

Event Management System V 1.4

We are pleased to share the latest updates and enhancements delivered across the Event Management System (EMS) and Over-The-Top (OTT) platform.

1. Added an enhancement in Sub-Match Screen to show 'Team Score' after each Sub-Match Finished.

We have implemented a logic to handle Team Match Scores in leagues. The system now ensures that the cumulative team score is strictly dependent on the chronological sequence of sub-matches. This update prevents misleading results by dynamically recalculating or hiding scores whenever sub-matches are edited, reset, or scored out of order.

Users will see these consistent, recalculated values across all platform modules:

- **Live Match Center:** Real-time updates during active play.
- **Printable Scoresheets:** Official PDFs and printouts now reflect the recalculated sequence.
- **OTT & Export:** Data feeds and exports (CSV/Excel) will pull the validated sequential score.

Events > Team Matches > Scores Edit Popup

The screenshot displays the 'Scores Edit Popup' in the Event Management System. The interface includes a search bar for Match ID, tabs for Lineup, Participants, and Scores (selected). The main area shows a table of match scores with columns for Smash Masters, Pong Fiction, Set 1-5, Total Score, Match Score, and Action. The current match score is 3-1 W/O. A 'Publish' button is visible at the bottom right.

Smash Masters	Pong Fiction	Set -1	Set -2	Set -3	Set -4	Set -5	Total Score	Match Score	Action
ABILZADE Khadija	Aria Walker	11 - 3	11 - 6	11 - 7	0 - 0	0 - 0	3-0	1-0	W/O Save
AALTONEN Gabriela	Andreea	3 - 11	3 - 11	3 - 11	0 - 0	0 - 0	0-3	1-1	W/O Save
ABAD Pablo	Andersen, Chris	11 - 4	3 - 11	11 - 4	11 - 4	0 - 0	3-1	2-1	W/O Save
ABILZADE Khadija/AALTON	Aria Walker/Andreea	11 - 5	11 - 5	11 - 5	0 - 0	0 - 0	3-0	3-1	W/O Save

2. Added an enhancement to show Parent Abbreviations for Group Stage (Standard View) - OTT Platform

To improve visibility of Parent (Club/MA) and provide a more concise viewing experience for fans on Mobile and Web, the **OTT Results Table** now features **Club Abbreviations** in the Group Stage (Standard View). The system will now display the designated Parent (Club/MA) abbreviation based on Parent selection of that specific category.

OTT > Draw & Results > Group Stage (Standard View)

The screenshot shows the STUPA web application interface. At the top, there is a navigation bar with 'Events' selected. Below it, a breadcrumb trail includes 'Draws & Results'. The main content area features a 'Singles' dropdown menu set to 'Single 21' and 'Group Stage'. A search bar for 'Group Name' and a 'Filter' button are visible. The primary table displays a group stage table with columns for rank, player name, group name, and scores. Below this, a 'Matches' section lists individual matches with columns for rounds, players, dates, times, tables, and results.

Rank	Player	Group	Score 1	Score 2	W	L	Pts
1	Aadhi LV Tharsan	ALG/TN	0-0	0-0	0	0	0
2	ABRAMOV Natanel	ISR	0-0	0-0	0	0	0
3	Adam Griffin	SUR	0-0	0-0	0	0	0

Rounds	Player	Date	Time	Table	Result
R1	ABRAMOV Natanel vs Adam Griffin				0-0 (-)
R2	Aadhi LV Tharsan vs Adam Griffin				0-0 (-)
R3	Aadhi LV Tharsan vs ABRAMOV Natanel				0-0 (-)

This screenshot shows a similar view to the previous one but with a 'Standings' section expanded for 'Group 1'. The 'Standings' table includes columns for 'Sn', 'Player', 'Group', and scores. Below it, the 'Matches' section shows a single match between '17YearPlayer' and 'ABIODUN Tiago'.

Sn	Player	Group	1	2	W	L	Pts	Rank
1	17YearPlayer	ALB/sd		0-0	0	0	0	
2	ABIODUN Tiago	B2	0-0		0	0	0	

Rounds	Player	Date	Time	Table	Result
R1	17YearPlayer vs ABIODUN Tiago				0-0 (-)

3. Added an enhancement in the Team Score Edit to Showcase & Input Reserve Player + An additional Notes button to Input Match Notes

- Reserve Player Visibility (OTT Side)

To ensure full transparency of team members whether they are Reserve or Active, **Reserve Players** are now explicitly displayed within the Player Lineup interface.

- **Sub-Match Popup (New Info. Added):** A dedicated "Reserves Section" has been added to the Team Score Popup.

Events > Team Matches > Lineup Edit Popup

Event Management | Scoring and Streaming | Search by Match ID

Edit

Lineup | Participants | Scores | Umpire --

Paddle Force | Hit Happens

Players in the Lineup | 2 Players

Player Name	Action
ADEKOLA Kilishi	Active
ADAMONIS Motiejus	Active

Reserve Players | 1 Players

Player Name	Action
ADLYTĖ Deimantė	Reserve

Save

← Back | Overview | Schedule | Participants | Live Matches | **Draws & Results** | Awards & Standing | Leaderboard

Teams | 3. SNTL MOŠKI | Group Stage

All Rounds | All Groups | All Matches

Group 1 | 90 Matches

Standings

Sn	Team	L	Pts	Rank
1	Akihiro Montecinos	0	2	1
2	Kristof Streich	1	2	2
3	Karel Eigenmann	3	2	3
4	Kaito Stransky	0	0	4
5	Kaito Stransky	0	0	5

Matches

Rounds	Match	Date	Time	Score	Result
R1	NTK METLIKA vs NTK Inter Diskont II	04-10-2025	10:00	5-5	View Details
R1	ŠD Vrhnika I vs ŽNTK Maribor II	04-10-2025	10:00	5-5	View Details
R1	NTK Škofja Loka vs NTK Vrtojba	04-10-2025	10:00	0-6	View Details
R1	ŠD Šentjošt vs NTK Logatec	04-10-2025	10:00	1-6	View Details
R2	NTK Škofja Loka vs NTK Logatec	04-10-2025	16:00	0-6	View Details

NTK METLIKA vs NTK Inter Diskont II

Rok Spodov vs Urban Ekar

Andraž Kramžar vs David Zrnčič

May Bočko vs Nejc Kokoravec

Reserve Player

NTK METLIKA | NTK Inter Diskont II

Player Name

Ken Masters

Ken Masters

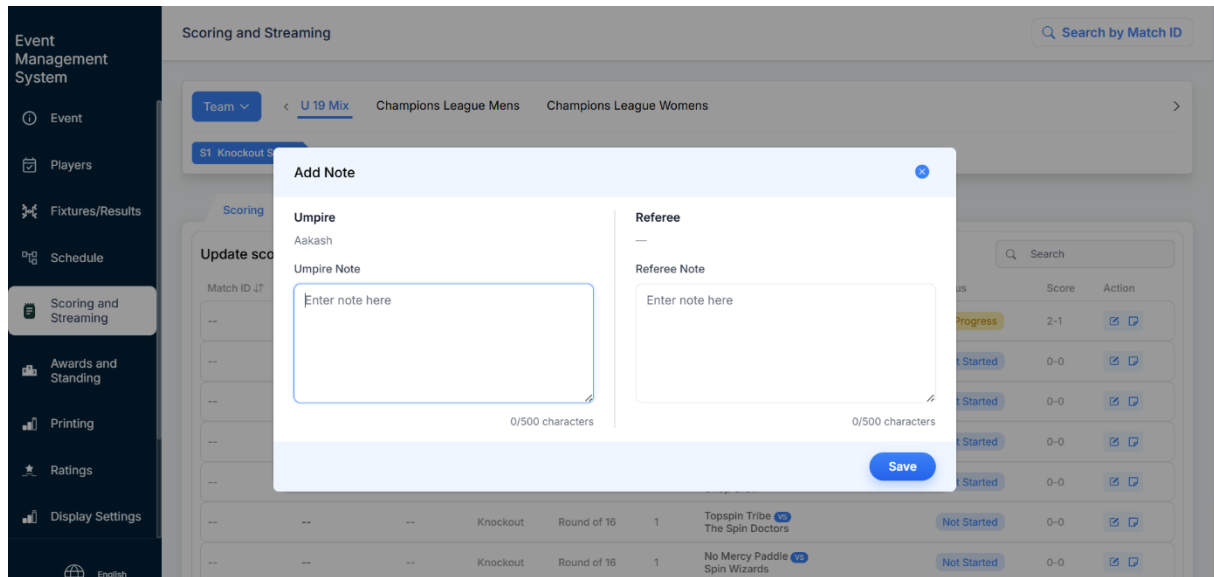
- **Match Notes (TMS Side)**

A dedicated **'Match Notes'** feature has been introduced across all areas where scoring is initiated, including **Fixture & Results, Scoring & Streaming, and Print screens**. This enables tournament organizers to capture detailed remarks from both the **Umpire and the Referee** for each team match. Whether it involves disciplinary actions, injury-related updates, or technical observations, all relevant match insights are now systematically recorded and stored alongside the final score for every match.

Events > Scoring and Streaming > Action (Only for Team Matches)

Events > Fixture & Results > Action (Only for Team Matches)

Events > Print > Action (Only for Team Matches)



4. Predefined Fixture Formats (New Feature)

Tournament organizers can now choose from a range of **predefined competition formats**. Instead of manually creating each stage, the system allows selection of a **template** that automatically sets up the required **Group and Knockout stages**, configures qualifier progression, and applies standard industry settings.

1. New Fixture Templates

We have introduced core templates categorised into two release phases:

Phase 1: Multi-Stage Formats

- **Group Play-Off:** Automatically creates a Group Stage followed by a Main Draw Knockout.
- **Group Play-Off + Consolation:** Creates three stages—Groups, a Main Draw for winners, and a Consolation Draw for those who did not qualify.
- **Group + Preliminary + Knockout:** A high-tier format creating Groups, a Preliminary Knockout round, and a Final Main Draw.

Phase 2: Standard League & Cup Formats

- **Round Robin:** A single-group league format where everyone plays each other once.
- **Double Round Robin:** A single-group league where everyone plays each other twice (Home/Away).
- **Knockout:** A streamlined, single-elimination bracket with no complex pre-settings required.

2. Smart Configuration Cards

When using a template, the Stage 1 configuration now includes **Integrated Stage Cards** (e.g., "Stage 2 Configuration"). This allows you to define the entire tournament flow from a single screen:

- **Automated Qualification:** Pre-select how many players progress from Groups to the next stage.
- **Elite/Excluded Player Logic:** Easily designate seeded players for specific stages within the template flow.
- **Advanced Mapping:** For complex templates (like Consolation), you can now define exactly which losers from Stage 1 or Stage 2 populate the Stage 3 bracket.

3. Dynamic Editing & Flexibility

While templates provide a "fast-track" setup, they remain fully customisable:

- **Instant Generation:** Stages are created immediately upon selection.
- **Inherited Settings:** Editing Stage 1 will automatically suggest relevant updates to Stage 2 to ensure consistency across the tournament.
- **Add/Remove Stages:** Even after using a template, organizers can manually edit settings if required in subsequent stages without hampering the completed stage.

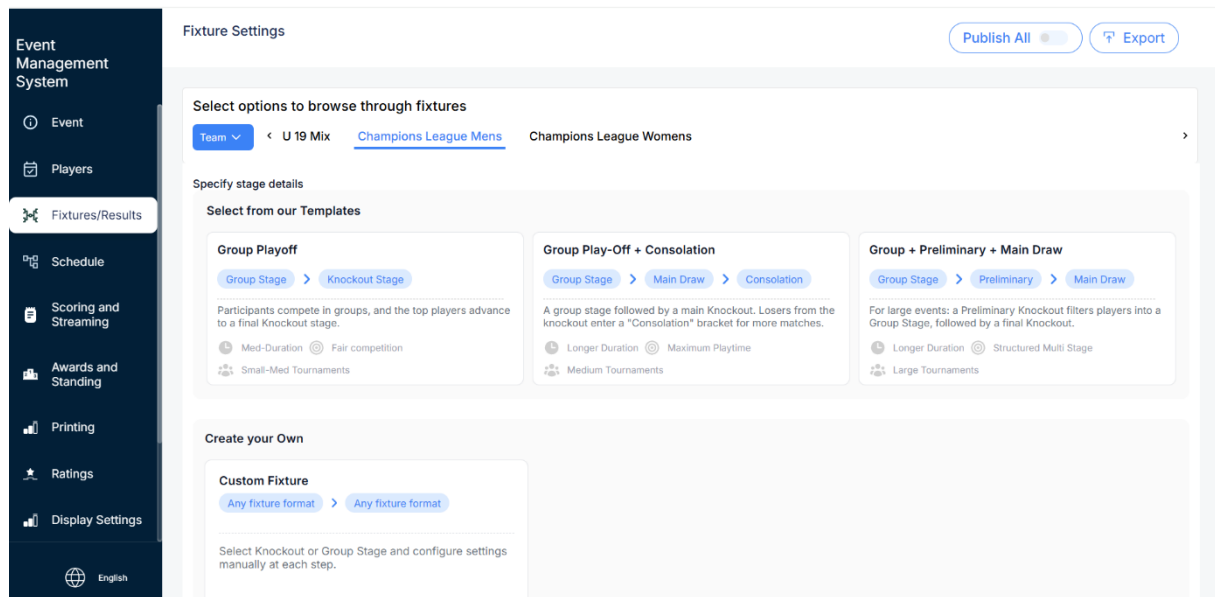
4. Acceptance & Validation Rules

- **Template Availability:** Templates appear only during the **initial creation** of a category fixture to ensure data integrity.
- **Pre-Defined Defaults:** To save time, settings like "No. of Legs" (default 1) and "Max Round" (default Final) are pre-filled based on the chosen template but remain editable if needed.

5. Restrictions Implemented to avoid Data Loss

- **Restriction 1:** If Stage 1 is completed and Stage 2 has been created and even a single match is scored, the system will not allow deletion or modification of the previous stage, provided there is a dependency between stages.
- **Restriction 2:** To modify or delete a previous stage that has dependencies, all scores in the dependent stage must be reset first.

Events > Fixture & Results Tab > Pre-Defined Fixture Formats



5. Enhancements in Rule Settings (Stage-wise)

Organizers are no longer restricted to a single set of rules for an entire category. You can now define distinct gameplay rules for different stages (e.g., Group Stage Vs. Knockout) and even individual rounds (e.g., Quarter-Finals vs. Finals). This update ensures full compliance with International federation standards where match formats often evolve as the tournament progresses.

**Key Features

1. Hierarchical Rule Configuration** The system now follows a three-level priority logic to determine which rules apply to a specific match:

- **Level 1: Category-Level (Default):** Universal settings that act as a fallback for the entire category.
- **Level 2: Stage-Level (Override):** Specific rules for an entire stage, such as a unique point system for Group Stages.
- **Level 3: Round-Level (Override):** The most granular control, allowing you to set a "Best of 7" format specifically for a Final while earlier rounds remain "Best of 5".

2. Dynamic Fallback Logic You don't need to configure every round manually. The system intelligently looks for the most specific rule available:

1. Checks for **Round-specific** settings.
2. If none exist, it falls back to **Stage-specific** settings.
3. If still none, it applies the **Category-level** defaults.

3. Data Integrity & Automated Locking To maintain competitive fairness, the system automatically protects active matches from mid-game rule changes:

- **Automatic Locking:** Configurations are strictly locked as soon as the first match in a stage or round has been scored.

- **Conflict Prevention:** If an organiser attempts to change rules after scoring has commenced, the system will block the edit and display the number of matches already impacted.

Note: If organizers need to change the **Game Settings after scores have been entered**, it is mandatory to **reset all scores for that stage** before making any changes.

Group Stage (Stage-wise)

Fixture Settings ×

Result Management Scoring Management

Select One

Apply to all rounds Round wise

Scoring Configuration

Standard Point System
To win a game, Player A or Player B must score at least 11 points if the score is 10-10, a player must win by a 2-point difference

Sudden Death Point
To win a game, Player A or Player B must score at least 10 points if the score is 10-10, a player must win by a 2-point difference upto a max point. Max Point

Golden Point System
To win a game, Player A or Player B must score at least 11 points if the score is 10-10, the first player to reach 11 points wins

Decider set ⊞
The decisive game is won by the first player to accumulate the requisite number of points

Point Serve

Match Format Configuration ⊞
Configure match format settings such as match type, number of sets, and set-specific rules.

Match Configuration

ST Standard Rule
In standard games, a match consists of an odd number of games, such as 1, 3, 5, 7, or 9 To win the match, a player/team must achieve the maximum number of game wins

SP Special Rule
In special games, a match consists of any number of games, ranging from 1 to 9 Regardless of wins or losses, both players/teams are required to play all the games in the match

Apply Rounds On
If selected none, by default rule set will be applied on games.

Games Matches

Select Number of Games per Match

1 2 3 4 5 6 7 8 9

Point System Configuration ⊞

Enable Match Point System ⊞
Each match winner will receive 1 point for the team (Walkover and Not Played will be defined as 0 points)

Advance Match Point System ⊞
To allow users to set points based on match performance only applicable in team events

Team A	Team B	Winner	Loser
<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text" value="3"/>	<input type="text" value="2"/>
<input type="text" value="4"/>	<input type="text" value="1"/>	<input type="text" value="4"/>	<input type="text" value="1"/>
<input type="text" value="5"/>	<input type="text" value="0"/>	<input type="text" value="5"/>	<input type="text" value="0"/>

Enable Set Point System ⊞
Each set winner will receive the below configured point for the team (Walkover and Not Played will be defined as 0 points)

Single Doubles Golden Match

Advance Set Point System
Enable to configure advanced rules that extend matches until the required winning lead is reached.

Winner Basis (For Final Position)

Points

Match Won Win/Loss Ratio

Game Won Win/Loss Ratio

Score Won Win/Loss Ratio

Knockout Stage (Stage-wise)

Fixture Settings ×

Result Management Scoring Management

Select One

Apply to all rounds Round wise

Knockout Position Match

Final Semi Final Quater Final Round 16 Round 32 Round 64

Scoring Configuration

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Sudden Death Point
To win a game, Player A or Player B must score at least 10 points if the score is 10-10, a player must win by a 2-point difference up to a max point. Max Point

Golden Point System
To win a game, Player A or Player B must score at least 11 points. If the score is 10-10, the first player to reach 11 points wins.

Decider set ⊖
The decisive game is won by the first player to accumulate the requisite number of points.

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Match Format Configuration ⊖
Configure match format settings such as match type, number of sets, and set-specific rules.

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SP Special Rule
In special games, a match consists of any number of games, ranging from 1 to 9. Regardless of wins or losses, both players/teams are required to play all the games in the match.

Apply Rounds On
If selected none, by default rule set will be applied on games.

Games Matches

Select Number of Games per Match