

Event Management System V 1.6

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

1. Enhanced Export Logic

We have enhanced player position visibility across multiple stages within the Event Management System (EMS). With this update, a player's original group and qualifying position are now preserved and displayed throughout all knockout rounds, instead of being visible only in the immediate subsequent stage. This improvement provides better traceability and clearer progression tracking across the entire event structure.

Extended Participant Tracking

Previously, group stage qualifiers (e.g., "Group A - 1st Place") were only visible in the first knockout stage. If a tournament progressed into secondary knockout brackets, this context was lost.

New Behaviour: The system now retains and displays qualifier details for **up to two previous stages**.

Enhanced Visibility: Exported files and previews now include specific columns for **Stage Number** and **Round Details** to provide a clear audit trail of a player's journey through the tournament.

Refined Excel Exports & Previews

The "Customize Participants" view and the subsequent Excel export have been updated to ensure all qualifier details are fully visible and formatted correctly.

Position Data: Now explicitly shows the stage number and the player's finishing position from that stage.

Column Structure: Standardized columns to include comprehensive round data for better data analysis post-export.

Impacted Screens

Users will notice these changes across the following areas in the EMS:

Fixture and Result > Edit > Customize > Customize Participants > Preview

Excel Export (generated from the Customize Participants Preview)

Note: This update is designed to provide greater transparency for complex tournament formats with multiple progression tiers. No manual configuration is required; the additional data columns will populate automatically for all qualifying knockout or group stage fixtures.

Event Management System

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English

Logout

Fixture Settings

Publish All

Export

Singles

< U 15 Boys Singles Junior Boy's Singles U15-BS U19-GS SAC CAT 11 Sac Cat 2 >

Group Stage Stage 1 4 Participants

Knockout Stage Stage 2 2 Participants

Knockout Stage Stage 3 4 Participants

+

Fixture Settings

Draft edit

Participants List

Participant List

Matches

Participant positions

S.No	Seeding	System Seeding	License ID	Flag	Stage Positions	Participant	Member Association	Club	Action button
1	--	1	207555		S2 F W	Adhikari Sohan		TN	
2	--	4	200470		S1 Q1 Q2	ADÃO Lucas	Portugal	SV Robinhood	
3	--	3	207535		S1 Q2 Q2	Adhikari Subham		TN	
4	--	2	207764		S2 F L	Adhithyan Siddharth		TN	

Customize

Shuffle

Back to default

Preferences

Save draft

Save and proceed

Fixture Settings

Publish All

Export

Singles

< U 15 Boys Singles Junior Boy's Singles U15-BS U19-GS SAC CAT 11 Sac Cat 2 >

Group Stage Stage 1 4 Participants

Knockout Stage Stage 2 2 Participants

Knockout Stage Stage 3 4 Participants

+

Fixture Settings

Participants List

Customize Participants

Matches

Participant positions

1 1 S2 F W 207555 Adhikari Sohan TN

2 4 S1 Q1 Q2 200470 ADÃO Lu... Portugal SV Robinhood

3 3 S2 F L 207764 Adhithyan Siddharth TN

4 2 S1 Q2 Q2 207535 Adhikari Subham TN

No record found

Partial Place

Save Customisation

Singles >> Sac Cat 2 >> Knockout Stage

Export Excel

Matches

Exit Preview

1 1 S2 F W 207555 Adhikari Sohan TN

2 2 S1 G1 Q2 200470 ADÃO Lucas Portugal SV Robinhood

3 3 S2 F L 207764 Adhithyan Siddharth TN

4 2 S1 G2 Q2 207535 Adhikari Subham TN

4	A	B	C	D	E	F	G	H	I	J	K
1	Knockout - Sac Cat 2										
2											
3	Sr No	Seed	Player Name	License ID	Club	Association	Qualifiers				
4	1	1	Adhikari Sohan	207555	TN		(S2,F,Winner) (\$1,G1,Q1)				
5	2	2	ADÃO Lucas	200470	SV Robinhood	Portugal	(S1,G1,Q2)				
6	3	3	Adhithyan Siddharth	207764	TN		(S2,F,Loser) (\$1,G2,Q1)				
7	4	2	Adhikari Subham	207535	TN		(S1,G2,Q2)				
8											
9											
10											
11											
12											
13											
14											
15											
16											
17											
18											
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28											
29											
30											
31											

2. Visibility for Doubles Player Names

We have updated the user interface for team matches involving **Doubles sub-matches**. This fix addresses a display constraint where player names were being truncated or obscured.

Expanded Doubles Field UI

Previously, the input and display fields for doubles pairings in the sub-match screens were too narrow. This made it difficult to verify the full names of both players in a pair, especially in matches with longer names.

New Behaviour: The doubles player fields have been widened and optimized across all scoring and participation popups.

Enhanced Clarity: Names for players from both competing teams are now visible up to the maximum length that can be displayed, reducing the risk of selection errors during sub-match creation or score entry.

Impacted Screens

The layout optimization has been applied to the **Participation and Scores popup** across the following modules:

EMS > Events > Fixture & Results > Edit Score Popup

EMS > Events > Scoring & Streaming > Scoring > Edit Score Popup

EMS > Events > Printing > Scoresheet > Edit Score Popup

Note: This UI update is purely visual and does not change your existing workflow.

Event Management System

Fixture Settings

Publish All ☐ Export

All matches in this stage are completed, please proceed to the next stage.

Teams > < 13 Boys Teams 14 Boys Teams 15 Boys Teams 17 Boys Teams >

Edit

Lineup Participants Scores

Participant Selection

Algeria			Bulgaria		Tables	Actions		
A1	ASLANOVA Arzu	Active	vs	B1	Elijah Baker	Active	Table	Clear
A2	ALEXOUDIS Konstantinos	Active	vs	B2	Evelyn Adams	Active	Table	Clear
A1	ASLANOVA Arzu	A	vs	B1	Elijah Baker	A	Table	Clear
A2	ALEXOUDIS Konstantinos	Active	vs	B2	Evelyn Adams	Active	Table	Clear

Save

Export/Share

English

Logout

Edit

Publish ☐

Event Management System

Fixture Settings

Publish All ☐ Export

All matches in this stage are completed, please proceed to the next stage.

Teams > 13 Boys Teams 14 Boys Teams 15 Boys Teams 17 Boys Teams

Edit

Lineup Participants Scores

Venue Group Name Date Time Table Umpire

-- Knockout -- -- -- --

All A1 VS B1 A2 VS B2 A1/A2 VS B1/B2 A2 VS B2

0 - 4

Algeria	Bulgaria	W/O	Scorer	Set-1	Set-2	Set-3	Set-4	Set-5	Total Score	Match Score	Action
ASLANOVA Arzu	Elijah Baker	--		0 - 0	0 - 0	0 - 0	0 - 0	0 - 0	0-0	-	W/O Save
ALEXOUDIS Konstantinos	Evelyn Adams	--		0 - 0	0 - 0	0 - 0	0 - 0	0 - 0	0-0	-	W/O Save
ASLANOVA Arzu/ALEXOUDIS Konstantinos	Elijah Baker/Evelyn Adams	--		0 - 0	0 - 0	0 - 0	0 - 0	0 - 0	0-0	-	W/O Save
ALEXOUDIS Konstantinos	Evelyn Adams	--		0 - 0	0 - 0	0 - 0	0 - 0	0 - 0	0-0	-	W/O Save

Export/Share

English

Logout

Publish ☐

3. Leaderboard in TMS

We are excited to introduce the **Leaderboard** feature to the Tournament Management System (TMS). Bringing parity with our LMS, this feature allows organizers to track not only Team ranking but also display player rankings based on individual performances within team categories.

Leaderboard for Team Categories

The leaderboard is specifically designed for **Team Events**. It tracks individual player contributions (Singles and Doubles) within team matches to rank the top performers of the tournament.

Note: This feature is exclusive to Team categories and will not be displayed for standalone Singles, Doubles, or Mixed Doubles tournaments

Leaderboard Configuration, Visibility of Leaderboard in TMS:

TMS > Event > Fixtures/Results > Game Settings (Team category)

TMS > Event > Leaderboard

Event Management System

Event

Players

Fixtures/Results

Schedule

Scoring and Streaming

Awards and Standing

Printing

Rankings and Ratings

Display Settings

Leaderboard

English

Logout

Knockout Stage

Stage 1

6 Participants

+

Fixture Settings > Final Edit

Participants List

Game Settings

Knockout Matches

Position Matches

Quarter Finals

Semi Finals

Final

Date: --

1. LAT

2. BYE

Time: --

Table: --

Date: --

3. Team 33

4. Team 32

Time: --

Table: --

Date: --

5. Ger

6. Team 35

Time: --

Table: --

Date: --

7. FRA

Time: --

Table: --

Date: --

LAT

Time: --

Table: --

Date: --

Time: --

Table: --

Date: --

Time: --

Table: --

Edit

Publish

Event Management System

Event

Players

Fixtures/Results

Schedule

Scoring and Streaming

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Printing

Rankings and Ratings

Display Settings

Leaderboard

English

Logout

Knockout Stage

Stage 1

6 Participants

+

Fixture Settings > Final Edit

Participants List

Game Settings

Knockout Matches

Position Matches

Quarter Finals

Semi Finals

Final

Date: --

1. LAT

2. BYE

Time: --

Table: --

Date: --

3. Team 33

4. Team 32

Time: --

Table: --

Date: --

5. Ger

6. Team 35

Time: --

Table: --

Date: --

7. FRA

Time: --

Table: --

Date: --

LAT

Time: --

Table: --

Date: --

Time: --

Table: --

Date: --

Time: --

Table: --

Edit

Publish

Fixture Settings

Advance Match Point System

Enable Set Point System

Golden Game Configuration

Individual Point Configuration

Top and Bottom

Singles and Doubles

Update

Event Management System

Event

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Export/Share Results

English

Logout

Leaderboard

Team

< U11 Boys U13 Girls Cadet Boys Team Junior Boys Junior Girls Youth Mixed U21 Men's >

ALL S1 Group Stage S2 Group Stage S3 Knockout Stage

Team Leaderboard

Player Leaderboard

Q Search

Winner Logic

Position	Team Name	M.A.	Club	TM	W	T	L	G	SM	Set	Pts	
1	Team Nyzot			5	4	0	0	1	12-4	39-12	19	 
2	Team cypra			6	2	0	3	1	9-10	27-36	14	 
3	Team gyrio			5	3	0	2	0	9-6	31-25	12	 
4	Team Oreo			5	3	0	2	0	8-7	27-23	11	 
5	Team Latol	IND		5	0	2	2	1	7-11	24-31	10	 
6	Team Kitora			5	2	0	3	0	6-9	21-30	8	 
7	Team vitara			5	1	1	3	0	6-10	20-32	7	 

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STUPA

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Live

Ranking

License

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Q

🌐

+

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Participants

Live Matches

Draws & Results

Awards & Standing

Leaderboard

Teams

17 Boys Teams

All

Team Leaderboard

Player Leaderboard

Q Search by Participant Name

Position	Player Name	Team	Member Association	Club	 Top W/L	 Bottom W/L	 Top W/L	 Bottom W/L	Points
1	Ava Clark	Azerbaijan			0-0	0-0	0-0	0-0	2
1	William Jackson	Azerbaijan			0-0	0-0	0-0	0-0	2
1	Noah Harris	Azerbaijan			0-0	0-0	0-0	0-0	2
1	Amelia White	Azerbaijan			0-0	0-0	0-0	0-0	2
2	Jackson Allen	Belize			0-0	0-0	0-0	0-0	0
2	Zoe Hall	Belize			0-0	0-0	0-0	0-0	0

Leaderboard

Team > 13 Boys Teams > **14 Boys Teams** > 15 Boys Teams > 17 Boys Teams

ALL > S1 Knockout Stage > S2 Group Stage > S3 Knockout Stage

Team Leaderboard > **Player Leaderboard**

Search

Winner Logic

Position	Player Name	Club	Team	S W/L	D W/L	Points
1	James Taylor		Algeria	3 - 2	1 - 1	12
1	Elijah Baker		Bulgaria	3 - 0	1 - 1	12
2	Evelyn Adams		Bulgaria	2 - 1	1 - 1	10
2	ASLANOVA Arzu		Algeria	2 - 1	1 - 1	10
3	Ethan Wilson		Argentina	0 - 1	2 - 1	4
3	Isabella Miller		Argentina	0 - 1	2 - 1	4
3	Chloe Scott		Botswana	1 - 2	0 - 1	4
3	Daniel Moore		Argentina	2 - 1	0 - 0	4
3	ADAMONIS Motiejus		Argentina	2 - 1	0 - 0	4
4	Olivia Davis		Algeria	1 - 1	0 - 0	2

<< < 1 2 > >> 1- 10 of 2

OTT > Event > Leaderboard

4. Updated Default Game Play Settings

To streamline event creation and better align with different competitive standards, we have updated the **default Game Play Settings** for both Tournaments and Leagues.

1. Standardized Default Configurations

The system now automatically applies optimized configurations based on the event type selected, reducing manual setup time for organizers.

For Tournaments:

Winner Basis (Final Position): Updated to **Win/loss ratio for all** (previously "Won for all").

Maintains: Standard Scoring/Rules, Best of 5 Sets, and Point System (Win: 2, Loss: 1, Walkover: 2).

For Leagues:

Winner Comparison: Updated to **Compare with all** (previously "Head to Head").

Winner Basis (Final Position): Updated to **Win-loss for all**.

Maintains: Standard Scoring/Rules, Best of 5 Sets, and Point System (Win: 2, Loss: 1, Walkover: 2).

2. New "Win - Loss" Selection Option

Within the **Winner Basis (For Final Position)** configuration, we have introduced a dedicated **Win - Loss** option. This enhancement provides a more precise way to calculate final rankings based on the margin of victories and defeats across the entire event.

Impacted Screens

EMS > Events > Fixture & Results > Game Play Settings: * Users will see the new **Win - Loss** option in the dropdown menu.

Default values will now dynamically update based on whether a League or Tournament is being configured.

5. Unified Player and Parent Abbreviation Display

We have streamlined how player information is displayed across our scoring and printing screens. To improve readability and save horizontal space, **Parent Abbreviations** are now integrated directly into the player name column rather than occupying a separate column.

Unified Name Display

Previously, the system used a separate column to show a player's parent organization or regional abbreviation. This often cluttered the interface and made it difficult to view full details on smaller screens or printed sheets.

New Behavior: The parent abbreviation is now displayed alongside the player's name within a **single consolidated column**.

Better Layout: This change optimizes the layout for both digital scoring interfaces and physical printed scoresheets, providing a cleaner, more professional look.

Impacted Screens

The new unified display is now active in the following areas:

EMS > Events > Scoring & Streaming: Improved visibility for umpires and scorers during live match management.

EMS > Events > Printing (Day-wise Scoresheet): More compact schedules for daily distribution.

EMS > Events > Printing (Scoresheet): Enhanced layout for individual match record-keeping.

Note: This update is a visual refinement designed to make data interpretation faster. No changes were made to the underlying parent data; only the method of display has been optimized.

Scoring and Streaming

Search by Match ID

Singles > U 15 Boys Singles Junior Boy's Singles U15-BS U19-GS SAC CAT 11 Sac Cat 2

S1 Knockout Stage

Scoring Streaming

Update score ALL Without results With results

Search

Match ID	Date/Time	Table	Knockout	Round	Match	Umpires	Status	Score	Action
4297	--	--	Knockout	Round of 32	Arlid Berg 324RK (BNG)	--	Not Started	0-0	
4298	--	--	Knockout	Round of 32	ABRAMAVICIUTE Eivile (LTU) Alexander Strehse (GERMR)	--	Not Started	0-0	
4299	--	--	Knockout	Round of 32	AHLERS Kevin BARBERA Joan	--	Not Started	0-0	
4300	--	--	Knockout	Round of 32	Avery Ramirez Arian Ziryan Saleem	--	Not Started	0-0	
4301	--	--	Knockout	Round of 32	Arlid Bouquet Aaron Morgan	--	Not Started	0-0	
4302	--	--	Knockout	Round of 32	Arasamanikandan Abidhakshan (TN) ARIAS Raul	--	Not Started	0-0	
4303	--	--	Knockout	Round of 32	ARANGO Diego Sebastian Abigail Alexander	--	Not Started	0-0	
4304	--	--	Knockout	Round of 32	ALEXANDRU Dorothea (AUT) Aria Ward (MDA)	--	Not Started	0-0	

Printing

Ask AI

Day Wise Score Sheet Score Sheet Fixtures Schedule Back no.

Singles > U 15 Boys Singles Junior Boy's Singles U15-BS U19-GS SAC CAT 11 Sac Cat 2 13 Boys Teams 14 Boys Teams 15 Boys Team >

S1 Knockout Stage

All matches Filter Search by participants, round, and group Preview

No.	Match ID	Leg	Knockout	Round	Date & Time	Table	Participants	Print Status
1.	4297	1	Knockout	Round of 32	--	--	Arlid Berg 324RK (BNG)	
2.	4298	1	Knockout	Round of 32	--	--	ABRAMAVICIUTE Eivile (LTU) Alexander Strehse (GERMR)	
3.	4299	1	Knockout	Round of 32	--	--	AHLERS Kevin BARBERA Joan	
4.	4300	1	Knockout	Round of 32	--	--	Avery Ramirez Arian Ziryan Saleem	
5.	4301	1	Knockout	Round of 32	--	--	Arlid Bouquet Aaron Morgan	
6.	4302	1	Knockout	Round of 32	--	--	Arasamanikandan Abidhakshan (TN) ARIAS Raul	

6. Sorting for Live Scorecards

To provide a more organized and intuitive viewing experience for fans and spectators, we have implemented a new sorting logic for **Live Scorecards**. This ensures that matches are displayed in a logical sequence based on their scheduled table and timing.

Dual-Criteria Sorting Logic

Previously, live matches could appear in a randomized order based on when they were initialized. The interface now automatically organizes live scorecards using a two-tier sorting system:

Primary Sort – Match Time: Matches are grouped by their scheduled start time (earliest to latest).

Secondary Sort – Table Number: Within the same time slot, matches are sorted numerically by Table Number.

Impacted Screens

This improved sorting is visible to all users on the OTT platform in the following sections:

OTT > Home Page > Live Scores Section: The quick-access carousel or grid on the landing page.

OTT > Events > Live Matches > All Scores: The dedicated live match tracking dashboard.

Benefit: This update makes it significantly easier for users to locate specific matches or follow the progression of the tournament across different tables and time slots.

7. Fixes for Position Match Printing & Navigation

This update resolves critical workflow issues regarding **Position Matches**. We have fixed the printing bugs that required unnecessary workarounds and corrected a synchronization issue where edited match names were not updating across the platform.

1. Fixed Direct Printing for Position Matches

Previously, attempting to print position match fixtures directly resulted in a blank page, forcing users to "Preview" the document before printing would function.

The Fix: Organizers can now use the **Print** button directly within the Position Matches tab. Fixtures will now load and render immediately for print, eliminating the need for the extra preview step.

Path:

EMS > Events > Printing > Fixtures > Position Matches > Print

Impacted Screens

EMS > Events > Printing > Fixtures > Position Matches: Printing is now fully functional.

Note: For any existing position matches where names were previously edited but not updated on the tabs, simply re-save the match name to trigger the system-wide update.

8. Player Forfeit

Managing player withdrawals and injuries is now easier than ever. We have introduced a **Forfeit** feature that allows organizers to instantly settle all upcoming matches for a player with a single click, eliminating the need for manual score entry for every match.

Instant Forfeit & Automated Scoring

Organizers can now forfeit a player directly from the **Players** screen. Once activated:

Automatic Results: All upcoming matches for the forfeited player are automatically scored as a loss.

Selective Impact: Completed matches remain untouched; only scheduled or upcoming matches are updated.

Visual Indicators: The player's name will be highlighted in **Red** with a **(Forfeit)** tag across all EMS and OTT screens.

Forfeit Undo & Safety Logic

To prevent data inconsistency, we have implemented a "Forfeit Undo" option with smart safety checks:

The Undo Option: Available in the "Action" menu only for players already marked as forfeited.

Validation Guardrails: The system will block an "Undo" action and display an error message if the tournament has already progressed.

Example: If Player A's opponent has already played and finished their next round match (e.g., the Quarter Final after a Round of 16 forfeit), the action cannot be reversed.

Flow

Navigate to **EMS > Events > Players**.

Click the **Three Dots (Action Menu)** next to the player's name.

Select **Forfeit** to automate match results.

To reverse, return to the same menu and select **Forfeit Undo** (subject to validation).

Impacted Screens

EMS: Players list, Fixture & Results (Groups/Knockouts), Schedule, Scoring & Streaming, and all Printing exports (Scoresheets/Fixtures).

OTT: Participant lists, Draws & Results, and Schedule views.

Tip: In multi-stage events (e.g., Group Stage followed by Knockout), if a player is forfeited but has already qualified for the next stage, the system will place them in the draw according to their standing. Organizers should manually manage walkovers for any newly generated fixtures in subsequent stages if necessary.

Event Management System

Event

Players

Fixtures/Results

Schedule

Scoring and Streaming

Awards and Standing

Printing

Rankings and Ratings

Display Settings

Leaderboard

English

Logout

Classes/Categories

Participants remaining: 10/104

Back No.

Seeding

sync

Category

Singles > U 15 Boys Singles Junior Boy's Singles U15-BS U19-GS SAC CAT 11 Sac Cat 2 13 Boys Teams 14 Boys Teams 15 Boys Tear >

Search

☐	Sr.No	License ID	Player Name ↑	Club	Back No.	Seeding ↑	Rank	In* Points	Ex* Points	Gender	DOB	Registration Entry Date	Action
☐	1	8480	Abigail Alexander		165	--	--	--	0	Male	2000-03-12	7/6/2025, 7:44:32 PM	
☐	2	8459	Aaron Morgan		162	--	--	--	0	Male	2000-03-18	7/6/2025, 7:45:05 PM	
☒	3	204690	BAGHIROV Tunar		119	--	--	--	0	Male	2010-06-19	7/6/2025, 7:48:04 PM	
☐	4	8498	Avery Ramirez		179	--	--	--	0	Male	2000-03-31	7/6/2025, 7:48:10 PM	
☐	5	201837	BARBERA Joan		176	--	--	--	0	Male	2009-09-27	7/6/2025, 7:48:16 PM	
☐	6	--	324RK	BNG	--	--	--	3242	0	--	--	5/7/2026, 6:08:58 PM	
☐	7	200470	ADÃO Lucas		170	--	--	2644	0	Male	2010-04-30	4/24/2026, 6:14:31 PM	
☐	8	10311	Arang Arindam		147	--	--	1363	0	Male	1984-12-03	2/18/2026, 3:19:12 PM	

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Fixture Settings

Publish All

Export

Singles > U 15 Boys Singles Junior Boy's Singles U15-BS U19-GS SAC CAT 11 Sac Cat 2 >

Knockout Stage

Stage 1

32 Participants

Fixture Settings > Final Edit

Participants List

Game Settings

Knockout Matches

Date: --

Time: --

Table: --

20. BAGHIROV Tunar (Forfeited) 0

21. Ahmed Jihan ASM 3

22. ABIDUN Tiago B2

23. Alexia Gross

24. Akshay Anand Athota AP

25. Abigail Alexander

Date: --

Time: --

Table: --

Date: --

Time: --

Table: --

Date: --

Time: --

Table: --

Date: --

Time: --

Table: --

Date: --

Time: --

Table: --

Edit

Publish

9. Day Planner & Scheduler Enhancements

This update introduces significant flexibility to the **Day Planner**. We have removed rigid scheduling restrictions, allowing organizers to modify their event timelines even after matches are scheduled.

1. Dynamic Time Management & Slot Deletion

Organizers are no longer locked into their initial schedule once matches are placed. You can now adjust event start and end times dynamically.

Flexible Edits: Update your "Plan Settings" to shorten or extend the day even after scheduling has begun.

Intelligent Restrictions: The system allows time changes as long as they do not overlap with or delete slots that currently contain a scheduled match. If a slot is empty, it can be removed by adjusting the end time.

Path:

EMS > Event > Day Planner > Plan Settings

Bug Fixes

Navigation Fix: Resolved an issue where the "**Go to Day Planner**" button within the Schedule screen was unresponsive. It now correctly redirects users to the planner configuration page.

10. Standing Based Reports

We have introduced a new **Standing-wise Export** engine. This allows organizers to generate "Report" that focus on final rankings.

1. New Export Type: Standing-wise

Within the Global Export Settings, users can now toggle between two distinct export philosophies:

Match-wise: Traditional exports focused on individual match results (available in Fixture & Result screen).

Standing-wise (New): Focused on athlete rankings and metadata (available in Awards & Standing screen).

2. Comprehensive Data Mapping

When creating a Standing-wise format, a new set of data fields is available in the "Manage Columns" dropdown:

Event Details: Includes OTT links, participant counts, and country counts per category.

Participant Details: Full name splits (First/Last), Player ID, Team Name, DOB, and Country.

Parent Details: Extensive mapping for Member Associations (Name, Abbreviation, Email, Country) and Clubs.

Standings Details: Options to export **Final Standings** or **Stage-wise Standings** (with split options).

3. Awards & Standings Integration

Organizers can now trigger these reports directly from the **Awards and Standing** screen.

Team Event Logic: When exporting team standings, the system generates data at the **Player Level**. Every player on the same team will automatically be assigned the identical rank/standing achieved by their team.

Layout Flexibility: Supports both **Horizontal** and **Vertical** export orientations to suit different committee filing requirements.

How to Configure

Define Format: Go to

EMS > Manage > Tournament Configuration > Export Formats > Add

.

Select Type: Set "Export Type" to **Standing wise**.

Choose Columns: Select the specific Standing and Parent details required.

Export: Navigate to

EMS > Awards & Standing

, select your category and fixture format, and click **Export**.

Impacted Screens

EMS > Manage > Tournament Configuration: New export type logic.

EMS > Events > Awards & Standing: New Export button and format selection.

EMS > Events > Fixture & Results: (Restricted to Match-wise formats only).

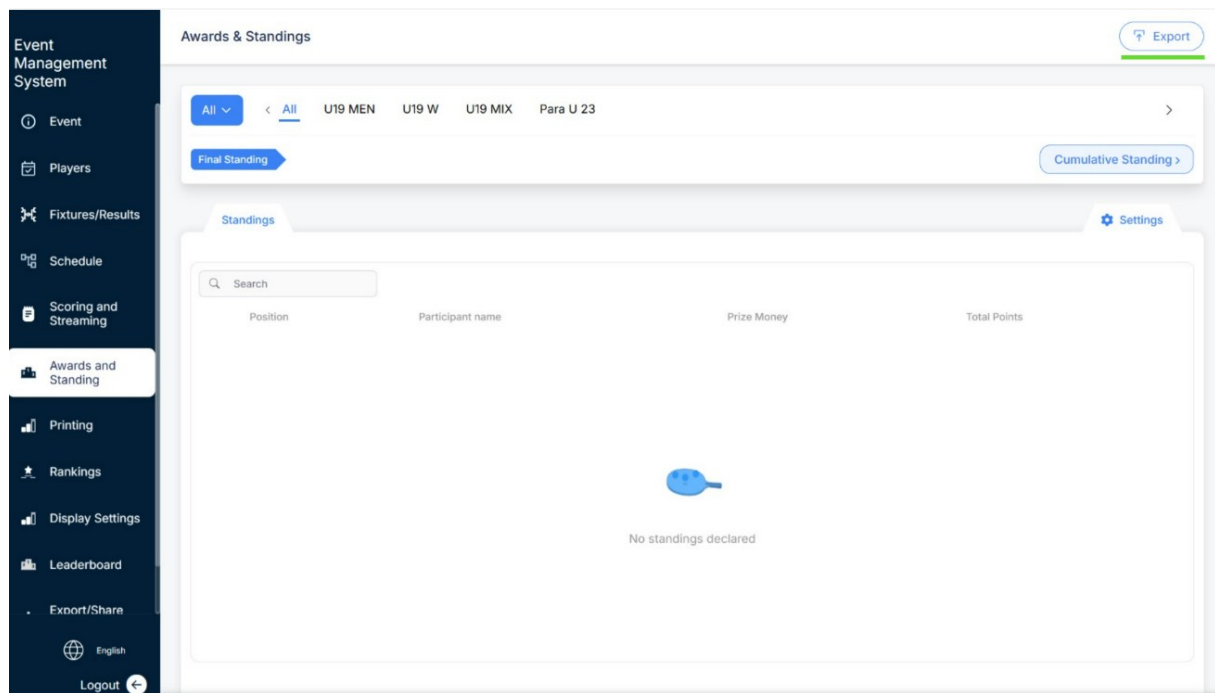
The screenshot displays the STUPA application interface. On the left is a sidebar menu with options: Dashboard, Manage (selected), Access Control, Event Management, Download, Platform Headers, About, View Groups, Feedbacks, and Widgets. At the bottom of the sidebar are links for 'Switch to Web' and 'Log Out', and a language selector set to 'English'.

The main content area is titled 'Export Formats' with the subtitle 'Manage your reusable, system-wide export formats. These formats will be shown'. It includes a search bar and a table of existing formats:

Format Name	Description
OC	OC
Standing Format	asdfg sdfgbg
test567	--
rre	--
m23	--
OC	NEW TEST
Json Export	--
QIY	--
Olympic Comitee	Olympic Comitee
anirudh-new	--

Below the table is a pagination control showing page 1 of 5.

An 'Add Format' modal is open on the right. It features two radio buttons for 'Export Type': 'Match-wise' (selected) and 'Standing Wise'. The 'Standing Wise' option has a blue plus icon. Below these are input fields for 'Format Name*' (with a placeholder 'Enter') and 'File Type*' (a dropdown menu with 'Select'). There is also a 'Description' text area with a placeholder 'Enter Description'. At the bottom of the modal is a 'Manage Columns*' section with a 'Select Columns' dropdown menu. A 'Save' button is located at the bottom right of the modal.



11. Player Replace & Swap Functionality

We have introduced fixture management utilities: **Replace** and **Swap**. Organizers can now dynamically adjust active brackets to handle late player withdrawals, missing registrants, or seeding adjustments directly from the fixtures screen—completely eliminating the need to tear down and recreate entire draws.

1. Player Replacement (New Enrolment entry)

This feature allows an organizer to substitute a player currently in the fixture with an entirely new player sourced from the global database.

Structural Preservation: Instead of dropping a withdrawal into a "BYE" slot, the system maintains the exact fixture structure and inserts the new participant into the existing slot.

Removal Control: For the outgoing player, organizers can select **Delete** or **Delete with Refund** (provided the configured event refund deadline has not passed).

2. Player Swapping (Internal Movement)

Organizers can switch the positions of two players who are already actively registered in the same category.

Clean Transitions: Swapping securely flips the bracket positions without impacting the transaction or order histories of either competitor.

To preserve tournament integrity, the system enforces the following business logic rules:

The Scoring Lock: Neither a Replace nor a Swap action can be performed if any match scoring has already been logged for the affected players.

Stage Restrictions: Replacements are strictly capped and **not allowed from the 2nd stage** of a category onward.

Category Boundaries:

Swap: Available across Singles, Doubles, Mixed Doubles, and Team categories.

Replace: Available only across Singles, Doubles, and Mixed Doubles (replaces the entire pair).

The top screenshot shows the 'Fixture Settings' page for a 'Women's Open' Singles event. It displays a multi-stage progression: 'Group Stage Stage 1' (8 Participants) followed by 'Knockout Stage Stage 2'. The 'All groups' tab is active, showing 'Group 1' with 4 participants. A table lists the participants with their flags, back numbers, license IDs, seedings, names, and associations.

Flag	Back No.	License ID	Seeding	System Seeding	Participant name	Member Association	Club	Match W/L	Game W/L	Score W/L	Points	Position	Qualifier	Action
LTU	209755	---	1	---	ABRAMAVICIU...	LTU	---	---	---	-	-	-	-	[Icons]
HaTV	817947	---	3	---	Annika Friese	HaTV	---	---	---	-	-	-	-	[Icons]
---	8015	---	4	---	Anne Sophie K...	---	---	---	---	-	-	-	-	[Icons]
AZE	5	---	2	---	Amelia White	AZE	---	---	---	-	-	-	-	[Icons]

The bottom screenshot shows the 'Fixture Settings' page for a 'U-15 Boys' Doubles event. It displays a 'Knockout Stage Stage 1' with 3 participants. The 'Knockout Matches' section shows a 'Final' match between two teams, each represented by a player profile card.

Match 1: Adhithyan Sridharth (TN, edf5351233223) vs. Aditya Adhikari Sohan (SP)

12. Advanced Custom Selection "Best Finish" Qualification Logic

We have overhauled the **Custom Selection** engine to offer organizers unmatched flexibility when configuring multi-stage tournament progressions. This update resolves strict dropdown validation limits and introduces an automated "Best Finish" calculation system to seamlessly manage wildcards and uneven bracket qualification pools.

1. Automated "Best Finish" Wildcard Progression

To handle complex progression scenarios—such as advancing all group winners plus the highest-performing runner-up to fill out a knockout bracket—we have introduced the **Best Finish** mechanism.

"No. of Best Finishers" Field: A new, optional dropdown field has been added to the Custom Selection interface.

Dynamic Qualification Leaderboard: When an organizer specifies a number here (e.g., "Top 2"), the system automatically builds a cross-group leaderboard evaluating players at that specific trailing tier (e.g., all 2nd-place finishers across all groups).

Tie-Breaking Automation: The top players from this cross-group comparison advance to fill out the remaining slots of the upcoming predefined fixture format based on the event's configured tie-break and gameplay metrics.

Visual Workflow Example

Example Scenario (6-Player Semi-Final Setup):

Standard Rules: 4 Groups are created. The 1st-place finisher from each group advances automatically (takes up 4 slots).

The Problem: The Semi-Final bracket requires 6 players total; 2 slots remain empty.

The Solution: Organizers set **No. of Best Finishers = 2**. The system automatically compares all 2nd-place finishers from Groups 1, 2, 3, and 4, ranking them on a macro-leaderboard and seamlessly advancing the top 2 into the vacant bracket slots.

Impacted Screens

EMS > Events > Fixture & Results > Fixture Settings > Custom Selection: Access the new non-mandatory dropdown and utilize the updated group range picking logic.

Note: If the "No. of Best Finishers" field is left blank, the system defaults to standard behavior and will only advance explicit position-matched qualifiers. This feature is fully backward-compatible with all predefined tournament fixture templates.

13. Dynamic Multi-Umpire Assigning for Mobile Scoring

To accommodate large-scale tournaments and flexible refereeing workflows, we have introduced a powerful **"Assign All Matches"** utility. This feature allows organizers to instantly push all scheduled matches to every registered umpire's mobile login simultaneously, enabling any available official to pick up and score any live match. Alongside this, we have implemented an intelligent tracking matrix to log precisely who scored which match or sub-match.

1. 1-Click "Assign All Matches" Functionality

Organizers are no longer restricted to allocating umpires strictly piece-by-piece or table-by-table.

Global Broadcast: Clicking the new **"Assign All Matches"** button in the EMS pushes the entire tournament schedule to all active umpire logins.

Collaborative Scoring: For example, if there are 6 concurrent matches and 3 registered umpires, all 6 matches will appear seamlessly across the mobile interfaces of all 3 umpires.

Path:

EMS > Event > Schedule > Umpire

2. Mobile Scorer Tracking & Audit Logic

Because multiple umpires now have access to the same matchpool, the system features an intelligent auditing layer to record exactly who finishes the score tracking:

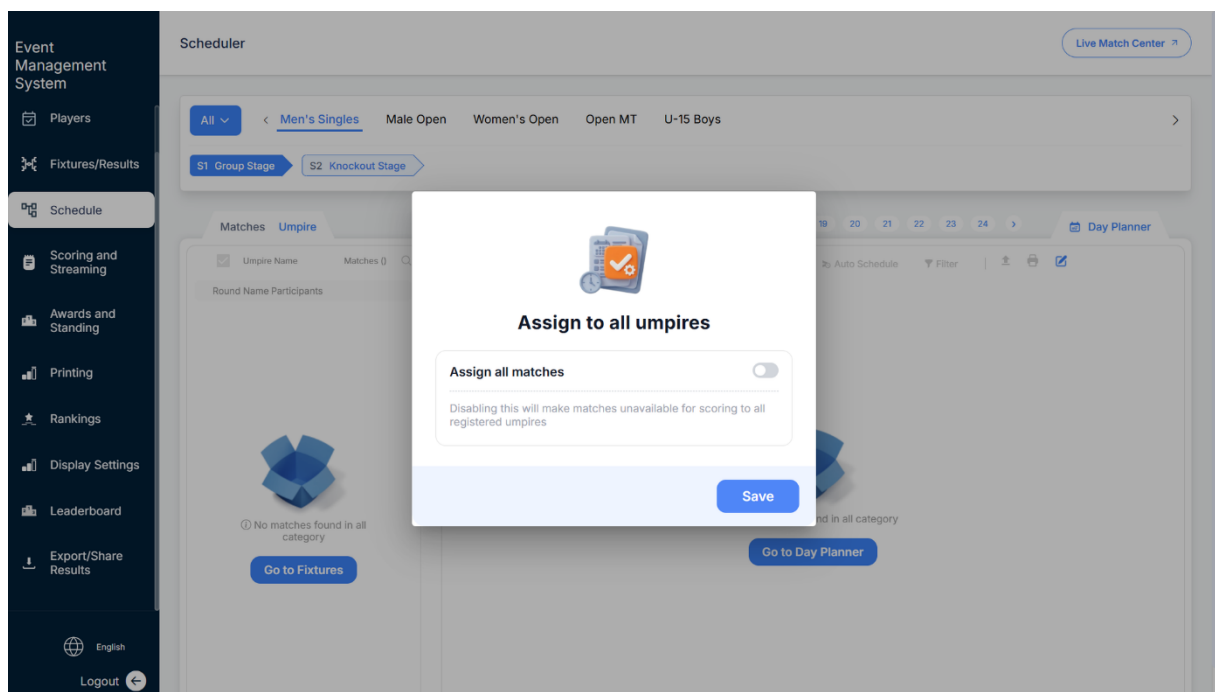
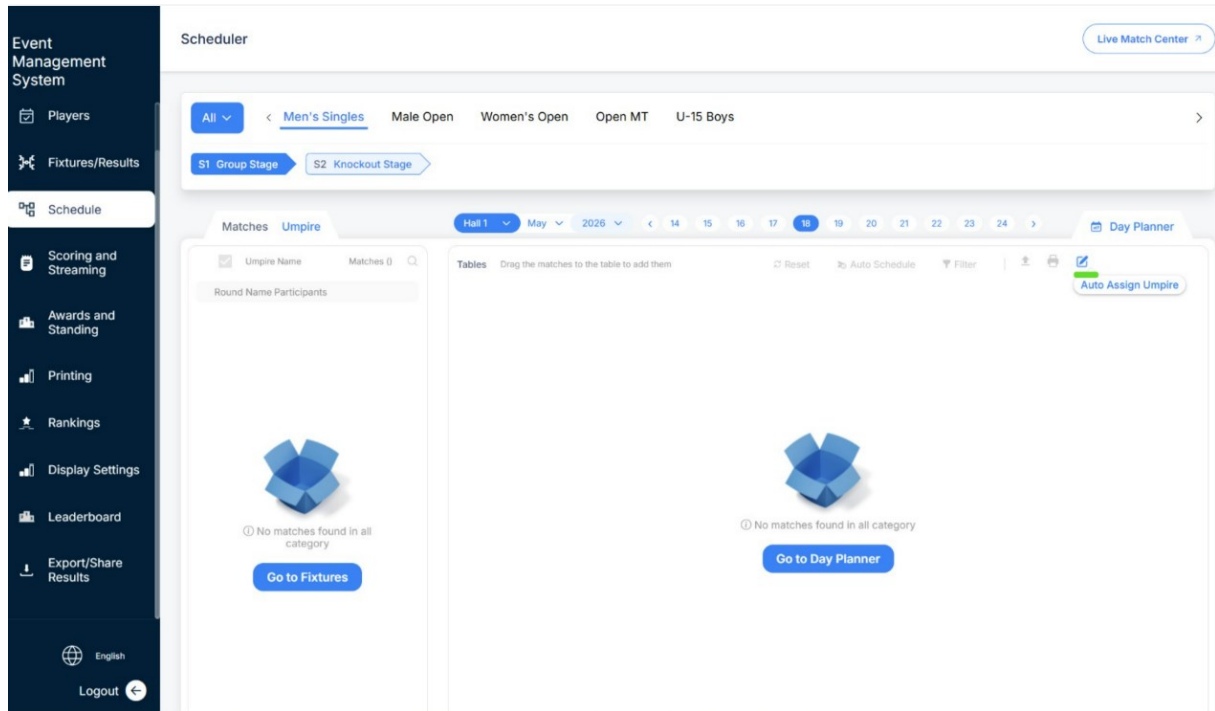
The "Mobile Scorer" Tag: When a match is completed via the mobile application, the system explicitly captures the identity of the scoring umpire.

Team Sub-Match Tracking: In team ties involving multiple distinct sub-matches, the system tracks and stores the individual umpire details for each sub-match separately, allowing multiple referees to share a single team scorecard.

Impacted Screens & Disclosures

EMS > Event > Schedule > Umpire and Matches: Features the new assignment broadcast trigger.

EMS > Fixtures & Results | Scoring & Streaming: Enhanced match metadata sheets displaying the structural alignment between Umpire 1, Umpire 2, and the actual active Mobile Scorer.



14. Advanced "Bench Player" Functionality & Stage-Specific Redraws

We have overhauled the fixture generation workflow to give organizers greater control over mid-tournament player withdrawals. Previously, benching a player locked the system and forced organizers to return them to the draw before savings could occur.

With this update, organizers can safely **bench active players from specific tournament stages**, automatically re-seed brackets, dynamically adjust BYEs, and publish updated fixtures—all without disturbing completed stages or tearing down the category setup.

1. Unlocked Saving & Direct Bench Flow

Organizers can now seamlessly save and publish fixtures *with* benched players. When a player drops out before a stage starts, you can bench them directly from the fixture view. The system moves the player into the "Benched Players" inventory and opens up the option to instantly restructure the remaining active draw.

2. Automated Dynamic Redraws & Seeding Revision

Once a player is benched, a **Redraw** option becomes available for that stage:

Automatic Seed Adjustment: Clicking "Redraw" prompts the system to recalculate the bracket based on the updated number of active players. If a seeded player was benched, tournament seedings are instantly revised.

Smart BYE Allocation: The system will calculate the new required number of BYE slots, identify the highest-remaining seeded player, and allocate the BYE according to standard competitive rules.

Structure Retention: Instead of fracturing the tournament lifecycle, the system cleanses the slot and lets you save the updated format immediately.

Multi-Stage Scenarios & Contextual Rules

To handle advanced tournament paths (e.g., Group Stage Knockout Stage 1 Knockout Stage 2), the system enforces the following smart logic:

Stage-Isolated Benching (Case 1): If a player qualifies from Stage 1 into Stage 2 but withdraws, the organizer can bench them *exclusively* for Stage 2. If the tournament structure permits that same player to feature in a separate progression path later (e.g., a consolation Stage 3), they remain fully eligible for that downstream stage.

Excluded List Restoration (Case 2): If a player was manually added to Stage 2 from the tournament's "Excluded Players" backup tier and needs to be dropped before play starts, using the **Remove** action cleanly routes them right back into the global Excluded Players register.

The Scoring Lock Restriction: The Bench/Remove utilities are strictly available **before any match scoring has commenced** within that targeted category stage. Once a scoring is done or a live feed starts for that stage, the structure locks to preserve data integrity.

Visual Real-World Transition Example

Initial Stage 2 Knockout Setup:

Match 1: Player A vs. Player 4

Match 2: **Player D** vs. Player 2

Scenario: Player D withdraws right before the stage begins. The organizer clicks **Action > Bench** on Player D and hits **Redraw**.

Revised Stage 2 Knockout Setup:

Match 1: Player A vs. Player 4

Match 2: **BYE** vs. Player 2 (*BYE automatically routed to the highest available seed*)

Event Management System

Players

Fixtures/Results

Schedule

Scoring and Streaming

Awards and Standing

Printing

Rankings

Display Settings

Leaderboard

Export/Share Results

English

Logout

Fixture Settings

Publish All

Export

Singles < Men's Singles Male Open Women's Open

Knockout Stage Stage 1 4 Participants

Fixture Settings > Draft edit

Participants List

Participant List

Search

Matches Participant positions

S.No	Seeding	System Seeding	License ID	Flag	Participant	Member Association	Club	Action button
1	--	1	208072		Agrawal Nivaan		HRN	
2	--	4	--		aditya test 9999	BUL	AP	
3	--	3	207482		Agarwal Arunim		DLI	
4	--	2	210105		Aggarwal Aadvik		UP	

Customize Shuffle Back to default Preferences

Save draft Save and proceed >

Event Management System

Players

Fixtures/Results

Schedule

Scoring and Streaming

Awards and Standing

Printing

Rankings

Display Settings

Leaderboard

Export/Share Results

English

Logout

Fixture Settings

Publish All

Export

Singles < Men's Singles Male Open Women's Open

Knockout Stage Stage 1 4 Participants

Fixture Settings > Draft edit

Participants List

Unplaced Participants 1

Participant List

Search

Matches Participant positions

S.No	Seeding	System Seeding	License ID	Flag	Participant	Member Association	Club	Action button
Add participant								
2	--	4	--		aditya test 9999	BUL	AP	
3	--	3	207482		Agarwal Arunim		DLI	
4	--	2	210105		Aggarwal Aadvik		UP	

Shuffle Back to default Preferences

Save draft Redraw >

15. Live match Center Enhancements (ENTER LINE UP and ENTE RESULTS)

1. Live Match Center: Hover-Triggered Quick Actions

EMS > Event > Schedule > Live Match Center To optimize tournament workflows for referees and organizers, we have introduced a responsive hover layout for matches on desktop environments.

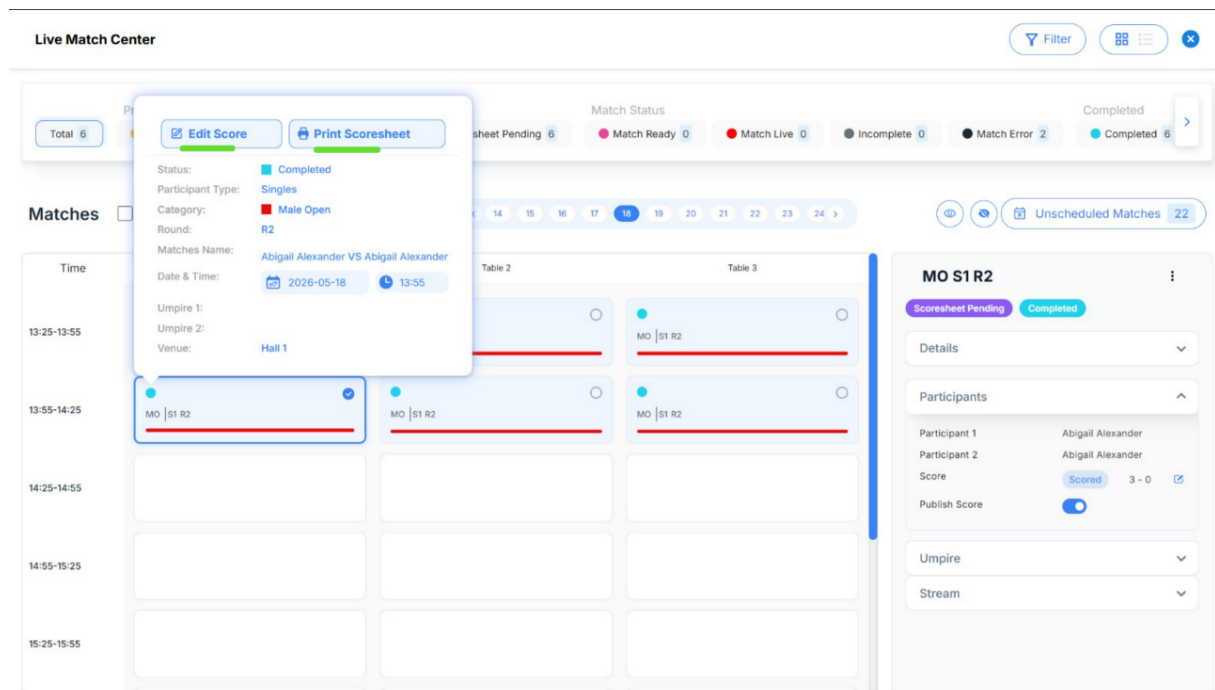
Instant Actions: Hovering over any match slot immediately reveals shortcuts to:

Enter Lineup / Enter Results (Opens the Score Edit popup).

Print Toss Sheet (Teams only).

Print Scoresheet.

Sticky Layout: The action options and existing popup data lock safely in place and will not close until you move your cursor to a completely different match slot, preventing accidental dismissals.



16. Event-Specific Live Score Filtering

Fixes: Isolated Live Score Display Scope

We have resolved a data scoping issue within the event-specific dashboard to ensure data isolation across concurrently running tournaments.

The Bug: Previously, navigating to the "Live Matches" tab within a specific event would inadvertently display live scorecards from other completely separate events running at the same time.

The Fix: We have tightened the backend data-filtering parameters. The "Live Matches" tab now strictly honors the active event context, displaying scorecards and matches that belong **exclusively** to that specific event.

This fix eliminates confusion for tournament organizers, managers, and media operators, ensuring they only monitor live data relevant to the specific tournament dashboard they are currently viewing.

17. Seeding Logic Enhancements

To improve accuracy, clarity, and fairness during tournament bracket generation, we have overhauled the fixture creation and preview mechanics.

Instead of hiding critical ranking metrics behind generic "Participant IDs," the system now explicitly Surfaces **Seeding Values** and **Points (Ranking/Rating)** directly inside the administrative and public workflows. Alongside this visual upgrade, we have implemented international tournament standards—including **Standard Competition Ranking (Skip Logic)** and **Procedural Blind Draws**—to handle tied players and zero-point categories with zero human bias.

1. Enhanced Seeding Visibility & UI Alignment

Organizers can now verify bracket balancing at a glance without looking up external ranking data.

ID Replacement: The "Participant ID" column has been replaced with dual-tier seeding markers during fixture setup: **System Seeding** (the weight used by the backend matrix) and **Display Seeding** (the localized visibility metric).

Point Surfaces: The exact points, ratings, or rankings used to establish the bracket are now rendered next to the player's name inside the Fixture Preview screen.

2. Standard Competition Ranking (Skip Logic)

The system now calculates base seeds strictly matching global athletic federation standards:

Tied Values: Players with identical point pools receive the exact same seed number.

Rank Skipping: The seed of the next trailing player dynamically shifts based on the count of tied players preceding them.

$\text{Rank} = (\text{Number of participants scoring higher}) + 1$

Example: If two players tie for 1st, both display **Seed 1**. The next player down is automatically assigned **Seed 3** (Seed 2 is skipped). If three players tie for 2nd, the progression skips directly to **Seed 5**.

3. Procedural Placement: Blind Draws for Tied Seeds

When multiple players share a seed, the system automatically shifts from purely data-driven sorting to an impartial, automated lottery system.

Group Stage (Snake/Serpentine Placement): Tied players are grouped into a common pool ("pot") and assigned their position via a randomized draw before filling out the snake lines sequentially.

Example: In a 4-group setup where two players share Seed 1, the system runs a blind draw to determine which player goes to Group 1 vs. Group 2, preserving group-balance fairness.

Knockout Stage Bracket Balancing: Tied seeds are distributed geographically across the bracket quarters to prevent top-tier competitors from clashing prematurely:

Seeds 1 & 2 Ties: Distributed randomly between the absolute extreme top and bottom rows (e.g., Lines 1 and 64).

Seeds 3 & 4 Tier: Randomly drawn exclusively into the 2nd and 3rd quarters of the bracket.

Seeds 5–8 Tier: Randomly allocated across the remaining eights of the bracket.

Shuffle Integrity: Every time an organizer clicks "Shuffle," the system triggers a new random draw **strictly within those specific tied bracket lines**, guaranteeing that locked seed limits are never broken.

4. The "Bottom Tier" 0-Point Shuffle

To remove systemic registration-order or alphabetical bias, competitors entering an event with zero points are isolated into a single macro "Bottom Tier." The system performs a complete randomized shuffle of this tier before distributing them across the remaining available low-seed waterfall slots.

18. Multi-Table Match Integration (Concurrent Streaming & Scoring)

We have introduced support for **Multi-Table Team Matches**. Previously, the platform treated a Parent Team Match as a single-table event, creating operational barriers when organizers wanted to run sub-matches simultaneously across different physical tables.

This update transforms the Parent Team Match into a unified, multi-table management entity. The system now intelligently splits RTMP streaming links, scoring overlays, and LED broadcast feeds by physical table numbers while maintaining centralized control over the aggregate team tie.

1. Intelligent Dynamic RTMP Generation

The system automatically queries the Scheduler module to audit table allocations and adjust its streaming configurations dynamically:

Baseline Flow (Unscheduled / Single-Table): If a match is unscheduled or assigned to only one table, the system generates a single generic RTMP link.

Multi-Table Flow (Two-Table Execution): If the scheduler assigns a parent tie across two tables (e.g., Table 1 and Table 2), the system splits the feed and dynamically generates **two unique RTMP streaming links**, uniquely appended with table tags (e.g.,

RTMP - Table 1

and

RTMP - Table 2

). This allows organizers to run independent camera hardware on separate tables under the same parent fixture.

2. Sub-Match Management Control

Table Slicing Dropdowns: A new table-assignment input/display parameter has been added directly inside the individual **Sub-Match Management Screen**.

Smart Restrictions: If a tie is scheduled on two tables, organizers can configure table assignments for specific sub-matches (e.g., assigning the Doubles match to Table 2 while a Singles match runs on Table 1). The selectable options are strictly constrained to the two tables allocated by the scheduler. If the match is on a single table or unscheduled, this container is safely grayed out.

19. Intelligent Round Sequencing for Group Stage Scheduling

We have corrected and optimized the scheduling matrix used during **Horizontal Groupwise Scheduling** for Group Stage matches. This update fixes an issue where the system compressed multiple consecutive rounds of the same group into identical time slots, causing severe scheduling overlaps. The system now enforces structural sequencing to ensure rounds progress chronologically across the day planner.

Previously, when organizers selected groupwise scheduling and clicked the **Horizontal** button, the scheduler would inadvertently dump different rounds from the same group into the exact same time slot. For instance, Group A's Round 1, Round 2, and Round 3 matches would all be assigned to 9:00 AM.

The Fix: The scheduling engine has been re-engineered to distribute rounds logically across a linear timeline. The system now guarantees that a group's matches are safely sequenced by time slot, preventing conflicts where a player or table is booked for subsequent rounds simultaneously.