

Event Management System V 1.7

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

1. Leaderboard Visibility in OTT screens

We have removed the login barrier for viewing player ratings on the public platform. Fans, players, and casual visitors can now view the comprehensive Player Rating Leaderboard directly on the OTT interface without needing to create an account or sign in.

OTT Portal > Player Rating Leaderboard: Available to all public traffic by default. Visitors will no longer see a sign-in prompt when navigating to this page.

2. Auto Status Change for events

To eliminate manual overhead and reduce the risk of outdated event listings, we have introduced the **Smart Event Status Automation Engine**. The system can now dynamically compute and transition event status indicators in real time across both the Event Management System (EMS) and the public OTT platform.

- **Toggle Mode Selection:** Under EMS > Event Management > Events > Details > Event Status, organizers can switch between **Automated** and **Manual** operation.
- **Manual Control Fallback:** Selecting *Manual* completely halts the automated timeline engine, locking control to the administrator's explicit dropdown selections. Selecting *Automated* re-engages the background scheduling matrix instantly.
- **EMS Dashboard:** Updated within Event Details, status label headers, and the universal backend administrative filters.
- **OTT Public Portal:** Reflected across the landing page carousels, detailed event overview templates, and public event list sidebars. *Note: "Rejected", "Unverified", and "Incomplete" configurations are blocked from public visibility and omitted from OTT filters to maintain a clean consumer layout.*

3. Automated Awards & Standings

To accelerate tournament finalization and ensure real-time progression tracking for fans, we have launched the **Automated Awards & Standings Engine**. The platform now completely automates the generation and publication of both Stage-Wise and Cumulative (Final) Standings upon match scoring completion.

A. Real-Time Stage-Wise & Cumulative Automation

- **Instant Progression Tracking:** Standings calculate automatically the moment a specific stage finishes. For multi-stage tournaments, individual stage-wise leaderboards compile dynamically step-by-step, feeding directly into a final **Cumulative Standings** database.

- **Auto-Publish by Default:** To ensure instant transparency for public spectators, all automatically generated standings are set to **Published** by default and instantly update across the public OTT platform. Organizers retain full control to manually unpublish or hide leaderboards if necessary.

B. Multi-Stage Structural Priority Rules

For pre-defined tournament formats, the engine automatically clusters multi-stage events and resolves the ultimate final rankings using standard athletic federation priority mapping:

- **Group + Knockout:** Generates all stage-wise tracking profiles at category completion. The system sets the **Knockout Stage as Priority 1** and the Group Stage as Priority 2, factoring both datasets into the cumulative leaderboard automatically.
- **Group Play-Off + Consolation:** Once the category concludes, final standings compile using a 3-tier hierarchy: **1st Preference: Main Draw** → **2nd Preference: Consolation** → **3rd Preference: Group Stage**.
- **Group + Preliminary + Main Draw:** Combines all structural tiers upon event completion following a strict descending matrix: **1st Preference: Main Draw** → **2nd Preference: Preliminary Stage** → **3rd Preference: Group Stage**.
- **Custom Fixtures Limitation:** Automated awards generation is strictly restricted to custom fixture categories that contain only a **single isolated stage** (e.g., a pure Standalone Knockout or standalone Group draw). Multi-stage custom brackets require traditional manual compilation.

Core Scoring Sync & Fail-Safe Logic

- If an organizer adjusts a verified match score post-game, the system instantly recalculates both the respective stage-wise tier and the cumulative leaderboard.
- If an active scorecard is deleted or reset, the system automatically wipes out the generated standings for that category branch. The moment scores are re-logged and the category is detected as "finished," the engine triggers a completely fresh calculation sweep.
- All existing manual controls—including **Reset, Generate, and Standing Preferences** adjustments—remain available. Any manual configuration adjustment saved by an organizer takes absolute precedence over automated background logic.
- **Structural Safety:** If a tournament stage is deleted mid-event, the engine dynamically isolates the structural gap, deletes the affected stage-wise report, and recalculates the final cumulative standing totals.

4. Custom Category Ordering & Abbreviation Label Display Settings

We have introduced two major structural adjustments to maximize layout flexibility and interface consistency across our tournament ecosystems: **Custom Category Ordering Sync** and **Priority-Based Abbreviation Controls**.

Organizers can now define the precise sorting sequence for tournament categories and dictate whether the system renders full category names or short structural abbreviations across all administrative and public dashboards.

A. Universal Custom Category Ordering

Previously, organizing the sequence of categories via the drag-and-drop tool inside the event configuration interface failed to reliably push that custom order to active tournament grids. This update establishes absolute consistency across the ecosystem:

- **Master Flow Synchronization:** The exact sequential order in which categories are stacked under EMS > Events > Details > Add Class / Category now acts as the definitive source of truth across the entire platform.
- **Smart Filter Filtering:** When administrators or spectators use filtering selectors to isolate specific formats (Singles, Doubles, or Teams), the platform retains your custom sequence instead of reverting to arbitrary alphabetical lists.
 - *Example:* If *Men's Singles* is intentionally sorted above *Women's Singles*, but a separate age group bracket (*U19 Boys Singles*) is placed below them, filtering for "Singles" will preserve that precise vertical sequence.

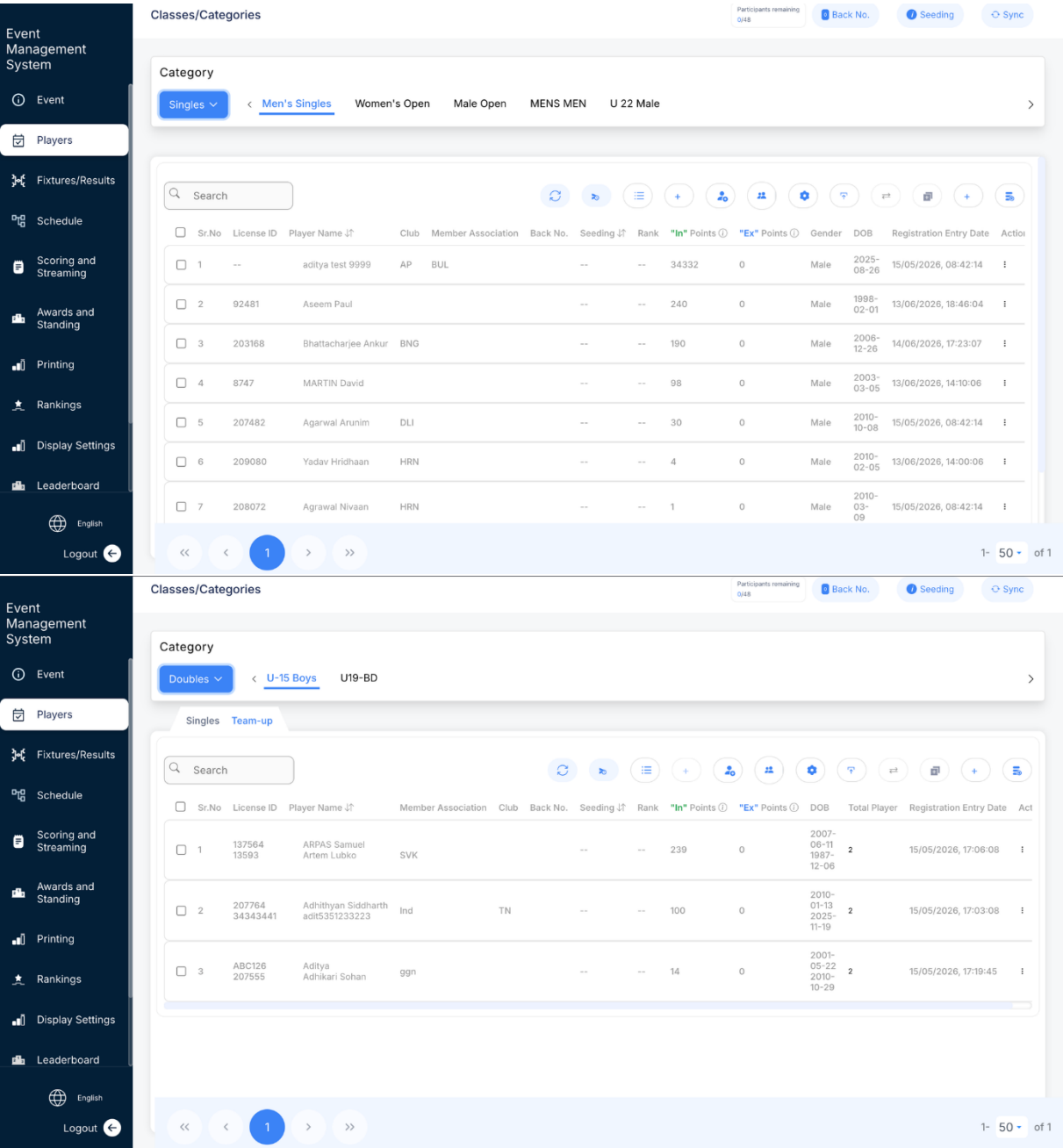
Add Class/Category

Primary Display Selection

☒ Class ☐ Abbreviation

Create classes for your event across different participant types.

Category Levels	Participant Type	Class	Abbreviation	Choose Color
Select	Select	Select	Select	Choose Color
1. Seniors	Doubles	U-15 Boys	DD	
2. Seniors	Singles	Men's Singles	MS	
3. Seniors	Singles	Women's Open	WO	
4. Seniors	Singles	Male Open	MO	
5. Junior	Singles	MENS MEN	-	
6. Junior	Doubles	U19-BD	U19BD	
7. Tournament	Singles	U 22 Male	YYY	



B. Priority-Based Category Abbreviation Controls

To help operators optimize restricted screen space, especially on mobile tools and compact physical printed scoresheets, organizers can choose between displaying a category's full title or its assigned code abbreviation.

- **Flexible Display Preferences:** Organizers can configure layout display priorities from the backend settings panel. By default, the system displays the comprehensive category title.
- **Intelligent Fail-Safe Loop:** If an organizer configures the system to display short abbreviations as their **1st Preference**, the engine runs an immediate background check. If a specific category is missing its abbreviation code string, the system dynamically

drops back to its **2nd Preference** and renders the full title seamlessly to prevent empty labels.

Category Level	Participant Type	Class	Abbreviation	Color
1. Seniors	Doubles	U-15 Boys	DD	Green
2. Seniors	Singles	Men's Singles	MS	Black
3. Seniors	Singles	Women's Open	WO	Pink
4. Seniors	Singles	Male Open	MO	Grey
5. Junior	Singles	MENS MEN	-	Black
6. Junior	Doubles	U19-BD	U19BD	Green
7. Tournament	Singles	U 22 Male	YYY	Red

5. Increased Pagination (upto 50 At least) in User Management

We have upgraded the pagination infrastructure within the User Management grid to support larger dataset visibility and permanently lock user viewing preferences. This update removes the limitation where viewing choices were lost upon session timeouts or logouts, allowing administrators to manage high-volume user directories with significantly fewer page clicks.

Expanded View Capacity (Up to 50 Rows)

- Administrators can now choose to expand the User Management data table to display **50 rows per page** by default. This significantly reduces navigation clicking during high-volume data audits.
- The system now permanently anchors your selected row-count preference directly to your account profile database. Even in the case of a complete session reset, an explicit logout, or logging back in from a completely different device, **the system locks your view to 50 rows** continuously until you manually choose to change it.

6. Player Umpiring Settings

We are excited to announce the launch of the **Automated Player-Based Umpiring Module**. Designed specifically for round-robin configurations, this feature allows tournament administrators to establish mathematical sequencing models that automatically draft resting group-stage athletes to referee other live matches within their exact same group.

A. Global Administration & Round-Robin Logic

EMS > Manage > Event Configuration

To support comprehensive competition frameworks across both bracket variations, the previous *"Tournament Configuration"* section has been systematically renamed to **Event Configuration**. Within this module, a new **Player Umpiring Settings** tab houses the core logical routing engines:

B. Tournament Management System (TMS) Controls

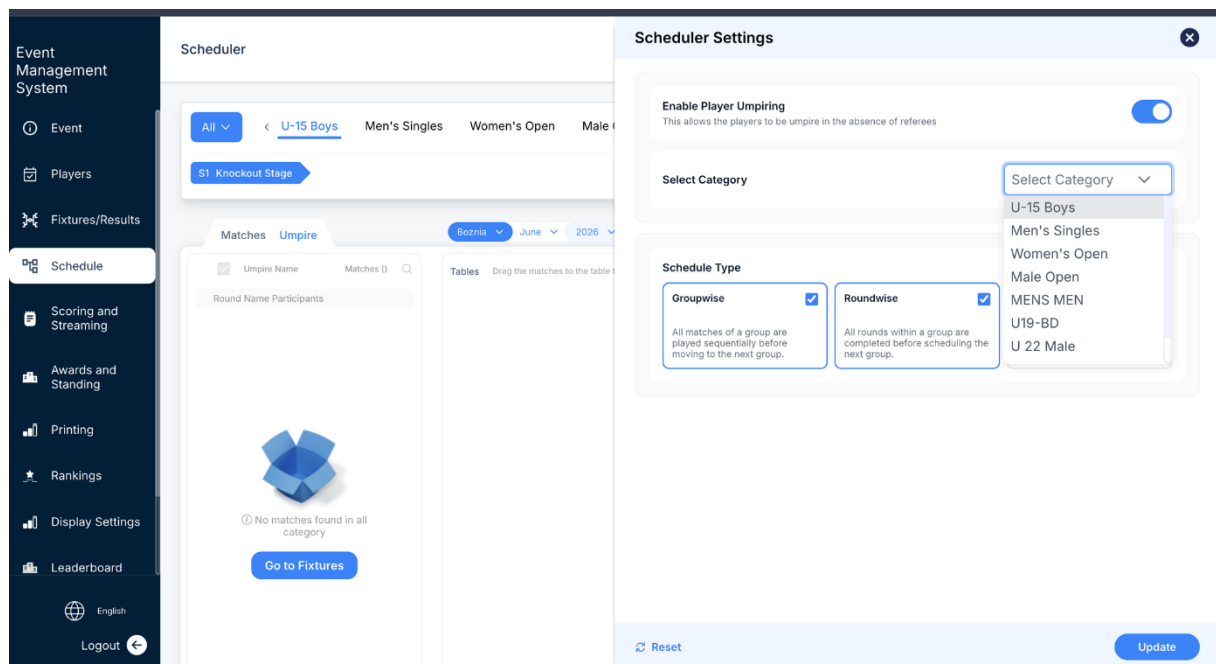
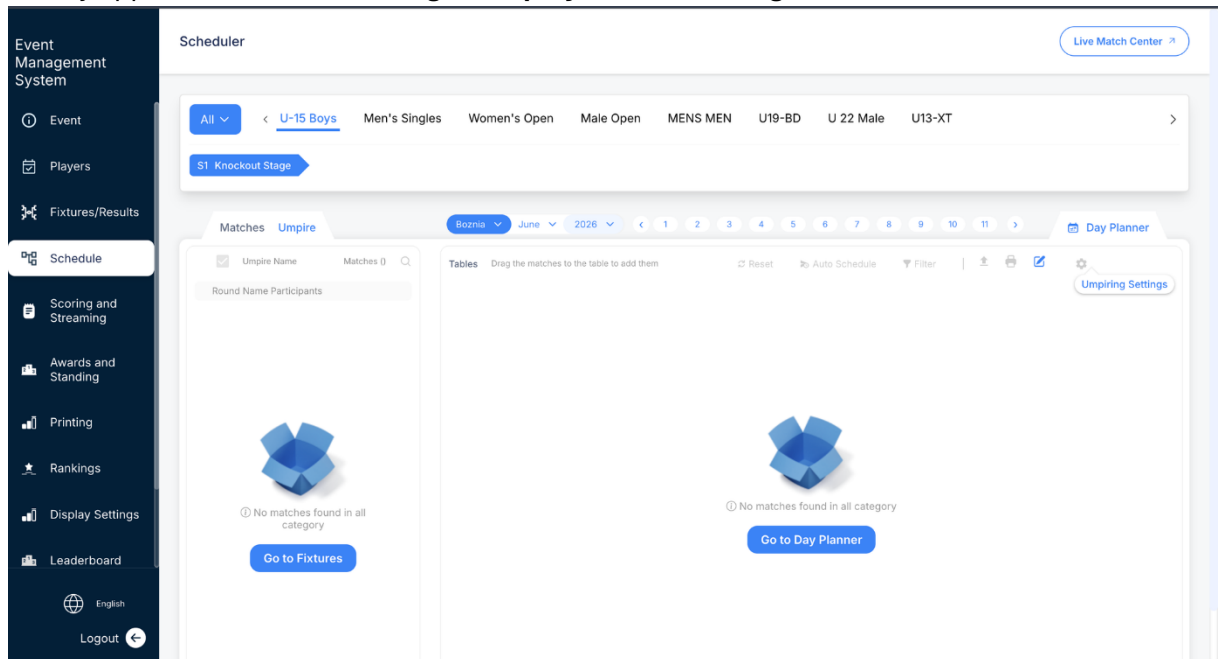
TMS > Event > Scheduler > Umpire Tab

Tournament Directors handle localized activation directly on the scheduler deck via a new **Enable Player Umpiring** toggle. This command calls an interactive sidebar configuration script:

- Organizers can execute a multi-select filter to isolate exactly which Categories (and Sub-Categories) use player officiating loops. The settings persist at the category level; generating a subsequent group draw down the line applies the player-umpire rows automatically without repeating the setup.
- The sidebar initializes matching the global rules defined by the Admin. However, organizers can explicitly toggle and override these dependency criteria locally to fit active venue demands.
- If matches are scheduled *before* the required scheduling options are activated in global settings, the player assignments will initially fail to populate. To force a retroactive sweep, the organizer must update the global settings, return to the sidebar, toggle

Enable Player Umpiring **OFF**, and toggle it **ON** again to instantly align the existing draw sheets.

- Once saved, drafted players appear inside the left-hand Scheduler panel seamlessly, clearly appended with an unambiguous "**player**" indicator tag.



C. De-selection, Resets, & Live Scoring Guardrails

The engine features operational protections to prevent the loss of data mid-match:

- If a category is completely reset or deselected inside the umpire sidebar, the system automatically wipes player-umpire names from upcoming unplayed fixtures. However, if a match is **currently under live scoring or completed**, the assigned player's identity is locked in the database and will not be cleared until that specific scorecard is explicitly reset or restored.

- If a walkover is processed within a group, coordinators can access the slot directly within the Umpire screen to re-allocate or substitute the assigned player-umpire to adapt to shifting court presence.
- Any edits or resets pushed to the master logic matrices will **never** alter completed or ongoing matches. Revisions populate only across future fixtures, upcoming events, or freshly reset group stages.

7. Privacy-Preserving Doubles Registration

To address critical data privacy requirements, we have engineered a privacy-preserving registration workflow for multi-player categories (Doubles and Mixed Doubles).

Previously, enabling pair requests forced the system to expose a searchable dropdown roster of all registered athletes to any player navigating checkout. The new **Recommend a Partner** toggle replaces this public-facing directory with an un-aided free-text field. Registrants simply type their partner's name, shielding the global player database from exposure while leaving the final pairing, payment clearance, and validation workflows under strict administrative control.

A. Dual-Mode Event Configuration

EMS > Events > Registration Settings

Within the standard tournament registration control panel, the core **Pair Request** toggle has been expanded to support two mutually exclusive operation modes:

- *Baseline Behavior.* Preserves the current workflow where players select partners directly from a visible, searchable system roster.
- *New Privacy Mode.* Activates a completely isolated, un-aided intake screen that hides the system player list entirely.

Event Management System

Event

Players

Fixtures/Results

Schedule

Scoring and Streaming

Awards and Standing

Printing

Rankings

Display Settings

Leaderboard

English

Logout

Registration

1 Details

2 Registration

3 Playing Order

4 Payment & Invoice

5 Umpire Settings

6 Referee Settings

The organizer can control registration settings and choose to manually close registrations in any category, regardless of registration deadlines.

Multiple Entry

Verification *

Verification

Verification Type

Verifier(s)

Off

Edit

Pair Request *

Partner Request

Pair Verification

Verifier

Off

Off

Edit

Date and Time *

Start Date/Time

End Date/Time

Edit

Gender & Age Restriction

Gender

Born Before

Born After

Male

Edit

Point Restriction

Minimum Points

Maximum points

0

0

Edit

Queue Settings

Minimum Pairs

Maximum Pairs

Edit

Allow Registrations *

Enabled Roles

Admin,Player

Edit

Deregistration

Deregistration

Off

Edit

Entry Restriction

Enabled

Enabled Roles

Off

Edit

Teams

U-15 Boys

Pair Request

Important: In case of direct player registration default partner request will be enabled. This setting will not be applicable for direct player registration.

Through these settings you can enable or disable participant borrowing from another Member Association; Enabling this setting allows a Member Association /Entity to request a player from another entity if they cannot form a complete doubles pair. If you skip this step, these permissions will be set to disabled by default; you may also apply these settings to other classes in this participant type by selecting "Apply to other classes" before editing. .

1. Partner Request ?

Yes

No

Apply to all classes

Update

Event Management System

Registration

1 Details 2 Registration 3 Playing Order

The organizer can control registration settings and choose to manually close registration.

Verification * [Edit](#)

Verification: Off
Verification Type: Verifier(s)

Pair Request * [Edit](#)

Partner Request: Partner Request
Pair Verification: Verifier

Gender & Age Restriction [Edit](#)

Gender: Male
Born Before: Minimum Points
Born After: Maximum points

Allow Registrations * [Edit](#)

Enabled Roles: Admin, Player
Deregistration: Deregistration

Pair Request

Important: In case of direct player registration default partner request will be enabled. This setting will not be applicable for direct player registration.

Through these settings you can enable or disable participant borrowing from another Member Association; Enabling this setting allows a Member Association /Entity to request a player from another entity if they cannot form a complete doubles pair. If you skip this step, these permissions will be set to disabled by default; you may also apply these settings to other classes in this participant type by selecting "Apply to other classes" before editing.

1. Partner Request ?
☒ Yes ☐ No

☒ Additional Settings for Self Registration

1.1 Select Input Type
☒ Select from Player List ☐ Recommend a Partner

Displays the complete roster of players registered in the system

System provides a text box to enter the partner's name to pair up with

2. Pair Verification
☐ Yes ☒ No

[Apply to all classes ^](#) [Update](#)

B. Privacy-Safe OERS Registration Intake

When an event is locked to *Recommend a Partner* mode, the player's checkout journey adapts to prevent security leaks:

- The traditional dropdown selector is replaced with a plain text field labeled **Partner Requested** or **Recommended Partner Name**. The system operates with zero auto-suggest or autocomplete mechanics, ensuring zero public exposure of the database.
- Completing checkout doesn't trigger automated team creation or blast confirmation notifications to the requested athlete. Instead, the system captures the registering player as a single, un-paired entry, pinning the typed name string to their individual record as advisory metadata.

3. Advanced Administrative Pairing & Case Management

TMS > Category > Participants View

On the tournament management side, individual entries remain un-paired until an organizer reviews and manually binds the team together via the upgraded participants matrix. A new column, **Partner Requested**, surfaces the raw free-text entry entered by the player.

The system features robust backend validation to process uneven registration loops across two primary real-world cases:

- Case 1: Both Players Register Independently (Mutual Intent)**

If Player A requests "Player B" and Player B requests "Player A" online, both appear as standalone, individual rows. Once the administrator verifies that both players hold valid, completed payment records, the organizer can multi-select the entries and click **Pair** to instantly form the team. No further player-side confirmation actions are required.

- Case 2: Single Player Registers (Organizer-Led Pairing & Billing)**

If Player A registers and pays but Player B does not sign up online, Player A sits as an individual entry. The administrator can click the *Manual Add* button to pull Player B from the global master list directly into the category.

- **Commercial Control Safeguards:** Upon being manually added, Player B is injected into a pending, unpaid state, and the platform fires an automated one-time Stripe payment link to their email.
- **The Payment Lock:** The system applies an absolute validation lock—the *Pair* button remains disabled, and the team **cannot be finalized or confirmed** until Stripe processes Player B's registration transaction and updates their profile to *Paid*.

Core Business Rules & Edge-Case Guardrails

To prevent data conflicts and structural breakdown across brackets, the engine enforces the following business logic:

- Free-text inputs do not hold legal pairing weight. Mutual typed requests never auto-generate a team bracket, and cross-requests (Player A requests B, but Player B requests C) remain isolated until human resolution.
- To protect bracket integrity, an individual participant can be assigned to only **one valid pair** within the same category.
- If a player enters a name that doesn't exist in the system, or types their own name by mistake, the OERS gateway will not block checkout. The text passes securely to the admin view for manual triage.
- If a user attempts to leave the partner text block completely blank, the UI blocks progression and displays a corrective prompt: *"Partner Recommendation required. In case you don't have a partner, please type 'Find Partner' as an input."*

C. Inter-Module Dependencies & Financial Routing Matrix

The logistical management layer enforces strict cascading behaviors to preserve account bookkeeping:

- Logistics modules operate as linked environments. Registering a person's accommodation dynamically mirrors their profile inside the *Travel Unregistered List* to flag missing transport records. Conversely, completing an individual's travel data pushes them into the *Accommodation Unregistered List* automatically.
- To prevent database degradation and duplicate entries, the engine blocks additions (both system and temporary) if their email string matches an entry already occupying the active event list.
- **Financial Billing Allocations:**
 - *For Existing Members:* Registering their logistical items generates an immediate entry inside their Parent/Account Holder's central order history. The bill compiles matching the structural entity specified inside the **"Raised To"** configuration.

- *For Temporary Members:* Because these profiles lack native account owners, orders are raised directly to the credentials of the logged-in operator executing the wizard (e.g., *Booked by Admin* or *Booked by Club or MA*).
- Roster profiles added by administrators mirror instantly inside the player's web application overview under Event > Accommodation/Travel History. If an account holder executes a **Withdrawal** inside the OTT interface, the engine triggers an immediate real-time removal across the administrative management dashboard.

8. Invoice Enhancements & Financial report calculation updates

This update bridges structural bracket mutations—such as merging depleted category, transferring players, or duplicating entries across age bands—directly into automated financial ledgers.

A. Category Merging Mechanics

When two structural divisions are collapsed due to uneven bracket counts (e.g., moving remaining athletes from *U19 Men* into *Para U23*):

- The system automatically reverses the original order (initiating a refund for the base category amount) and provisions a brand-new target invoice structure adjusted for the new category's entry fees.
- The system applies a strict safety verification loop—if a player already exists inside the targeted merge category destination, the transaction is hard-blocked to prevent entry duplication or overlapping brackets.

B. Player Transfer Mechanics

When shifting an individual competitor out of one category directly into a different format:

- The engine triggers an immediate refund sequence against the originating category and creates the new order reflecting the entry metrics of the new target destination.
- For online-enabled events, if a payment link is outstanding but unpaid at the time of the transfer, the system automatically invalidates the legacy endpoint. The player is safely routed to the **Unpaid Players List** of the newly assigned category until the fresh transaction finishes processing.

C. Duplicate & Recreate Mechanics

When copying an existing athlete profile across multiple concurrent fields (e.g., playing up an age group):

- The baseline order record remains untouched. If an operator duplicates a single player across multiple extra categories simultaneously, the architecture combines the newly generated entry fees into **one single consolidated balance invoice**.
- Subsequent solo duplication actions performed later spawn independent, sequential billing invoices.

D. Sub-Category Invoicing & Billing Logic

We have brought structural order assignment parity to **Direct Sub-Category Injections**. Roster profiles added directly into sub category or classification brackets are now subject to standard corporate orders checks:

- Direct entries generate an explicit order shell mapped up to the definitive Parent Category from which the sub-category were branched.
- In offline environments, sub-category entries are marked as *Paid* instantly. In online systems, a secure checkout token is generated, holding the profile in check until payment clearance is verified by a Stripe webhook response.
- If an operator deletes a sub-category tier mid-tournament, the system protects player integrity by shifting the registered players up to the master parent category while preserving their past transaction histories.

E. Multi-Tiered Partner Adjustments

- When replacing a single player inside a pair, the organizer can select whether the subsequent entry fee is billed to the **Parent Club Profile** (Entity) or directly to the incoming athlete's individual account wallet (Self).
- The "Self" toggle stays locked and grayed out within the management window unless player role registration is active for that specific role type inside category registration settings.
- To maintain fixed-fee continuity for larger corporate fixtures, player substitutions within the **Team Category** are treated as roster adjustments—meaning no automated partial refunds are computed, and no individual sub-match payment links are fired.
- If a player self-withdraws from a pair via the public OTT dashboard, the engine reads the event's target cutoff calendar to determine refund eligibility. If the tournament configuration requires approval flows (*Verification First*), the platform freezes the transaction pipeline, waiting for an organizer to authorize the roster change before deploying payment endpoints.

F. Financial Reporting Enhancements

EMS > Event Management > Event > Payment & Invoice > Financial Report

We have completely rewritten the core mathematical loop of the **Financial Summary Engine** to capture historic revenue points accurately, preventing discrepancies caused by mid-season price adjustments.

- Previously, if an event fee changed mid-registration, the reporting table would evaluate total historical counts against the final active price, distorting metrics.
- *Real-World Impact:* If an event registers 10 early-bird players at ₹100, and then changes the entry cost to ₹200 for 5 late-tier registrants, the system now calculates a precise total of **₹2,000** ($10 * 100 + 5 * 200$) instead of incorrectly outputting ₹3,000 ($15 * 200$).
- **Detailed Info :** Click the new **Info Button** on financial summaries to open a detailed sidebar breakdown displaying live statistics for exact entry metrics, active prize pools, processing logs, and category deletions.

Event Management System

Event
Players
Fixtures/Results
Schedule
Scoring and Streaming
Awards and Standing
Printing
Rankings
Display Settings
Leaderboard
English
Logout

Berlin SPY Open

Filter by: Class
Refresh
Download

Competition Dates: 14-05-2026 to 29-05-2027
Venue: N/A
Organizer Name: Ettu Admin

S.No	Class	Refund (CHF)	Amount (CHF)
1	Male Open	CHF 0.00	CHF 0.00 ⓘ
2	Men's Singles	CHF 0.00	CHF 0.00 ⓘ
3	Women's Open	CHF 0.00	CHF 550.00 ⓘ
4	MENS MEN	CHF	
5	U 22 Male	CHF	
6	U13-XT	CHF	
7	U-15 Boys	CHF 0.00	CHF 325.00 ⓘ
8	U19-BD	CHF 0.00	CHF 0.00 ⓘ

Sub Total
Service Fee 7%
Platform Fee 7%
Total

CHF 1,155.00
CHF 80.85
CHF 80.85
CHF 993.30

9. Team Side Switching & Roster Label Sync

We have introduced the **Switch Team Side** capability directly into the mobile scoring application interface. This features brings absolute functional parity between the central administrator panel and court-side referee mobile logins.

Umpires can now dynamically swap Team A and Team B bench alignments right from their mobile screen while entering lineups. The system handles bi-directional synchronization instantly across all connected public overlays and digital draw sheets, backed by intelligent scoring state-locks to protect data integrity.

A. Court-Side Side Swapping & Real-Time Sync

Mobile App > Umpire Login > Start Match > Lineup Wizard

- Umpires can switch team bench sides directly from their mobile devices prior to starting a team tie. This matches the exact behavior found in the EMS score edit screens.
- Flipping team configurations on the mobile app updates the sides in all the impacted areas of the EMS.

B. Competitive Roster Label Synchronization

- The mobile screen now displays competitive playing format position labels (e.g., **A1, A2, B1, B2**) next to athlete slots.
- These tags synchronize perfectly with the EMS scoring popup, making it easy for officials to track exact team rotations and prevent positioning mismatches on live events.