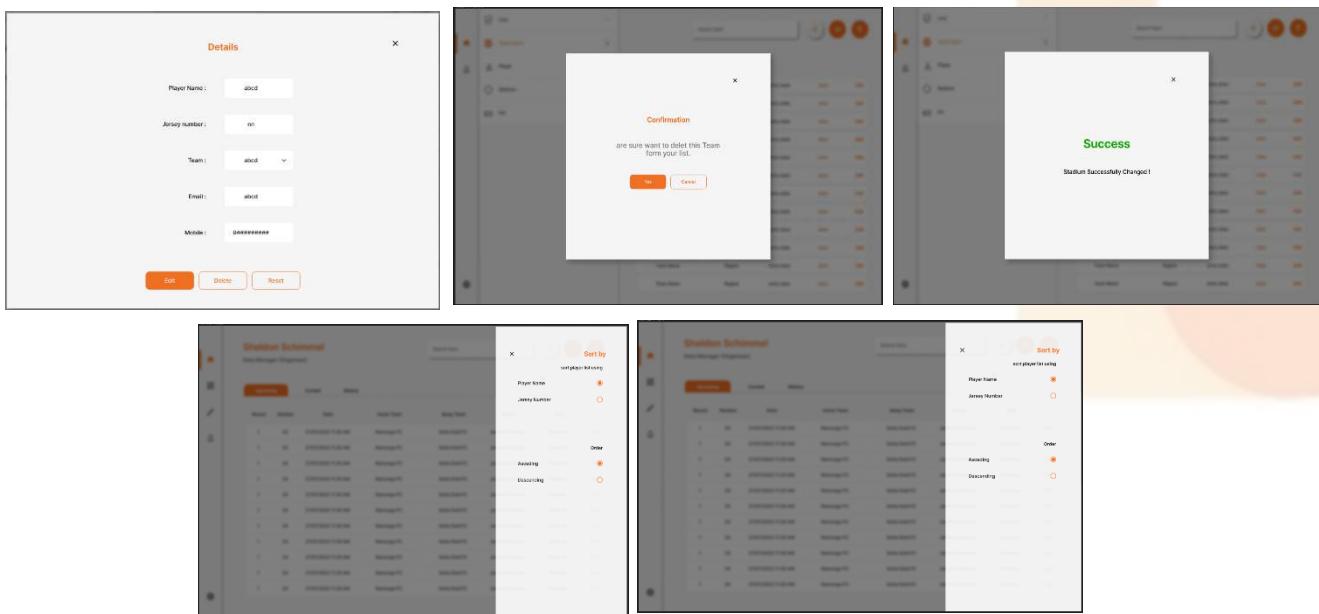
Buttons at the bottom: ADD (orange), Reset (white)

MOBILE VIEW

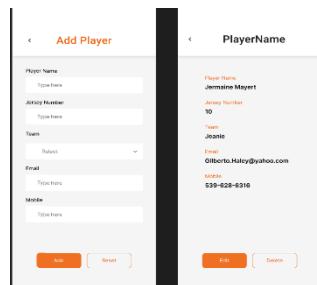


II. MODIFYING OR REMOVING TEAM PLAYERS FROM THE SYSTEM

COMPUTER VIEW



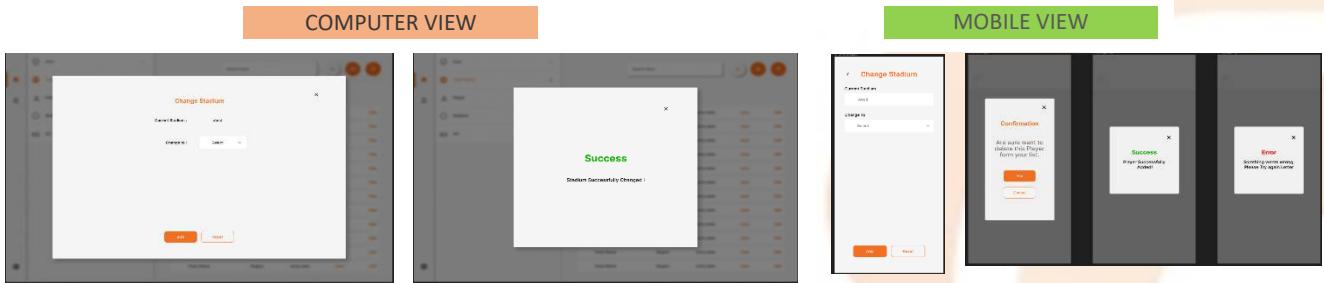
MOBILE VIEW



III. MODIFICATION OF INFORMATION OF STADIUMS IN THE SYSTEM

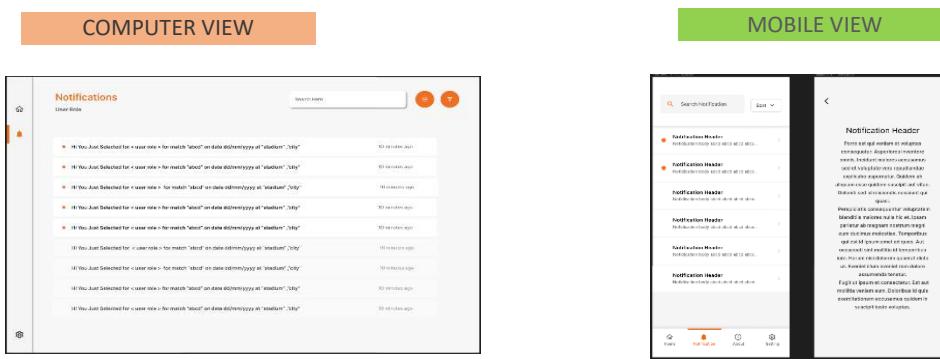
In order to modify the information of the team Stadium in the Dimbaa system, "Team admin" can search for the relevant stadium by using the "search" button, then press the word "edit" in front of the stadium name. After finishing the adjustment, he should press the "add" button.

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



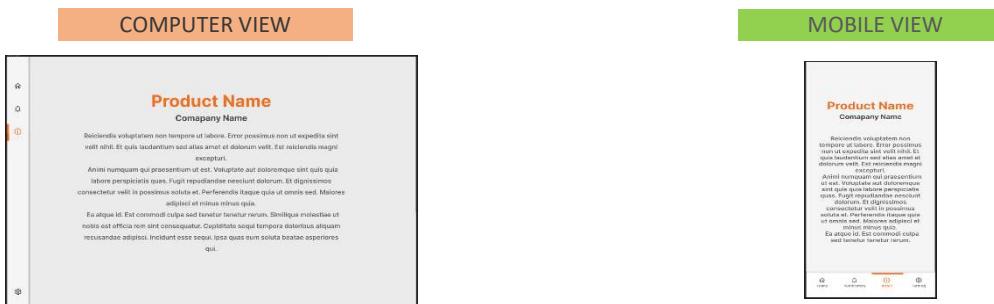
IV. PROVIDING NOTIFICATION INFORMATION TO USER

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.

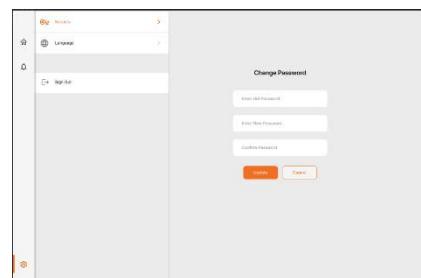
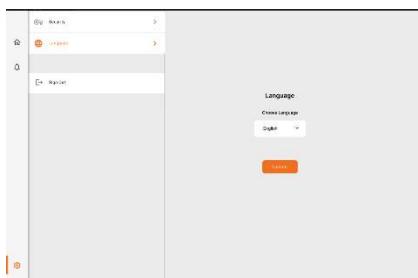


VI. SYSTEM SETTINGS

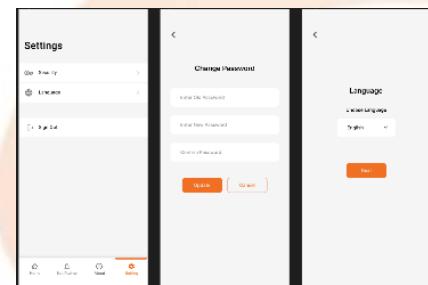
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

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

COMPUTER VIEW

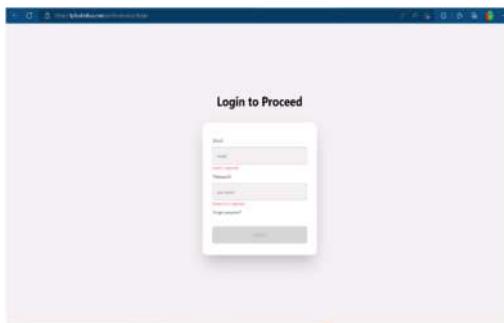


MOBILE VIEW



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 digital form titled "Line Up Form" for "DIREKTA VAN WACHTER". The form has tabs at the top: "Details", "Wachterdienstleistungen" (which is selected), "Wachterdienstvrije Tijden", and "Wachters". Below the tabs is a table with columns: "Nr.", "Naam", "Wachterdienst", "Starttijd", "Eindtijd", and "Status". The table contains 12 rows of data, each representing a player. At the bottom of the form are three buttons: "Vorige", "Volgende", and "Volgende".

Nr.	Naam	Wachterdienst	Starttijd	Eindtijd	Status
1	Jeroen	Jaarlijks	00:00	00:00	Gedekt
2	Jeroen	Jaarlijks	00:00	00:00	Gedekt
3	Jeroen	Jaarlijks	00:00	00:00	Gedekt
4	Jeroen	Jaarlijks	00:00	00:00	Gedekt
5	Jeroen	Jaarlijks	00:00	00:00	Gedekt
6	Jeroen	Jaarlijks	00:00	00:00	Gedekt
7	Jeroen	Jaarlijks	00:00	00:00	Gedekt
8	Jeroen	Jaarlijks	00:00	00:00	Gedekt
9	Jeroen	Jaarlijks	00:00	00:00	Gedekt
10	Jeroen	Jaarlijks	00:00	00:00	Gedekt
11	Jeroen	Jaarlijks	00:00	00:00	Gedekt

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 a digital form titled "Line Up Form" for "DIREKTA VAN WACHTER". The form has tabs at the top: "Details", "Wachterdienstleistungen" (which is selected), "Wachterdienstvrije Tijden", and "Wachters". Below the tabs is a table with columns: "Nr.", "Naam", "Wachterdienst", "Starttijd", "Eindtijd", and "Status". The table contains 9 rows of data, each representing a player. At the bottom of the form are three buttons: "Vorige", "Volgende", and "Volgende".

Nr.	Naam	Wachterdienst	Starttijd	Eindtijd	Status
1	Jeroen	Jaarlijks	00:00	00:00	Gedekt
2	Jeroen	Jaarlijks	00:00	00:00	Gedekt
3	Jeroen	Jaarlijks	00:00	00:00	Gedekt
4	Jeroen	Jaarlijks	00:00	00:00	Gedekt
5	Jeroen	Jaarlijks	00:00	00:00	Gedekt
6	Jeroen	Jaarlijks	00:00	00:00	Gedekt
7	Jeroen	Jaarlijks	00:00	00:00	Gedekt
8	Jeroen	Jaarlijks	00:00	00:00	Gedekt
9	Jeroen	Jaarlijks	00:00	00:00	Gedekt

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 a digital form titled "Line Up Form" for "DIREKTA VAN WACHTER". The form has tabs at the top: "Details", "Wachterdienstleistungen" (which is selected), "Wachterdienstvrije Tijden", and "Wachters". Below the tabs is a table with columns: "Nr.", "Naam", "Wachterdienst", "Starttijd", "Eindtijd", and "Status". The table contains 8 rows of data, each representing a leader. At the bottom of the form are three buttons: "Vorige", "Volgende", and "Volgende".

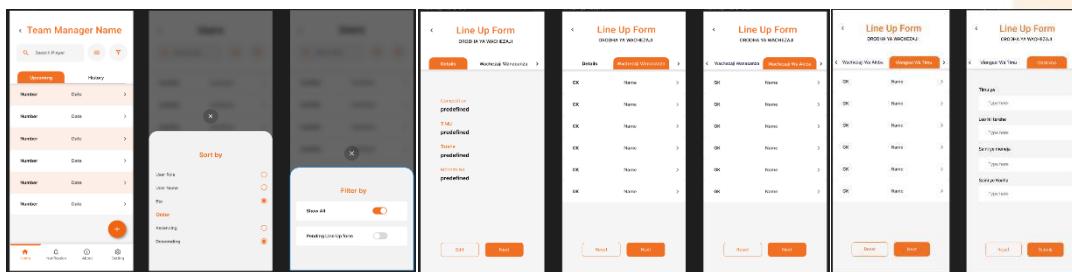
Nr.	Naam	Wachterdienst	Starttijd	Eindtijd	Status
1	Jeroen	Jaarlijks	00:00	00:00	Gedekt
2	Jeroen	Jaarlijks	00:00	00:00	Gedekt
3	Jeroen	Jaarlijks	00:00	00:00	Gedekt
4	Jeroen	Jaarlijks	00:00	00:00	Gedekt
5	Jeroen	Jaarlijks	00:00	00:00	Gedekt
6	Jeroen	Jaarlijks	00:00	00:00	Gedekt
7	Jeroen	Jaarlijks	00:00	00:00	Gedekt
8	Jeroen	Jaarlijks	00:00	00:00	Gedekt

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 compares two views of a notification interface. On the left, under "COMPUTER VIEW", is a screenshot of a web browser showing a "Notifications" list with several items. Each item has a timestamp (e.g., "10 minutes ago") and a small orange icon. On the right, under "MOBILE VIEW", is a screenshot of a mobile application showing a similar "Notifications" list. The mobile view includes a header with "Notifications" and "Search Notif" fields, and a footer with navigation icons.

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

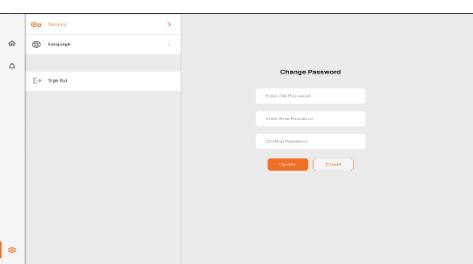


VII. SYSTEM SETTINGS

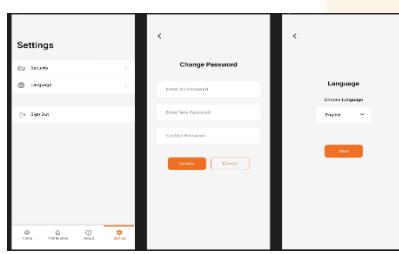
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

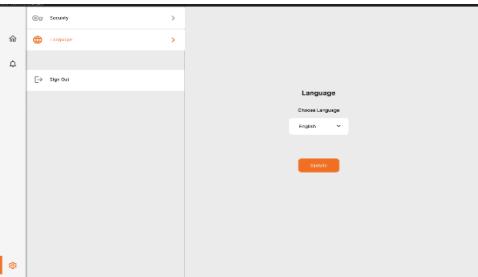
1. Changing the password of the user "Password"
2. Changing the language of the system "Language"

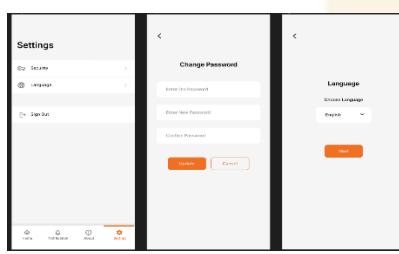
COMPUTER VIEW



MOBILE VIEW

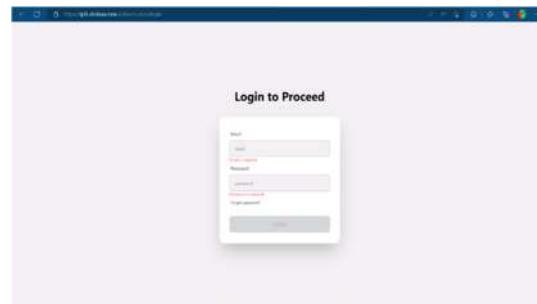






Data manager(organizer)

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.

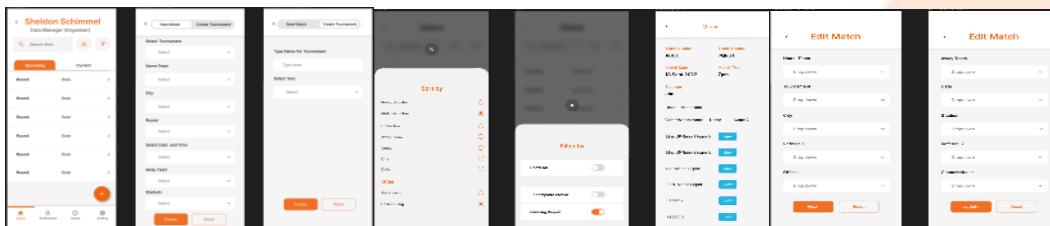
III. MODIFYING OR REMOVING MATCHES FROM THE SYSTEM

"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

	Match	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

	Match	Date	Referee	Assistant	Officiator
1	001	2023-08-08 09:00	Referee 001	Assistant 001	Officiator 001
2	001	2023-08-08 09:00	Referee 002	Assistant 002	Officiator 002
3	001	2023-08-08 09:00	Referee 003	Assistant 003	Officiator 003
4	001	2023-08-08 09:00	Referee 004	Assistant 004	Officiator 004
5	001	2023-08-08 09:00	Referee 005	Assistant 005	Officiator 005
6	001	2023-08-08 09:00	Referee 006	Assistant 006	Officiator 006
7	001	2023-08-08 09:00	Referee 007	Assistant 007	Officiator 007
8	001	2023-08-08 09:00	Referee 008	Assistant 008	Officiator 008
9	001	2023-08-08 09:00	Referee 009	Assistant 009	Officiator 009
10	001	2023-08-08 09:00	Referee 010	Assistant 010	Officiator 010
11	001	2023-08-08 09:00	Referee 011	Assistant 011	Officiator 011
12	001	2023-08-08 09:00	Referee 012	Assistant 012	Officiator 012
13	001	2023-08-08 09:00	Referee 013	Assistant 013	Officiator 013
14	001	2023-08-08 09:00	Referee 014	Assistant 014	Officiator 014
15	001	2023-08-08 09:00	Referee 015	Assistant 015	Officiator 015
16	001	2023-08-08 09:00	Referee 016	Assistant 016	Officiator 016
17	001	2023-08-08 09:00	Referee 017	Assistant 017	Officiator 017
18	001	2023-08-08 09:00	Referee 018	Assistant 018	Officiator 018
19	001	2023-08-08 09:00	Referee 019	Assistant 019	Officiator 019
20	001	2023-08-08 09:00	Referee 020	Assistant 020	Officiator 020

	Match	Date	Referee	Assistant	Officiator
Team 1	001	2023-08-08 09:00	Referee 001	Assistant 001	Officiator 001
Team 2	001	2023-08-08 09:00	Referee 002	Assistant 002	Officiator 002
Team 3	001	2023-08-08 09:00	Referee 003	Assistant 003	Officiator 003
Team 4	001	2023-08-08 09:00	Referee 004	Assistant 004	Officiator 004
Team 5	001	2023-08-08 09:00	Referee 005	Assistant 005	Officiator 005
Team 6	001	2023-08-08 09:00	Referee 006	Assistant 006	Officiator 006

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 amount of Latin placeholder text (Lorem ipsum) and a small 'Read more' link at the bottom right.

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;



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.

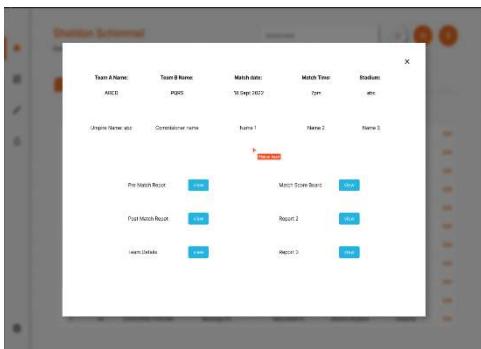
Round	Number	Date	Home Team	Away Team	Venue	City
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF
1	24	2020/02/22 11:00 AM	Nesrange FC	Gafra Sait FC	Jamrud Doctor	Esoma GAF

WORKING OF "LEAGUE DIRECTOR" IN THE SYSTEM

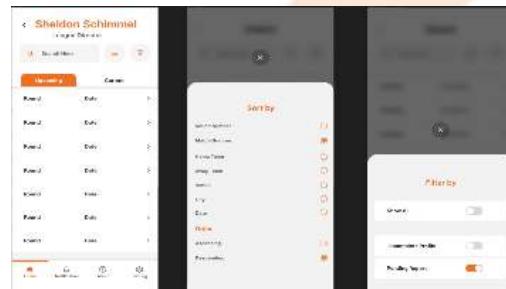
I. REVIEW OF MATCH INFORMATION AND RELATED REPORTS.

"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

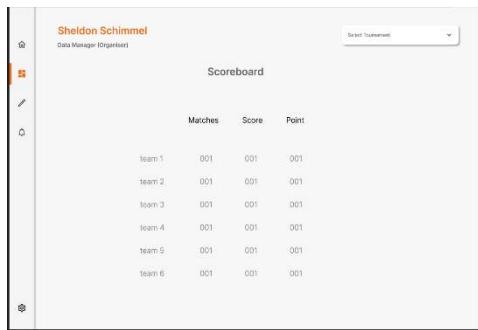


II. CHECKING MATCH RESULTS ON THE SYSTEM

"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



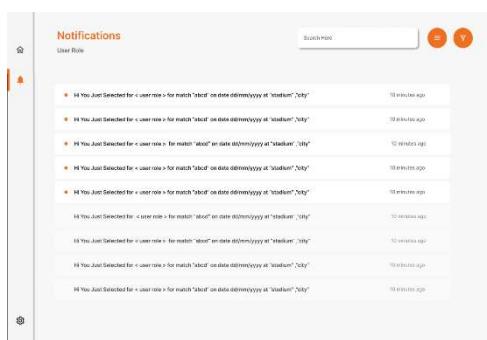
MOBILE VIEW



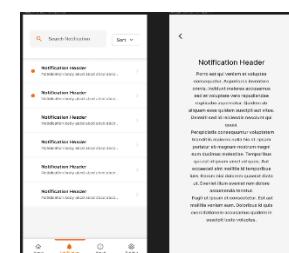
III. PROVIDING NOTIFICATION INFORMATION TO USER

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

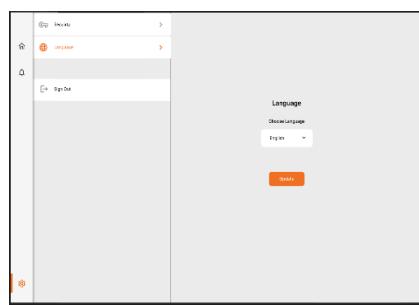
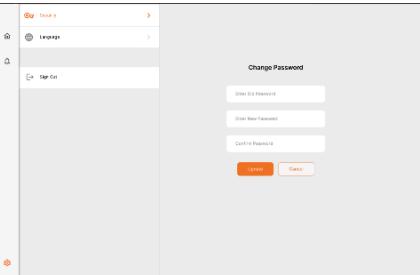


V. SYSTEM SETTINGS

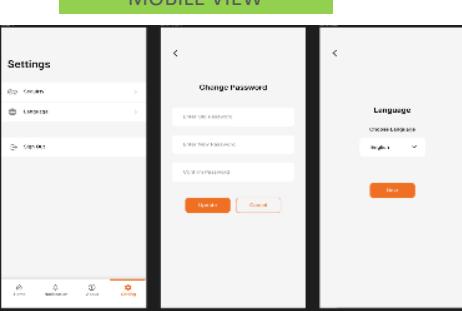
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

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

COMPUTER VIEW

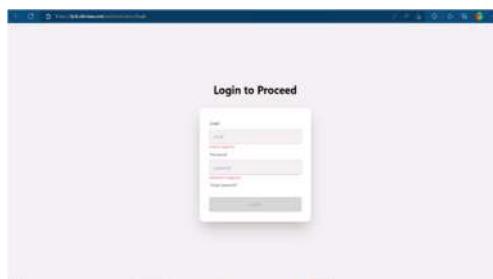


MOBILE VIEW

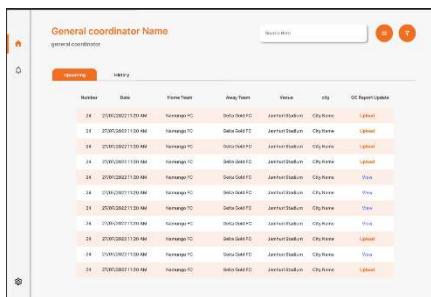


General coordinator

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

GENERAL COORDINATOR FORM

	Team A	Team B	
Classification:	prescribed		
Date:	prescribed	described	
Placed in Title:	prescribed	MI	
NOTE:	prescribed		
Team A:	prescribed	Team B:	prescribed

Buttons: Submit, Save Draft, Print

Sheldon Schimmel
Information Organigram

	Team A	Team B	
Classification:	prescribed		
Date:	prescribed	described	
Placed in Title:	prescribed	MI	
NOTE:	prescribed		
Team A:	prescribed	Team B:	prescribed

Filter by Parameter

Sort by Date

Buttons: Reset, Save Draft, Print

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	Team C	Team D	Team E	Team F	Team G	Team H	Team I	Team J	Team K	Team L	Team M	Team N	Team O
Enter their name	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	Team N	Team O
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	Team N	Team O

Save
Exit Form

III. FILLING SPECIAL MATCH REPORT FORMS

The screenshots illustrate the 'GENERAL COORDINATOR FORM' on a mobile device. The form consists of several sections:

- Basic Details:** Includes fields for Name, Address, City, State, Zip, and Phone.
- Venue Information:** Includes fields for Name, Address, City, State, Zip, and Phone.
- Match Officials:** A table with columns for Name, Position, and Status (Available or Not Available).
- Other Staff:** A table with columns for Name, Position, and Status (Available or Not Available).
- Logistics:** Fields for Date, Time, and Duration.
- Comments:** A large text area for additional notes.
- Action Buttons:** Save, Draft, and Print.

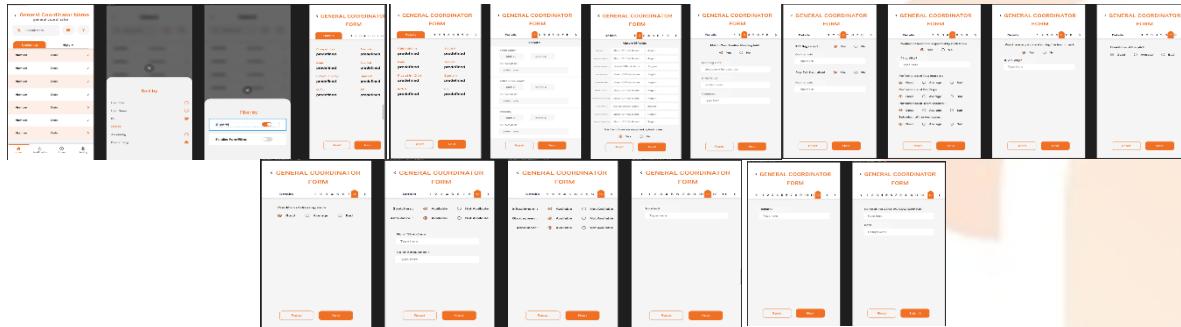
IV. REVIEWING AND SENDING INFORMATION AND FORMS

COMPUTER VIEW

This screenshot shows the 'GENERAL COORDINATOR FORM' on a computer screen. The layout is identical to the mobile version, featuring:

- Basic Details:** Name, Address, City, State, Zip, Phone.
- Venue Information:** Name, Address, City, State, Zip, Phone.
- Match Officials:** A table with columns for Name, Position, and Status (Available or Not Available).
- Other Staff:** A table with columns for Name, Position, and Status (Available or Not Available).
- Logistics:** Date, Time, Duration.
- Comments:** A large text area for notes.
- Action Buttons:** Save, Draft, and Print.

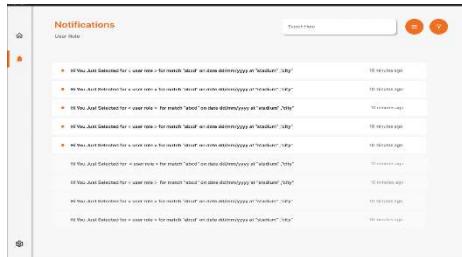
MOBILE VIEW



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

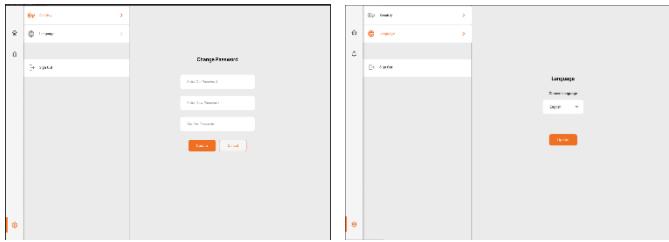


VII. SYSTEM SETTINGS

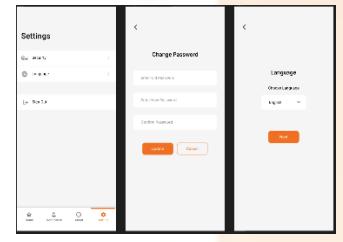
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

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

COMPUTER VIEW

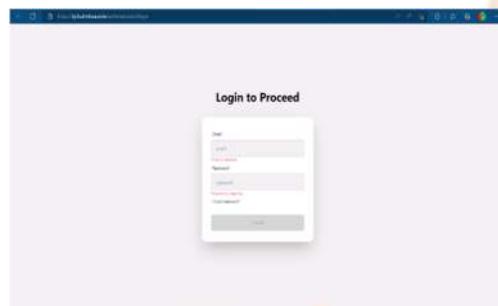


MOBILE VIEW



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 Geld FC	Jamhuri Stadium	City Name	Update
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	Update
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	Update
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	Update
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	View
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	Update
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	Update
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	Update
24	27/07/2022 11:20 AM	Nemunge FC	Gelta Geld FC	Jamhuri Stadium	City Name	Update

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:

A screenshot of the Refine LOM tool interface. The title bar says "Refine LOM". Below it is a toolbar with icons for back, forward, search, and other functions. A large central area shows a content item with a red box highlighting the "Title" field. The title field contains "Introduction to Java". Below the title are sections for "Description", "Keywords", and "Learning Objectives". At the bottom are buttons for "Save", "Cancel", and "Close".

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]

Referee FORM

1	2	3	4	5	6	7	8	9	10	11	12
INTERVIEWER: Referee's name _____ Referee's address _____ Referee's telephone number _____											
Title:	Name & Signature:		Date:	Rate per minute:							

Save
Print
Exit

Refund FORM

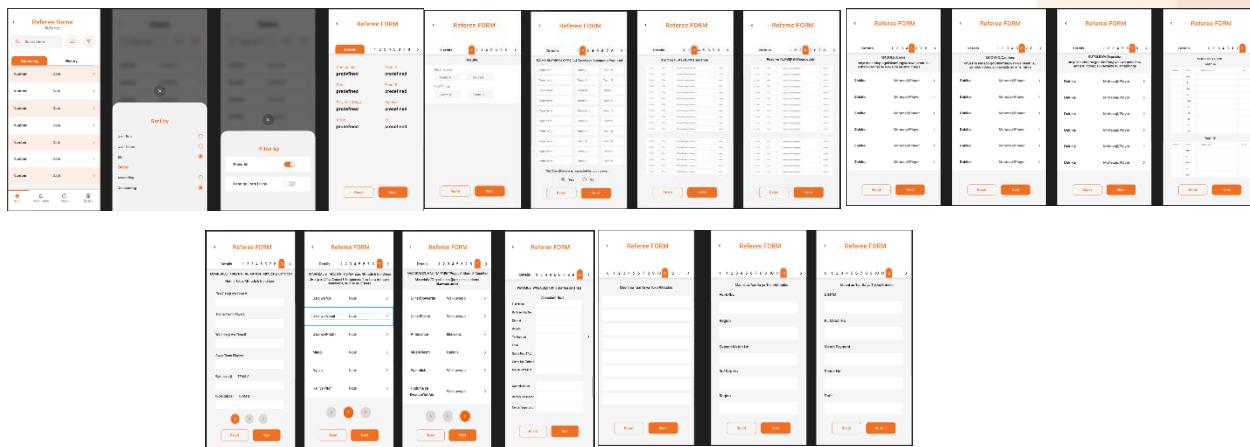
Refund ID	Refund Date	Refund Type	Refund Amount	Refund Status
REF-001	2023-09-15	Refund Type A	\$100.00	Pending
REF-002	2023-09-15	Refund Type B	\$200.00	Pending
REF-003	2023-09-15	Refund Type C	\$300.00	Pending
REF-004	2023-09-15	Refund Type D	\$400.00	Pending
REF-005	2023-09-15	Refund Type E	\$500.00	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

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

III. CHECKING INFORMATION AND SENDING REPORTS

COMPUTER VIEW

MOBILE VIEW



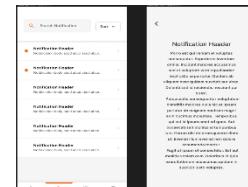
IV. PROVIDING NOTIFICATION INFORMATION TO USER

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 Date	
• If You Just Selected for a User with a Referee "User" as one of the members of Student "User"	10 to 10 days ago
• If You Just Selected for a User with a Referee "User" as one of the members of Student "User"	10 to 10 days ago
• If You Just Selected for a User with a Referee "User" as one of the members of Student "User"	10 to 10 days ago
• If You Just Selected for a User with a Referee "User" as one of the members of Student "User"	10 to 10 days ago
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• If You Just Selected for a User with a Referee "User" as one of the members of Student "User"	10 to 10 days ago

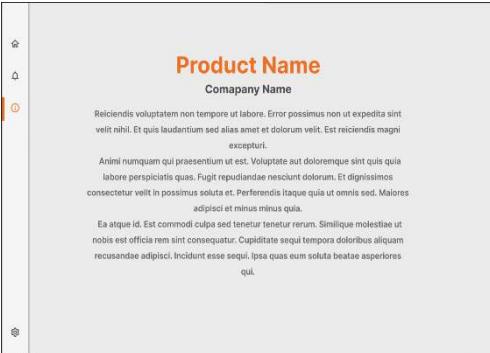
MOBILE VIEW



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

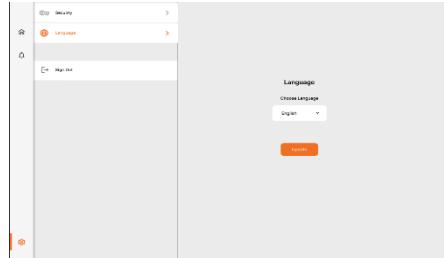
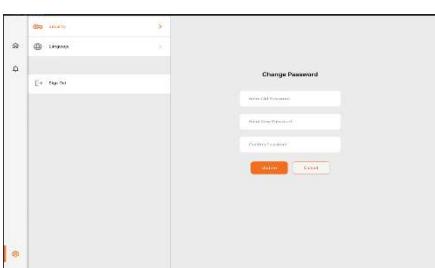


VI. SYSTEM SETTINGS

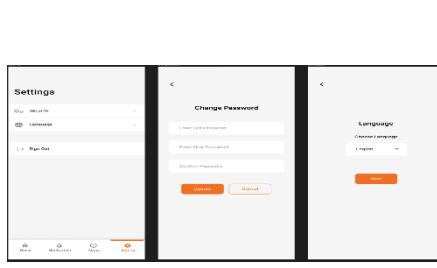
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

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

COMPUTER VIEW

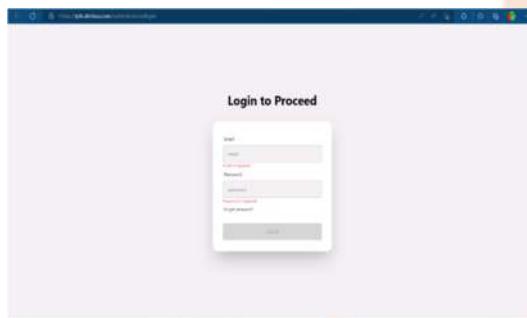


MOBILE VIEW



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

Number	Date	Home Team	Away Team	Venue	City	Pre Match Report	Post Match Report
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	Upload	Upload
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	Upload	Upload
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	Upload	Upload
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	Upload	Upload
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	View	View
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	View	Upload
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	View	View
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	View	View
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	Upload	Upload
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	View	Upload
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	Upload	Upload
24	27/07/2022 11:29 AM	Hennings FC	Gelita Gold FC	Jamith Stadium	City Name	View	View

MOBILE VIEW

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.

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 screenshots illustrate the software's modular design, allowing users to switch between different analytical categories (e.g., LUMINESCENCE, AMINO ACIDS) and view specific data for each team or overall match results.

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: "Hector", "Red Devils", "1"; "Anderson", "Red Devils", "0"; "Giovanni", "Red Devils", "0"; "Samuel", "Red Devils", "0"; and "Tomas", "Red Devils", "0". Below the table is a large orange button labeled "Print Report". At the bottom of the screen, there is a navigation bar with icons for back, forward, and search.

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 Statistics. 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' icon), 'Motivation and Momentum' (with a 'Tactical' icon), 'Accuracy of Playstyle' (with a 'Strategic' icon), 'Mental Content' (with a 'Mental' icon), and 'Teamwork' (with a 'Social' icon). Each section contains descriptive text and a progress bar. At the bottom, there are two large orange buttons labeled 'Total Points' and 'Overall', and three smaller buttons labeled 'Match', 'Team', and 'Player'.

Post - Match Report

Match No.	Date	Time	Home Team	Guest Team	Referee																																																																		
1	2023-09-15	14:00	Team A	Team B	Referee 1																																																																		
Match Details																																																																							
<p>Home Team</p> <ul style="list-style-type: none"> Score: 2-1 Goals: 0-1 (Own Goal), 1-0 (Penalty) Shots on Target: 10 Cards: Yellow (2) Substitutions: 3 Corner Kicks: 5 Foul Fouls: 8 Offside: 2 Yellow Carded: 2 <p>Guest Team</p> <ul style="list-style-type: none"> Score: 1-2 Goals: 1-0 (Own Goal), 0-1 (Penalty) Shots on Target: 8 Cards: Yellow (1) Substitutions: 2 Corner Kicks: 4 Foul Fouls: 7 Offside: 1 Yellow Carded: 1 																																																																							
Player Statistics																																																																							
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Player</th> <th>Position</th> <th>Goals</th> <th>Assists</th> <th>Yellow Cards</th> <th>Red Cards</th> </tr> </thead> <tbody> <tr> <td>Player 1</td> <td>Striker</td> <td>1</td> <td>1</td> <td>1</td> <td>0</td> </tr> <tr> <td>Player 2</td> <td>Midfielder</td> <td>0</td> <td>2</td> <td>0</td> <td>0</td> </tr> <tr> <td>Player 3</td> <td>Defender</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>Player 4</td> <td>Goalkeeper</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>Player 5</td> <td>Midfielder</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>Player 6</td> <td>Striker</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>Player 7</td> <td>Defender</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>Player 8</td> <td>Midfielder</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>Player 9</td> <td>Striker</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>Player 10</td> <td>Defender</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> </tbody> </table>						Player	Position	Goals	Assists	Yellow Cards	Red Cards	Player 1	Striker	1	1	1	0	Player 2	Midfielder	0	2	0	0	Player 3	Defender	0	0	1	0	Player 4	Goalkeeper	0	0	0	0	Player 5	Midfielder	0	1	0	0	Player 6	Striker	0	0	0	0	Player 7	Defender	0	0	0	0	Player 8	Midfielder	0	0	0	0	Player 9	Striker	0	0	0	0	Player 10	Defender	0	0	0	0
Player	Position	Goals	Assists	Yellow Cards	Red Cards																																																																		
Player 1	Striker	1	1	1	0																																																																		
Player 2	Midfielder	0	2	0	0																																																																		
Player 3	Defender	0	0	1	0																																																																		
Player 4	Goalkeeper	0	0	0	0																																																																		
Player 5	Midfielder	0	1	0	0																																																																		
Player 6	Striker	0	0	0	0																																																																		
Player 7	Defender	0	0	0	0																																																																		
Player 8	Midfielder	0	0	0	0																																																																		
Player 9	Striker	0	0	0	0																																																																		
Player 10	Defender	0	0	0	0																																																																		
Match Summary																																																																							
<p>The match was a closely contested affair between Team A and Team B. Team A dominated the first half with several chances, but Team B managed to score a goal through an own goal. In the second half, Team A scored a penalty kick to take the lead. Team B responded with a goal of their own through a penalty kick. The final score was 2-1 in favor of Team A. Both teams showed good sportsmanship throughout the game.</p>																																																																							

Print - Main Report

Report Information

Report Name: **Print - Main Report** | Last Modified: **2024-01-15 10:00:00** | Version: **1.0**

Report Description: **This report displays the main information for the selected project, including its name, description, and key metrics.**

Report Type: **Table** | Page Number: **1** / **1**

Report Status: **Published** | Published Date: **2024-01-15 10:00:00**

Report Categories: **Project Management**

Report Tags: **Project, Main, Report**

Report Authors: **John Doe**

Report Comments: **No comments available.**

Report Actions:

- Print**
- Download**
- Edit**

The screenshot shows the 'Post - Match Report' interface. At the top, it displays the date '2018-08-12' and the location 'Bremen, Germany'. Below this, there's a summary table with columns for 'Team', 'Goals', 'Shots', 'Fouls', and 'Yellow Cards'. The table shows data for both 'Home' and 'Guest' teams. To the right of the table, there are two large orange buttons labeled 'Match Data' and 'Player Data'. On the left side of the screen, there's a sidebar with navigation links like 'Home', 'Logout', 'Profile', 'Statistics', 'Match Reports', 'Player Data', 'Match Data', 'Player Statistics', and 'Match Statistics'. A vertical scroll bar is visible on the right edge of the main content area.

The screenshot shows a mobile application interface for a 'Match Report'. At the top, there's a navigation bar with icons for back, forward, and search. The title 'Post - Match Report' is centered above a table. The table has two rows: the first row contains columns for 'HomeTeam' and 'AwayTeam'; the second row contains the names 'Borussia Mönchengladbach' and 'FC Bayern München'. Below the table, there's a section titled '1st Half Assistant Referee PERFORMANCE' with a table showing performance metrics for 'Assistant Referee' and 'Fourth Official'. At the bottom, there are three large orange buttons labeled 'Score', 'Goalscorer', and 'Match Report'.

HomeTeam	AwayTeam
Borussia Mönchengladbach	FC Bayern München

1st Half Assistant Referee PERFORMANCE

Assistant Referee	46 matches
Zweiteilige Bewertung	46 matches

Fourth Official	46 matches
Accuracy of Signals	46 matches

Match Review 46 matches

Downloads 46 matches

Score 22 min. Score

Goalscorer

Match Report

Post - Match Report

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

Manage the Post-Match Report

Reporting the official match result (including the final score)

Submitting feedback about the quality of the officiating (including the referee's performance). Level of difficulty must be integrated into the task and must be submitted as part of the report.

1. No changes made to the official match result (Very difficult because many difficult situations the official did not see)
2. No changes made to the official match result (Official Match with some difficult decisions for the official)
3. NO changes made to the official match result (changes to the official's decision, the match result for the official, No challenging situations)

Microphones
internal general
Microphones
officials general
Microphones
every difficulty general

The screenshot shows the 'Post - Match Report' section of a software application. At the top, there's a navigation bar with icons for back, forward, and search. Below it is a header with the title 'Post - Match Report'. The main area contains several sections: 'Match' (with a dropdown menu), 'Team' (with dropdown menus for Home Team and Away Team), and a large orange button labeled 'Start Match'. A progress bar indicates the match is at 10 minutes. Below these are sections for 'Personality' (with a dropdown for 10 minutes) and 'Position and Movement' (with a dropdown for 10 minutes). There are also sections for 'Antony of Signs' (10 minutes), 'Match Control' (10 minutes), and 'TeamSkills' (10 minutes). A summary box at the bottom left shows 'Total Points' as 20 points. On the right side, there are two large buttons: 'Next' and 'Last'.

Post - Match Report

Match	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skill Assessment Relative PERFORMANCE																				
Personality	60marks					Position and Movement!														
Positive and Negative	60marks					Flag technique, Positioning, Running Technique / Miscellaneous, Defensive, Offensive, Midfield.														
Accuracy of Signals	60marks					Miscellaneous														
Mental Control	60marks					216000 POINTS (Marks based on above)														
Usefulness	60marks					PORTFOLIO TO APPROVE (Shows performance)														
Total Marks	60marks					20 PROGRESS														

Report Date: 2024-01-15

Report Type: Daily Sales Report

Period: January 2024

Region: North America

Product Category: Electronics

Customer Segment: High Value

Order Status: Shipped

Delivery Method: Standard

Payment Method: Credit Card

Shipping Address: 123 Main Street, Anytown, USA

Bill-to Address: 123 Main Street, Anytown, USA

Order ID: ORD-2024-01-15-001

Customer Name: John Doe

Customer Email: john.doe@example.com

Customer Phone: +1 555-123-4567

Order Details:

Item	Quantity	Unit Price	Total Price
Laptop	1	\$1,200.00	\$1,200.00
Monitor	1	\$300.00	\$300.00
Keyboard	1	\$50.00	\$50.00
Mouse	1	\$30.00	\$30.00
Headphones	1	\$80.00	\$80.00
Subtotal:			\$1,660.00
Tax:			\$166.00
Total:			\$1,826.00

Order Status: Shipped

Delivery Method: Standard

Payment Method: Credit Card

Shipping Address: 123 Main Street, Anytown, USA

Bill-to Address: 123 Main Street, Anytown, USA

Order ID: ORD-2024-01-15-001

Customer Name: John Doe

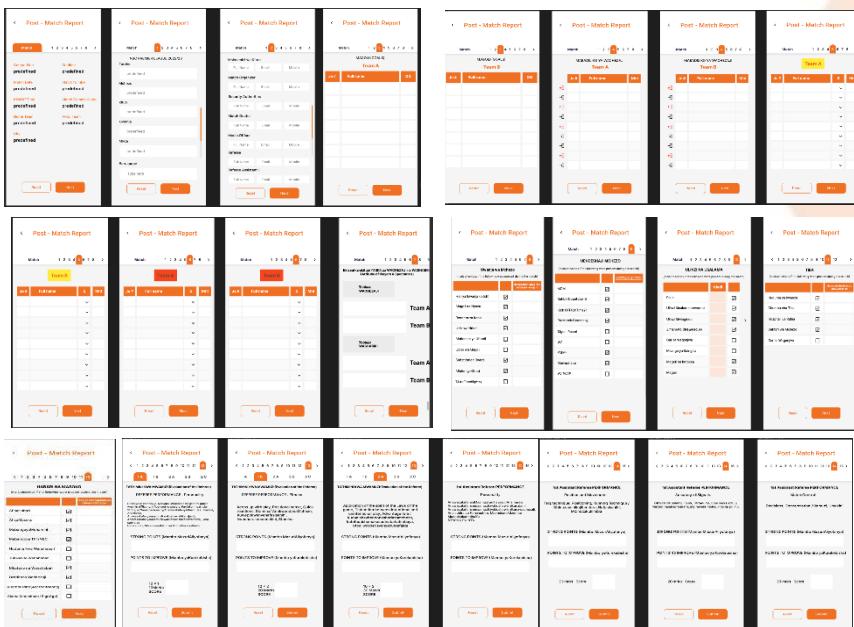
Customer Email: john.doe@example.com

Customer Phone: +1 555-123-4567

Order Details:

Item	Quantity	Unit Price	Total Price
Laptop	1	\$1,200.00	\$1,200.00
Monitor	1	\$300.00	\$300.00
Keyboard	1	\$50.00	\$50.00
Mouse	1	\$30.00	\$30.00
Headphones	1	\$80.00	\$80.00
Subtotal:			\$1,660.00
Tax:			\$166.00
Total:			\$1,826.00

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 the management of football matches. It provides a central hub for referees, coaches, and administrators to manage their schedules, review match reports, and communicate with each other. The platform is built with the latest technology to ensure a smooth and efficient user experience.

Notification Footer

Dimbaa is a platform designed to facilitate the management of football matches. It provides a central hub for referees, coaches, and administrators to manage their schedules, review match reports, and communicate with each other. The platform is built with the latest technology to ensure a smooth and efficient user experience.

Notification Body

Dimbaa is a platform designed to facilitate the management of football matches. It provides a central hub for referees, coaches, and administrators to manage their schedules, review match reports, and communicate with each other. The platform is built with the latest technology to ensure a smooth and efficient user experience.

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

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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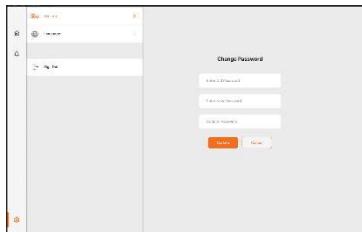
Et atque id. Est commonecudia sed datur huiusmodi anima. Emissio metellus ut nobis est officia non sint concolorat. Cupidoate socius tempora doloribus aliquam necessarium impens. Invident deus regnare tunc quae eum voces habere impensores quia.

VI. SYSTEM SETTINGS

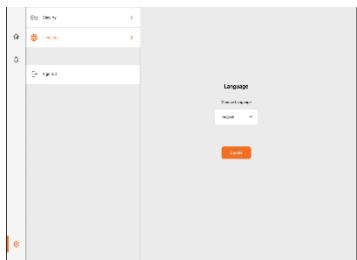
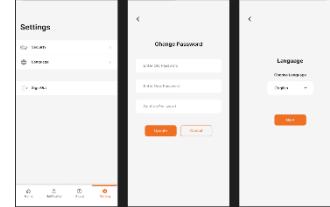
On the system page at the bottom left there is a special button for the purpose of modifying the Dimbaa system.

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

COMPUTER VIEW

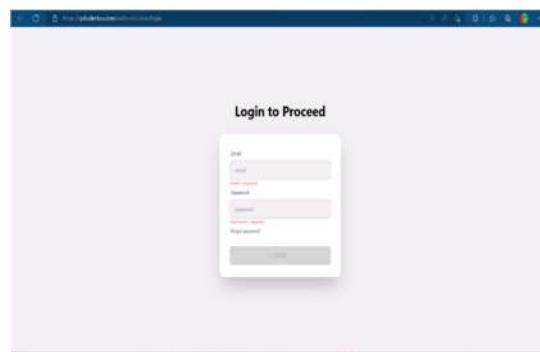


MOBILE VIEW



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	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas
24	27/07/2022 11:20 AM	Rembang FC	Deli Serdang FC	Jemiat Sudarmi	City Name	Visas

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.

Referee Assessor FORM

about the match

Competition:	prodiFC	Assessor Name:	prodiFC
Mobile:	prodiFC	Email:	prodiFC
Region:	prodiFC	Team B:	unidentified
Team A:	prodiFC	Half time score:	Type Name
Date:	2022-07-27	Daftar off:	Type Name
Venue:	prodiFC	Final Score:	Type Name
Center:	prodiFC	In fixture off:	Type Name
Match Off:	prodiFC		

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

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

MOBILE VIEW

Referee Assessor Name

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

Area of Improvement: Minutes

Additional Comments on Control of the Game

Referee Assessor FORM

Evaluation of the referee

Performance

Key Points

- Good sportsmanship, officiating decisions, handling inc., great skills, etc.
- Positioning and movement
- Communication with players

Positive Points: Minutes

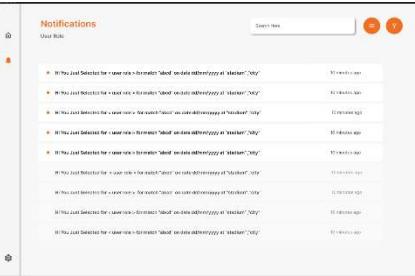
Area of Improvement: Minutes

Additional Comments on Control of the Game

III. PROVIDING NOTIFICATION INFORMATION TO USER

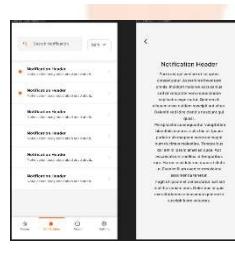
There is also a button that informs this user of the system so that he/she can fulfill what is required. Here he/she will press the "notification" button.

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



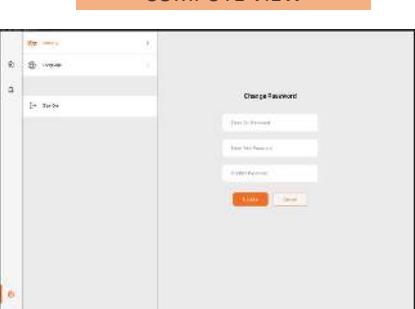
This screenshot shows a mobile version of the 'About Us' page. It has a similar layout to the compute view, with 'Product Name' and 'Company Name' at the top and a large text block below.

V. SYSTEM SETTINGS

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

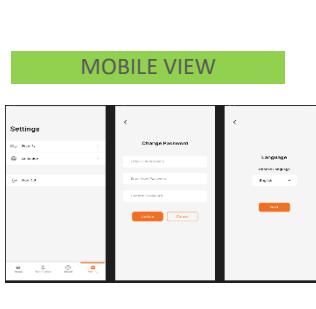
- Changing the password of the user "Password"
- Changing the language of the system "Language"

COMPUTE VIEW



This screenshot shows a 'Settings' page. On the left is a sidebar with navigation options like 'Dashboard', 'User Role', 'Edit Site', and 'Logout'. The main area contains two forms: 'Change Password' and 'Language'. The 'Change Password' form has fields for 'Old Password', 'New Password', and 'Confirm New Password', with 'Save' and 'Cancel' buttons. The 'Language' form has a dropdown menu set to 'English' with a 'Update' 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 two forms ('Change Password' and 'Language') on the right. The 'Language' form includes a dropdown menu for selecting the language.