

CIMS

Centralized Information Management System

Admin Module

For Cricket



User Manual



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Region Master Menu:

- Region Master menu contains following 4 forms:
 1. Club Master
 2. Venue Master
 3. State Master
 4. City Master

Club Master: is used to add/modify/delete the association

Club Master
<http://localhost:8091/cims/jsp/admin/ClubMaster.jsp>

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centralized information management system

User Master Region Master Team Master General Master Match Setup General Reports AuthZ Logout

Club Master

Club Details

Search ▼

Association Name:

State: ▼

Zone: ▼

Submit Reset Delete Records

1. **Search:** User can click on the button given on right hand side of text box and search the existing clubs/associations
2. **Adding new Association/Club:**
 - i. User is required to fill the Association name and select the state and zone by clicking on the buttons given on right hand side of their respective text boxes.
 - ii. Once user have filled the above information user is required to click on submit button to save the data.
3. **Editing Existing Association:**
 - i. User is required to search the association name he/she wants to edit by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected association will be displayed in the respective text boxes.
 - iii. Now user can change the Association name and select the state and zone by clicking on the buttons given on right hand side of their respective text boxes.



- iv. Once user have filled the above information user is required to click on submit button to save the edited data.
- v.

4. Deleting Existing Association:

- i. User is required to search the association name he/she wants to delete by using search option *(as explained in point no. 1)*
- ii. All information regarding selected association will be displayed in the respective text boxes.
- iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected association.

5. **Reset:** This will clear the data from all text boxes.

6. **Records:** This will show existing records in a table format.

Venue Master: is used to add/modify/delete the venue

Venue Master

Venue Details

Search	<input type="text"/>	V	
Venue Name:	<input type="text"/>		
Address:	<input type="text"/>		
Plot:	<input type="text"/>		
District:	<input type="text"/>		
Street:	<input type="text"/>		
End1:	<input type="text"/>		
End2:	<input type="text"/>		
State	<input type="text"/>	V	Add State
City	<input type="text"/>	V	Add City and Map
Pin:	<input type="text"/>		

1. **Search:** User can click on the button given on right hand side of text box and search the existing Venues

2. Adding new Venue:

- i. User is required to fill the Venue name, all related fields and select the state and city by clicking on the buttons given on right hand side of their respective text boxes.
- ii. Once user have filled the above information user is required to click on submit button to save the data.

3. Editing Existing Venue:

- i. User is required to search the Venue name he/she wants to edit by using search option *(as explained in point no. 1)*



- ii. All information regarding selected Venue will be displayed in the respective text boxes.
- iii. Now user can change the Venue name, all related fields and select the state and city by clicking on the buttons given on right hand side of their respective text boxes.
- iv. Once user have filled the above information user is required to click on submit button to save the edited data.

4. Deleting Existing Venue:

- i. User is required to search the Venue name he/she wants to delete by using search option *(as explained in point no. 1)*
- ii. All information regarding selected Venue will be displayed in the respective text boxes.
- iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected Venue.

5. **Reset:** This will clear the data from all text boxes.

6. **Records:** This will show existing records in a table format.

Note: If user is not able to find the state or city in existing records then he can click on the **Add State** and **Add City and map** options to add them.

State Master: is used to add/modify/delete the state

State Master

State Details

Search:	<input type="text"/>	V	
State Name:	<input type="text"/>		
Country :	<input type="text" value="India"/>		

1. **Search:** User can click on the button given on right hand side of text box and search the existing States

2. Adding new State:

- i. User is required to fill the State name, all related fields and select the state by clicking on the buttons given on right hand side of their respective text boxes.
- ii. Once user have filled the above information user is required to click on **submit** button to save the data.

3. Editing Existing State:

- i. User is required to search the State name he/she wants to edit by using search option *(as explained in point no. 1)*
- ii. All information regarding selected State will be displayed in the respective text boxes.
- iii. Now user can change the State name, all related fields and select the state by clicking on the buttons given on right hand side of their respective text boxes.



- iv. Once user have filled the above information user is required to click on **submit** button to save the edited data.

4. Deleting Existing State:

- i. User is required to search the State name he/she wants to delete by using search option *(as explained in point no. 1)*
- ii. All information regarding selected State will be displayed in the respective text boxes.
- iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected State.

- 5. **Reset:** This will clear the data from all text boxes.

City Master: is used to add/modify/delete the city

City Master

City Details

Search City:

▼

City :

State :

▼

Submit

Reset

Delete

- 1. **Search:** User can click on the button and search the existing Cities.

2. Adding new City:

- i. User is required to fill the City name, all related fields and select the state by clicking on the buttons given on right hand side of their respective text boxes.
- ii. Once user have filled the above information user is required to click on **submit** button to save the data.

3. Editing Existing City:

- i. User is required to search the City name he/she wants to edit by using search option *(as explained in point no. 1)*
- ii. All information regarding selected City will be displayed in the respective text boxes.
- iii. Now user can change the City name, all related fields and select the state by clicking on the buttons given on right hand side of their respective text boxes.
- iv. Once user have filled the above information user is required to click on **submit** button to save the edited data.

4. Deleting Existing City:

- i. User is required to search the City name he/she wants to delete by using search option *(as explained in point no. 1)*



- ii. All information regarding selected City will be displayed in the respective text boxes.
 - iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected City.
5. **Reset:** This will clear the data from all text boxes.

Team Master: contains 1. Team Registration for adding new team
2. Team Player Map Master for mapping player with the team

Team Registration:

- Click on Team Registration menu option of Team Master to get following form.

Team Master

Team Details

Search:	<input type="text"/>	▼	
Team Abbreviation :	<input type="text"/>		
Team Name :	<input type="text"/>		
Club :	<input type="text"/>	▼	
Team Location :	<input type="text"/>		
Description:	<input type="text"/>		

1. **Search:** User can click on the button highlighted by arrow and search the existing Teams
2. **Adding new Team:**
 - i. User is required to fill the Team name and select the Association by clicking on the buttons given on right hand side of their respective text boxes.
 - ii. Once user have filled the above information user is required to click on submit button to save the data.
3. **Editing Existing Team:**
 - i. User is required to search the Team name he/she wants to edit by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Team will be displayed in the respective text boxes.
 - iii. Now user can change the Team name and select the Association by clicking on the buttons given on right hand side of their respective text boxes.
 - iv. Once user have filled the above information user is required to click on submit button to save the edited data.
4. **Deleting Existing Team:**



General Master: General Master menu contains following 6 forms. The details are as follows:

1. Role Master
2. Appeal Master
3. Result Master
4. Round
5. Master
6. Round Master
7. Weather Master

Role Master: is used to add/modify/delete the role

Role Master

Role Details

Search:	<input type="text"/>	<input type="button" value="V"/>
Name :	<input type="text"/>	
Description :	<input type="text"/>	

1. **Search:** User can click on the button and search the existing Roles.
2. **Adding new Role:**
 - i. User is required to fill the Role name, all related fields
 - ii. Once user have filled the above information user is required to click on **submit** button to save the data.
3. **Editing Existing Role:**
 - i. User is required to search the Role name he/she wants to edit by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Role will be displayed in the respective text boxes.
 - iii. Now user can change the Role name, all related fields.
 - iv. Once user have filled the above information user is required to click on **submit** button to save the edited data.
4. **Deleting Existing Role:**
 - i. User is required to search the Role name he/she wants to delete by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Role will be displayed in the respective text boxes.
 - iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected Role.
5. **Reset:** This will clear the data from all text boxes.



Appeal Master: is used to add/modify/delete the appeal

Appeal Type Master

Appeal Details

Search	<input type="text"/>	<input type="button" value="V"/>
Appeal Type Name :	<input type="text"/>	
Appeal Type Description:	<input type="text"/>	
		<input type="button" value="Submit"/> <input type="button" value="Reset"/> <input type="button" value="Delete"/>

1. **Search:** User can click on the button and search the existing Appeals.
 2. **Adding new Appeal:**
 - i. User is required to fill the Appeal name, all related fields
 - ii. Once user have filled the above information user is required to click on **submit** button to save the data.
 3. **Editing Existing Appeal:**
 - i. User is required to search the Appeal name he/she wants to edit by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Appeal will be displayed in the respective text boxes.
 - iii. Now user can change the Appeal name, all related fields.
 - iv. Once user have filled the above information user is required to click on **submit** button to save the edited data.
 4. **Deleting Existing Appeal:**
 - i. User is required to search the Appeal name he/she wants to delete by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Appeal will be displayed in the respective text boxes.
 - iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected Appeal.
- Reset:** This will clear the data from all text boxes



Result Master: is used to add/modify/delete the result

Result Master

Result Details

Search

V

Result Name :

Result Description:

Submit

Reset

Delete

1. **Search:** User can click on the button and search the existing Results.
2. **Adding new Result:**
 - i. User is required to fill the Result name, all related fields
 - ii. Once user have filled the above information user is required to click on **submit** button to save the data.
3. **Editing Existing Result:**
 - i. User is required to search the Result name he/she wants to edit by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Result will be displayed in the respective text boxes.
 - iii. Now user can change the Result name, all related fields.
 - iv. Once user have filled the above information user is required to click on **submit** button to save the edited data.
4. **Deleting Existing Result:**
 - i. User is required to search the Result name he/she wants to delete by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Result will be displayed in the respective text boxes.
 - iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected Result.

Reset: This will clear the data from all text boxes



Round Master: is used to add/modify/delete the round

Round Master

Round Details

Search

V

Round Name :

Round Description:

Submit

Reset

Delete

1. **Search:** User can click on the button and search the existing Rounds.
2. **Adding new Round:**
 - i. User is required to fill the Round name, all related fields
 - ii. Once user have filled the above information user is required to click on **submit** button to save the data.
3. **Editing Existing Round:**
 - i. User is required to search the Round name he/she wants to edit by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Round will be displayed in the respective text boxes.
 - iii. Now user can change the Round name, all related fields.
 - iv. Once user have filled the above information user is required to click on **submit** button to save the edited data.
4. **Deleting Existing Round:**
 - i. User is required to search the Round name he/she wants to delete by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Round will be displayed in the respective text boxes.
 - iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected Round.

Reset: This will clear the data from all text boxes



Weather Master: is used to add/modify/delete the weather

Weather Master

Weather Details

Search

V

Weather Type Name :

Weather Type Description:

Submit

Reset

Delete

1. **Search:** User can click on the button and search the existing Weathers.
2. **Adding new Weather:**
 - i. User is required to fill the Weather name, all related fields
 - ii. Once user have filled the above information user is required to click on **submit** button to save the data.
3. **Editing Existing Weather:**
 - i. User is required to search the Weather name he/she wants to edit by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Weather will be displayed in the respective text boxes.
 - iii. Now user can change the Weather name, all related fields.
 - iv. Once user have filled the above information user is required to click on **submit** button to save the edited data.
4. **Deleting Existing Weather:**
 - i. User is required to search the Weather name he/she wants to delete by using search option (*as explained in point no. 1*)
 - ii. All information regarding selected Weather will be displayed in the respective text boxes.
 - iii. Once the above information is displayed, user is required to click on **delete** button to delete the selected Weather.

Reset: This will clear the data from all text boxes



Change Password: is used to change the password.

Change Password	
Login Id :	<input type="text" value="Admin"/>
Old Password :	<input type="password"/>
New Password :	<input type="password"/>
Confirm Password :	<input type="password"/>
<input type="button" value="Submit"/> <input type="button" value="Cancel"/>	

When user clicks on **Change Password** link

1. **Login Id** will be displayed
2. User need to enter the **Old Password, New Password and Confirm Password**(i.e. retype the New Password)
3. After clicking on **Submit** the password will get changed.

Cancel: Cancel button will clear the data from the text boxes.



User Master: is used to add/modify/delete the user

User Detail Form

Search User's Details

Role	Display name	Username	First name	Middle name	Last name
--select--					
<input type="button" value="Search"/>					

Add User Details

Role	Club	Team	
--select--	--select--	--select--	
First name	Middle name	Last name	Display name
Username	Date of Birth	Place Of Birth	Password
		
Country	State	City	
India	--select--	--select--	
Mobile Number	Email Id	Status	Gender
		Active	Male
Address			
<input type="button" value="Save"/>			

1. To add New User:

- User need to enter the related values and select the proper role/club/team/ country/state/city/status/gender.
- Now click on **Save** button to save the user data.

2. Search User's Details: User can search the user by entering role/display name/user name/first name/middle name/last name or with the combination of these by clicking on search. The following page will occur after clicking on **Search** button:

BACK

User Data

[Previous](#) [Next](#)

Username	Display name	First name	Middle name	Last name	Status
sachinten	SR Tendulkar	Sachin	Ramesh	Tendulkar	Active
saching	S Gupta	Sachin		Gupta	Active
SachinW	SS Wagh	Sachin	Shrikant	Wagh	Active
SBabyBC	SBabyBC	Sachin		Baby	Active
SDNadkarniBC	SDNadkarniBC	Sachin	Damodar	Nadkarni	Active
SHSaraswatBC	SHSaraswatBC	Sachin	Hari Prakash	Saraswat	Active
SNLohchabBC	SNLohchabBC	Sachin	Naresh	Lohchab	Active
SPGoyalBC	SPGoyalBC	Sachin	Pramod	Goyal	Active
SRChopraBC	SRChopraBC	Sachin	Ravi	Chopra	Active
SRKATAREBC	SRKATAREBC	SACHIN	R.L.	KATARE	Active

If user clicks on Back button, the user master main page will be displayed.



3. for Edit/Delete User:

- i. Search the user as explained in the point 1 above.
- ii. Click on the Username of the user which is to be edited. Following window will arise with the particular user's details as shown below:

Search User's Details

Role	Display name	Username	First name	Middle name	Last name
--select--					

Search

Add New User

Update User's Details

Role	Club	Team	
Player	Mumbai Cricket Association	Mumbai	
First name	Middle name	Last name	Display name
Sachin	Ramesh	Tendulkar	SR Tendulkar
Username	Date of Birth	Place Of Birth	Password
sachinten		
Country	State	City	
--select--	--select--	--select--	
Mobile Number	Email Id	Status	Gender
		Active	Male
Address			

Update Delete

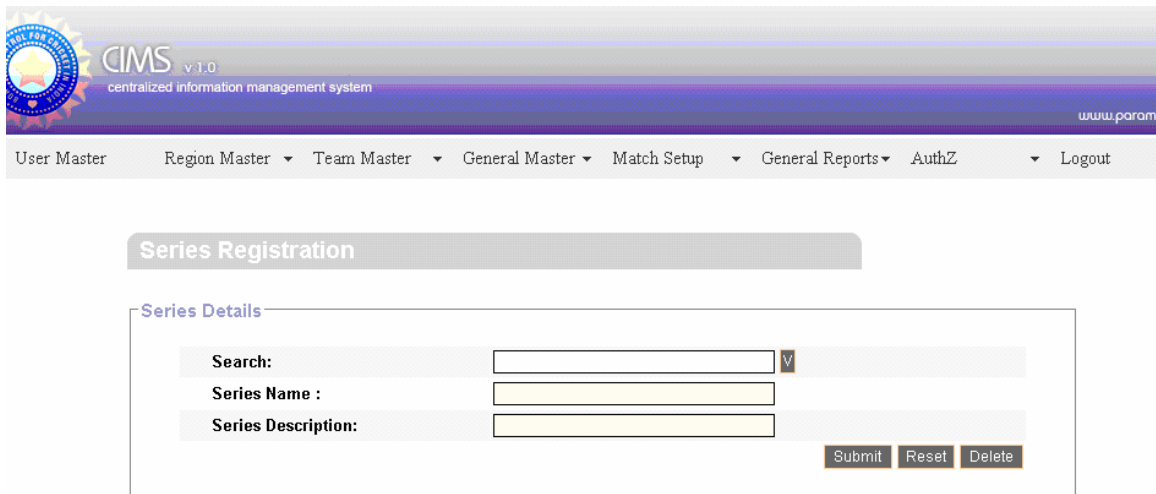
- iii. Now change the values given in the text boxed and click on **Update** button to save the changes.
- iv. Now click on **Delete** button to delete the user.



Match Set Up Menu:

- Match Set up Menu contains following 7 forms.
 1. Series Registration
 2. Series Master
 3. Match Type Creation
 4. Match Schedule
 5. Assign Scorers/Analyst:
 6. Assign Officials
 7. Match Approval

1. Series Registration:



The screenshot displays the CIMS v1.0 (centralized information management system) interface. The top navigation bar includes links for User Master, Region Master, Team Master, General Master, Match Setup, General Reports, AuthZ, and Logout. The main content area is titled 'Series Registration' and features a 'Series Details' form. This form includes three input fields: 'Search:', 'Series Name:', and 'Series Description:'. A magnifying glass icon is positioned to the right of the 'Search:' field. At the bottom right of the form, there are three buttons: 'Submit', 'Reset', and 'Delete'.

Search: User can click on the button given on right hand side of text box and search the existing series.

7. Adding new Series:

- i. User is required to fill the Series name and Series description by inserting text in their respective text boxes.
- ii. Once user have filled the above information user is required to click on submit button to save the data.

8. Editing Existing Series:

- i. User is required to search the series name he/she wants to edit by using search option (*as explained in point no. 1*)
- ii. All information regarding selected series will be displayed in the respective text boxes.
- iii. Now user can change the Series name and Series description by inserting text in their respective text boxes.



- iv. Once user have filled the above information user is required to click on submit button to save the edited data.

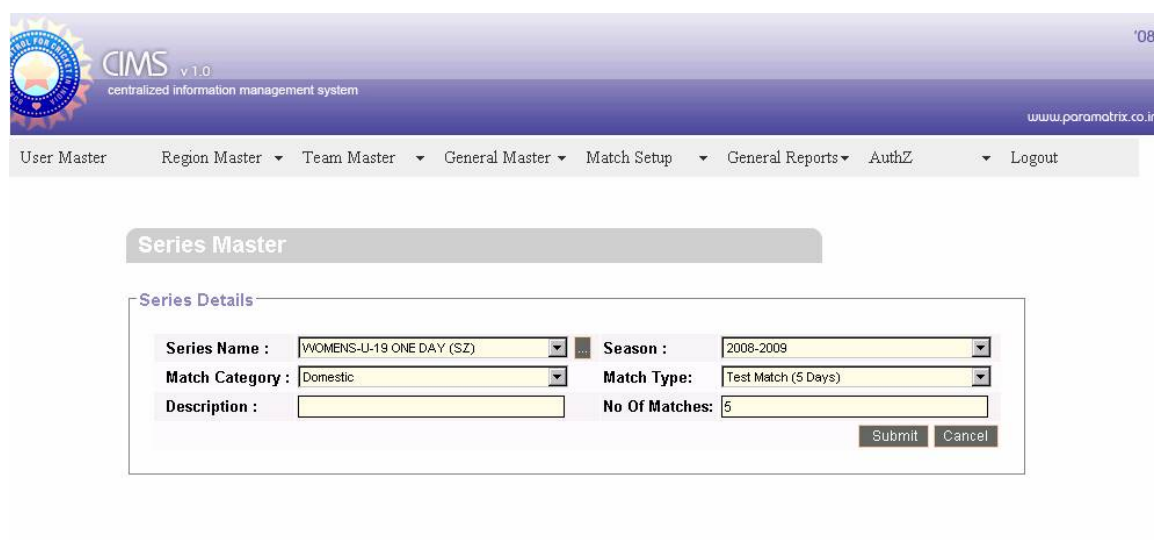
9. Deleting Existing Series:

- i. User is required to search the series name he/she wants to edit by using search option *(as explained in point no. 1)*
- ii. All information regarding selected association will be displayed in the respective text boxes.
- iii. Once user have filled the above information user is required to click on delete button to delete the selected series.

10) Reset: This will clear the data from all text boxes.

2. Series Master:

- Click on Series Selection menu option of the Match Setup menu to get the following form.



The screenshot shows the 'Series Master' form in the CIMS v1.0 system. The form is titled 'Series Master' and contains a 'Series Details' section. The 'Series Name' dropdown is set to 'WOMENS-U-19 ONE DAY (SZ)'. The 'Season' dropdown is set to '2008-2009'. The 'Match Category' dropdown is set to 'Domestic'. The 'Match Type' dropdown is set to 'Test Match (5 Days)'. The 'Description' text box is empty. The 'No Of Matches' text box is set to '5'. There are 'Submit' and 'Cancel' buttons at the bottom right of the form.

1 Adding new Series Details:

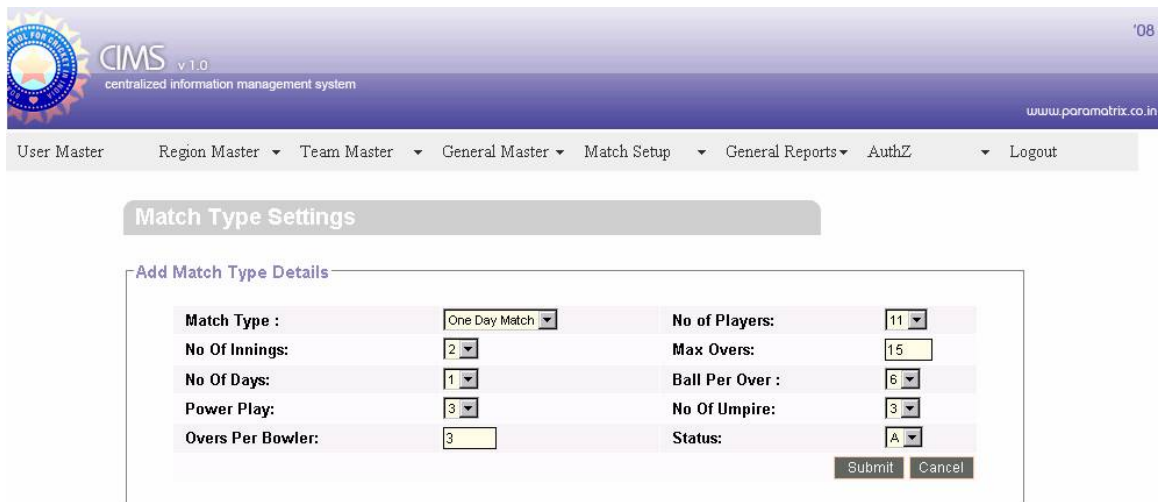
- i. User is required to select the Series name, Season, match category, match type, from drop down list and fill the series description, no of matches under selected series by inserting text in their respective text boxes.
- ii. Once user have filled the above information user is required to click on submit button to save the data.

2 Cancel: This will clear the data from all text boxes.

3 Series Registration Link: User can register new series using this link.



3. Match Type Creation:



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User Master Region Master Team Master General Master Match Setup General Reports AuthZ Logout

Match Type Settings

Add Match Type Details

Match Type :	One Day Match	No of Players:	11
No Of Innings:	2	Max Overs:	15
No Of Days:	1	Ball Per Over :	6
Power Play:	3	No Of Umpire:	3
Overs Per Bowler:	3	Status:	A

Submit Cancel

1 Adding new Match Type Details:

- User is required to select the match type, no of players, no of innings, no of days, balls per over, no of umpires, power play ,status from drop down list and fill the max over, over per bowler under selected series by inserting text in their respective text boxes.
- Once user have filled the above information user is required to click on submit button to save the data.

2 Cancel: This will clear the data from all text boxes.



4. Match Schedule:



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User Master Region Master Team Master General Master Match Setup General Reports AuthZ Logout

Match Detail Form

Add Match Details

Match Name :	<input type="text"/>	Venue :	<input type="text"/>
Tournament Name :	<input type="text"/>	Season :	<input type="text"/>
Match Category :	<input type="text"/>	Match Type :	<input type="text"/>
From Date :	<input type="text"/>	To Date :	<input type="text"/>
Team 1 :	<input type="text"/>	Team 2 :	<input type="text"/>
Scorer 1 :	<input type="text"/>	Scorer 2 :	<input type="text"/>

1. Adding new Match Schedule/Creating New Match :

- User is required to select the match type, match category, date, venue, tournament name, season, from date, to date, team1, team2, scorer1, scorer2 from drop down list and fill the Match name by inserting text in their respective text boxes.
- Once user have filled the above information user is required to click on submit button to save the data.

2. Cancel: This will clear the data from all text boxes.



5. Assign Scorers/Analyst:

Scorer Selection

Tournament Name: From: To:

Match Details

Match Id	Tournament	Venue	Start Date	End Date	Team 1	Team 2	Analyst	Scorer 1	Scorer 2	Save	App.Letter
----------	------------	-------	------------	----------	--------	--------	---------	----------	----------	------	------------

- Search:** User can click on the search button and get the following list of matches created between given date under given series by providing the series name and date.

Scorer Selection

Tournament Name: From: To:

Match Details

Match Id	Tournament	Venue	Start Date	End Date	Team 1	Team 2	Analyst	Scorer 1	Scorer 2	Save	App.Letter
551	RANJI TROPHY ELITE-A	Rajkot	2008-12-12	2008-12-15	Saurashtra	DDCA		Hemali A Desai		<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>
552	RANJI TROPHY ELITE-A	Cuttack	2008-12-12	2008-12-15	Orissa	Mumbai		Ramesh Parab		<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>
553	RANJI TROPHY ELITE-A	Hyderabad	2008-12-12	2008-12-15	Hyderabad	Punjab		Sami Ali		<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>
554	RANJI TROPHY ELITE-A	Jaipur	2008-12-12	2008-12-15	Rajasthan	Gujarat		Omprakash Sharma	Avadhut joshi	<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>
564	RANJI TROPHY ELITE-A	Jaipur	2008-12-18	2008-12-21	Rajasthan	DDCA		Omprakash Sharma		<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>
565	RANJI TROPHY ELITE-A	Rajkot	2008-12-18	2008-12-21	Saurashtra	Hyderabad		Hemali A Desai		<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>
566	RANJI TROPHY ELITE-A	Mumbai (BKC)	2008-12-18	2008-12-21	Mumbai	Punjab		Deepak Joshi		<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>
567	RANJI TROPHY ELITE-A	Cuttack	2008-12-18	2008-12-21	Orissa	Gujarat		Cheerangattu Divakaran Sunil		<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>
611	RANJI TROPHY ELITE-A	Mumbai	2008-12-02	2008-12-05	Mumbai	Hyderabad		Uday Gharat	Avadhut joshi	<input type="button" value="Save"/>	<input type="button" value="Get App. letter"/>



2. Assigning new Match Scorers:

- Click on **Search** button to get the list as per the search criteria given.
- Click on radio button of the required match for which scorer needs to Assign.
- Click on **Save** button to save data.

3. Get the appointment letters:

- Click on **Get Appointment Letter** button to get the of appointment letter.

6. Assign Officials:



The screenshot shows the 'Assign Officials' page of the CIMS v1.0 system. The header includes the BCCI logo, 'CIMS v1.0 centralized information management system', and the URL 'www.paramatrix.co.in'. A navigation menu contains: User Master, Region Master, Team Master, General Master, Match Setup, General Reports, AuthZ, and Logout. The main form has a 'Tournament Name' dropdown (set to 'Select') and 'From' and 'To' date pickers (both set to '31/12/2008'). A 'Search' button is present. Below the form is a table titled 'Match Details' with columns: Pre, Post, M Id, Tourn-ament, Venue, Start Date, End Date, Team 1, Team 2, Umpire 1, Umpire 2, Umpire Coach, Referee, Save, Edit, Delete, and App.Letter.

1. **Search:** User can click on the search button and get the following list of matches created between given date under given series by providing the series name and date.



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User Master Region Master Team Master General Master Match Setup General Reports AuthZ Logout

Assign Officials

Tournament Name:

From: To:

Match Details

Pre	Post	M Id	Tournament	Venue	Start Date	End Date	Team 1	Team 2	Umpire 1	Umpire 2	Umpire Coach	Referee	Save	Edit	Delete	App.Letter
<input type="text" value="2"/>	<input type="text" value="1"/>	664	Board XI v/s Australia	Agartala	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					<input type="button" value="Save"/>	<input type="button" value="Edit"/>	<input type="button" value="Del"/>	<input type="button" value="Get App.Letter"/>
<input type="text" value="2"/>	<input type="text" value="1"/>	665	Board XI v/s Australia	Ahmedabad	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					<input type="button" value="Save"/>	<input type="button" value="Edit"/>	<input type="button" value="Del"/>	<input type="button" value="Get App.Letter"/>
<input type="text" value="2"/>	<input type="text" value="1"/>	666	Board XI v/s Australia	Ahmedabad	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					<input type="button" value="Save"/>	<input type="button" value="Edit"/>	<input type="button" value="Del"/>	<input type="button" value="Get App.Letter"/>

CIMS ADMINISTRATION

2. Assigning Officials:

- Select the search criteria and click on **Search** button
- List will be displayed as per the search criteria.
- Click on radio button of match of which Officials needs to assign.
- Click on **Save** button to save the data.
- Click on **Edit** button to edit the data
- Click on **Del** button to delete the data

3. Pre – Post Function:

- In the **Pre** (before match date) and **Post** (after match date) drop down you can select the number of the days for which assigned officials will not be available for another match.

4. Get the appointment letters:

- Click on **Get Appointment Letter** button to get the of appointment letter.



7. Match Approval:



Approval By Official's Of Match

Tournament Name:

From: To:

Match Details

M_Id	Tournament	Venue	Start Date	End Date	Team_1	Team_2	Umpire 1	Umpire 2	Coach	Referee	Scorer 1	Scorer 2	Analyst	Accept	Reject
------	------------	-------	------------	----------	--------	--------	----------	----------	-------	---------	----------	----------	---------	--------	--------

- Search:** User can click on the search button and get the following list of matches created between given date under given series by providing the series name and date.



Approval By Official's Of Match

Tournament Name:


From: To:

Match Details

M_Id	Tournament	Venue	Start Date	End Date	Team_1	Team_2	Umpire 1	Umpire 2	Coach	Referee	Scorer 1	Scorer 2	Analyst	Accept	Reject
664	Board XI v/s Australia	Agartala	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					Priti M	Parambir Singh		<input type="button" value="Accept"/>	<input type="button" value="Reject"/>
665	Board XI v/s Australia	Ahmedabad	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					Priti M	Pravin Manusmare		<input type="button" value="Accept"/>	<input type="button" value="Reject"/>
666	Board XI v/s Australia	Ahmedabad	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					Priti M	Pravin Manusmare		<input type="button" value="Accept"/>	<input type="button" value="Reject"/>

- Accept Match:** User is required to click on Accept button which will highlight the respective match in green color.
- Reject Match:** User is required to click on Reject button which will highlight the respective match in red color as shown below.



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Approval By Official's Of Match

Tournament Name:

From: To:

Match Details

M_Id	Tournament	Venue	Start Date	End Date	Team_1	Team_2	Umpire 1	Umpire 2	Coach	Referee	Scorer 1	Scorer 2	Analyst	Accept	Reject
664	Board XI v/s Australia	Agartala	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					Priti M	Parambir Singh		<input type="button" value="Accept"/>	<input type="button" value="Reject"/>
665	Board XI v/s Australia	Ahmedabad	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					Priti M	Pravin Manusmare		<input type="button" value="Accept"/>	<input type="button" value="Reject"/>
666	Board XI v/s Australia	Ahmedabad	2008-12-30	2009-01-02	Shivaji Park Gymkhana	MUSLIM UNITED CC					Priti M	Pravin Manusmare		<input type="button" value="Accept"/>	<input type="button" value="Reject"/>

General Reports:

- General Reports Menu contains following 2 forms.
a. Match Points Tally b. Match Users

1. Match Points Tally:

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Series Points Tally

Series Name: Season:

Note: Please Click On + To get The Match Details

	Team Name	Played	Points	Win	Draw	Tie	Loss	Live	Quotient
+	MPCA	6	3	2	2	0	0	2	1.73
+	Vidarbha	6	11	2	1	0	2	1	1.01
+	SSCB	6	0	0	1	0	4	1	0.60
+	Tripura	6	1	1	1	0	2	2	0.65
+	Assam	7	10	2	1	0	2	2	2.69
+	Bengal	7	15	3	2	0	0	2	2.31

- Search:** To get the match details user need to select the series name and season from drop down list Once User have filled the information above he need to click on the search button highlighted by arrow and see the details of matches as shown below.



- **Admin Login :** Admin can change the points of match .For that user has to click on respective + sign of the team name which will expand the link and shows all match points in editable text box as shown below.
Admin can edit the points and he/she need to click on respective save button to save the data.



Series Points Tally

Series Name :

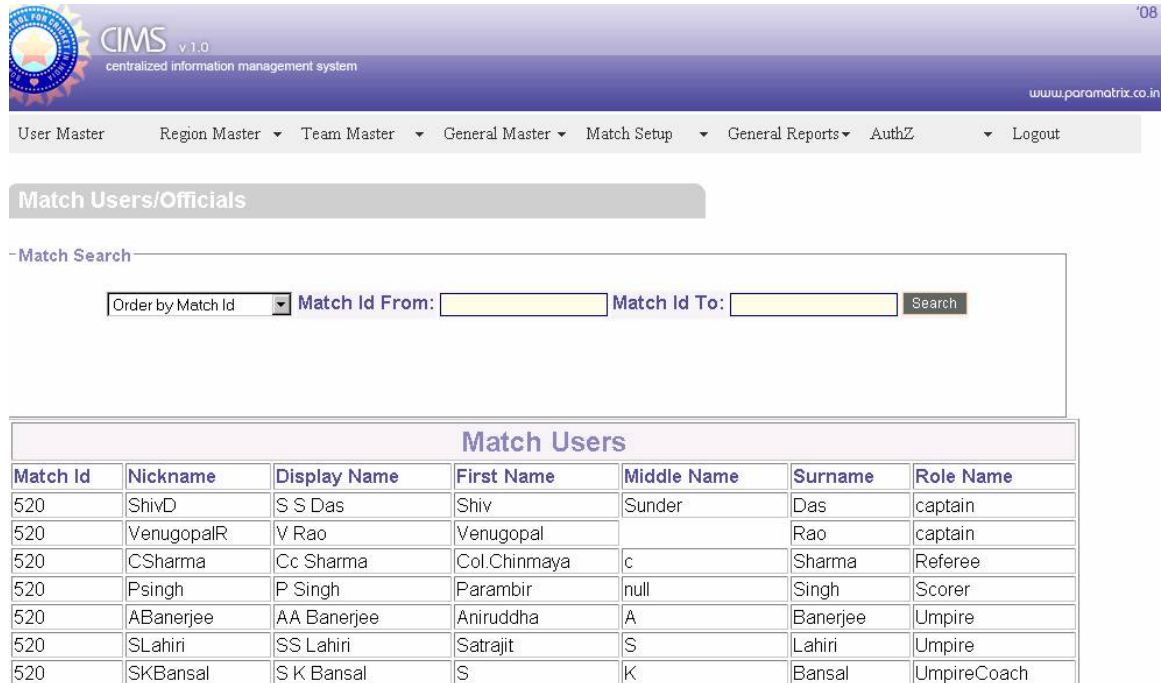
Season :

Note: Please Click On + To get The Match Details

	Team Name	Played	Points	Win	Draw	Tie	Loss	Live	Quotient
—	Mumbai	7	22	4	2	0	0	1	2.45
Match Id	Match	Team 1	Points	Team 2	Points	Edit Points			
410	Mumbai v/s Rajasthan	Mumbai	<input type="text" value="5"/>	Rajasthan	<input type="text" value="0"/>	<input type="button" value="Save"/>			
450	Gujarat v/s Mumbai	Gujarat	<input type="text" value="0"/>	Mumbai	<input type="text" value="6"/>	<input type="button" value="Save"/>			
518	DDCA v/s Mumbai	DDCA	<input type="text" value="0"/>	Mumbai	<input type="text" value="0"/>	<input type="button" value="Save"/>			
532	Saurashtra v/s Mumbai	Saurashtra	<input type="text" value="0"/>	Mumbai	<input type="text" value="0"/>	<input type="button" value="Save"/>			
552	Orissa v/s Mumbai	Orissa	<input type="text" value="0"/>	Mumbai	<input type="text" value="5"/>	<input type="button" value="Save"/>			
566	Mumbai v/s Punjab	Mumbai	<input type="text" value="0"/>	Punjab	<input type="text" value="0"/>	<input type="button" value="Save"/>			
566	Mumbai v/s Punjab	Mumbai	<input type="text" value="0"/>	Punjab	<input type="text" value="0"/>	<input type="button" value="Save"/>			
611	Mumbai v/s Hyderabad	Mumbai	<input type="text" value="6"/>	Hyderabad	<input type="text" value="0"/>	<input type="button" value="Save"/>			
+	Punjab	7	12	2	2	0	2	1	1.01
+	DDCA	7	15	2	4	0	0	1	1.16
+	Saurashtra	7	9	2	2	0	2	1	2.91
+	Gujarat	7	11	3	2	0	1	1	2.11
+	Rajasthan	7	2	0	2	0	4	1	0.62
+	Orissa	7	8	1	2	0	3	1	0.78
+	Hyderabad	7	9	0	4	0	2	1	1.16



2. Match Users:



Match Id	Nickname	Display Name	First Name	Middle Name	Surname	Role Name
520	ShivD	S S Das	Shiv	Sunder	Das	captain
520	VenugopalR	V Rao	Venugopal		Rao	captain
520	CSharma	Cc Sharma	Col.Chinmaya	c	Sharma	Referee
520	Psingh	P Singh	Parambir	null	Singh	Scorer
520	ABanerjee	AA Banerjee	Aniruddha	A	Banerjee	Umpire
520	SLahiri	SS Lahiri	Satrajit	S	Lahiri	Umpire
520	SKBansal	S K Bansal	S	K	Bansal	UmpireCoach

- **Search:** To get the match users, user needs to fill the match id from and match id to in respective text boxes. Once User have filled the information above he need to click on the search button to get the users of those matches.

AuthZ: menu contains following menu option.

- a. Edit Player Map b.

1. Edit Player Map:



1. Search Match and get the Team List:

- Select the dated from and to of match and click on **Get Matches** button then matches will be generated in the drop down list
- Now select match from drop down list
- Now select the team from **Teams** drop down list
- After selecting match and particular team click on Get Team List

2. To change the player of the match for particular team:

Teams: Andhra	Get Team List
---------------	---------------

YG Rao	YG Rao	save
D Kalyankrishna	YG Rao	save
A G Pradeep	YG Rao	save
G Prasad	YG Rao	save
Israel Raju	YG Rao	save
P Reddy Extra Player	YG Rao	save
Manoj Sai	YG Rao	save
D Shivkumar	YG Rao	save
B Sumanth	YG Rao	save
M Suresh	YG Rao	save
S K Varma Extra Player	YG Rao	save
P V Kumar Extra Player	YG Rao	save
H Watekar 12th Player	YG Rao	save
S Ravishankar Extra Player	YG Rao	save
D Prabhukiran	YG Rao	save
A Mallireddy	YG Rao	save

- After selecting match and particular team clicking on Get Team List the above window will arise.
- Now if you want to change YG Rao as 12th man and H Watekar as 1st player then do as following
 - First select H. Watekar from the dropdown list which is displayed against YG Rao and click on **Save** button.
 - Now the confirmation will be asked for saving the data, if want to save then click on **OK** or click on **Cancel** to nullify the effect.
 - If **OK** is clicked then H. Watekar is saved as first player in place of YG Rao and it is shown accordingly.
 - Now we need to change YG Rao in place of H. Watekar.
 - Please select YG Rao from the dropdown list which is displayed against H. Watekar(where he is displayed as 12th Player) and click on **Save** button.
 - Now the confirmation will be asked for saving the data, if want to save then click on **OK** or click on **Cancel** to nullify the effect.



Note: These changes are required to be done where scorer makes any mistake while selecting the playing 11 or extras and continues with the match without checking the team composition (and realizes mistake in between the match).

2. Reports:

- You can click on **Reports** menu option to get the reports module access. It will present you with the following Reports Module screen whose

Select match - Microsoft Internet Explorer

Address: <http://localhost:8081/cims/jsp/SelectMatch.jsp>

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Date: 2008-12-31

Change PassWord | LogOut

Select Dates

31/12/2008 | 31/12/2008 | Get Matches | Andhra Vs. Andhra U19(662)

Details

Competition	Match Between	Venue	
C K NAYUDU TROPHY (K.O)	Andhra Vs Andhra U19	Ahmedabad,	Continue

Summary

Team Batting	Score	Overs	A Mallireddy	*D Prabhukiran
In Progress Andhra (inning:1)	102 / 8	16.5	6 Runs	5Runs

