Future of sports

By Christian Morten Borge

2018

Note: This is just a draft. Page references may be wrong
and the document needs further work.

Copyright Christian Morten Borge, All rights reserved

Contents

Page	Contents
Figure 24A	A drawing of lamps having videocameras around a soccer field, managed by an Apparatus to be used for entering matches and submitting results to an Oponentus system and transmitting video from a training or a match to a website.
Figure 24B	A drawing of an Apparatus to be used for transmitting video from a training or a match to a website, entering matches and submitting results to an Oponentus system
Figure 24C	Soccer field lamps with videocameras pointing in different directions having different heights and angles
Figure 24D	A Tennis court having two cellphone holders and shields protecting the holders next to the sideline, a cellphone holder apparatus to manage lamps and videocameras, a score board behind the holders and two lamps having videocameras behind the baselines.
Figure 24E	An imagined design of a cellphone holder apparatus with a surrounding shield having solar cellars, a score board and a lamp, to be used by match entrants to login to an Oponentus system to play a match.
Figure 24F	An imagined Tennis court having an apparatus with a touch screen and shield with an Oponentus system to manage multiple videocameras behind the baselines and 2 lamps next to the sideline with scoreboards and videocameras in different heights and angles looking in different directions.
Figure 24G	An illustration of an imagined Apparatus with a surrounding shield on the playfield in Figure 24F, and lamps with videocameras looking in different directions having different a height and angle.
Figure 24H	An imagined menu in soccer field or tennis court apparatus
Figure 24i	A diagram illustrating a data flow between an apparatus computer program and different computer programs, websites and products
Figure 24J	Imagined match menu
Figure 25A	A simplified flowchart showing starting a match by pushing a start button on a cellphone holder and transmitting results to a tournament system in different ways
Figure 25B	A simplified flowchart showing a cellphone computer program starting a match
Figure 25C	A simplified flowchart showing the transmitting of video from a cellphone holder apparatus to a website.
Figure 25D	A flowchart showing a procedure to make a setting in a cellphone to activate a self timer (count down) by magnet for taking a selfie or video selfie
Figure 26A	A flowchart showing a user starting a cellphone holder apparatus on a playfield, selecting «Community tournaments and matches» in the menu depicted in Figure 24E to play a match by a community, then logging in to edit or confirm a way to submit results during the match,

Copyright Christian Morten Borge, All rights reserved

	to edit or confirm if video shall be submitted to a website from the videocameras during a match, to connect cellphones to the apparatus for transmitting video from the match, and to test a connection to a device for submitting results.
Figure 26B	A flowchart showing a continuation of Figure 25A, starting the match by opening a match results registry, playing a sound through a holder speaker and starting videocameras and ending the match by closing the match results registry, playing a sound and stopping the videocameras.
Figure 26C	A flowchart showing a user log in to identify him or herself by selecting the «Enter» option [40] in Figure 24H after a first match entrant (user) has loged in and entered the match using the procedure in Figure 26A.
Figure 26D	A flowchart showing a user starting an apparatus on a playfield, selecting «Community tournaments and matches» in the menu depicted in Figure 24E to play a match by a community, then logging in to edit or confirm a way to submit results during the match, to edit or confirm if video shall be submitted to a website from the videocameras during a match from playfield videocameras and and to test a connection to a device for submitting results.
Figure 26E	A flowchart showing a continuation of Figure 25D, starting the match by opening a match results registry, playing a sound through a holder speaker and starting videocameras and ending the match by closing the match results registry, playing a sound and stopping the videocameras.
Figure 26F	A flowchart showing a user log in to identify him or herself by selecting the «Enter» option [40] in Figure 24H after a first match entrant (user) has loged in and entered the match using the procedure in Figure 26D.
Figure 27A	A diagram showing that a watch may communicate results to a tournament system server in different ways
Figure 27B	Showing two watches to be used to communicate results through a score board to a website
Figure 27C	Showing one watch to be used to communicate results through a scoreboard or cellphone holder to a website
Figure 27D	Showing watches communicating results to a cellphone from a cellphone App, and from a cellphone App to a website
Figure 28	A flowchart showing a user submitting a team entry for a team tournament
Figure 29	A flowchart showing a user sbmittig an entry as a team player for a team tournament
Figure 30	A flowchart showing a team member confirming an entry to play for a team in a team tournament
Figure 31-	Added ideas to the Oponentus system for Team sports

Background

A main idea in this patent application is using a standardised computer program in an apparatus present on a playfield, that is compatible with different tournament systems, in order to enable users of different social networking companies (and tournament systems companies) to organize and participate in trainings, challenges, matches, and tournaments using the same playfields and arenas.

Other important ideas are:
-a process of running a match by means of a start button, a real time clock, a match time schedule and users submitting results during the match
-transmitting video from one or more cellphone over the internet during a match, and starting cellphone videocameras using a magnet
-Using either a watch, tennis racket or voice to submit results during the match
-how to equip playfields such as soccer fields with videocameras
-example of protective shields surrounding cellphone holders...
-imagined example of an apparatus or an app menu
-ideas on how team tools may look like in an Oponentus system
-Ideas on how team players may enter a challenge
-adding a trainer role, and ideas on how trainings may work in an Oponentus system
-Different ways of entering a match, challenge or tournament

Ideas build on the idea of using a cellphone holder apparatus, hereby named «holder», to communicate results during a sports tournament as suggested in claim 14,15, 24, 25 and 28 in patent application NO20171385 and NO20171394. The ideas also build on ideas filed in patent application in June 2018 (Altinn reference AR269850430) which suggests using a cellphone holder to start and stop a match and to transmit video and match results during a match to a tournament system website. Furthermore it suggests using a standardised «holder» computer program to give users of different tournament system computer programs an access to playfields regardless of what tournament system a sports club or National association is using . In that way holders and playfields will be compatible with different tournament systems meaning that companies can compete in making the best tournament systems for their users, which is far better for users than having one company having a monopoly on an Oponentus system. That implies that large internet companies, for example, can make tools for their internet users to run and participate in tournaments.

An apparatus having a computer program compatible with social networking websites

Figure 24A depicts a soccer field surrounded by 16 identical lamps each lamp having many videocameras for capturing all angles and directions on the soccer field. Figure 24B depicts an imagined apparatus for managing electronic components on the playdfield including lamps and videocameras, having a computer program that is compatible with different tournament systems and social networking websites. Figure 24C shows an imagined lamp.

Figure 24D depicts a tennis court having a protective shield A surrounding a cellphone holder number 1 and a protective shield B surrounding a cellphone holder number 2. Cellphone holder 1 depicted in Figure 24E is a cellphone holder apparatus having a touch screen or computer monitor enabling a user in a syncronized tournament system to enter a menu like the one depicted in Figure 24D. Only one such apparatus i needed per playfield or arena. Cellphone holder 2 depicted in Figure 24C only has the capability of holding a cellphone.

For two cellphone cameras to capture the whole tennis court they must be placed in the right places and sometimes cellphones need to be lifted up for cellphones camera to get be placed in a high angle with the cellphone videocamera looking down. Both cellphone holder 1 and 2 may have a

crank and a wire used with a cellphone holder magnet, almost like the crank and wire which have been used with tennis nets, to be used for lifting the cellphone up to a right hight and lower it after playing.

When a person enters a playfield, for examle a tennis court

As illustatred in the flowchart of Figure 25, when a person enters a tennis court or a playfield of a sport, with two players competing the first thing a player must do is to activate the holder by pushing a start button[50] if the power of the apparatus is not already on. This may for example activate lamp motion detectors on the playfield, player score boards being part of a cellphone holder shield and other electronic components on the playfield. A start button may either be a physical button or switch like the ones pcs have, or an option on a touch screen activating the apparatus from a sleeping mode.

Players will then make a selection from a menu. A menu may look differently and may be organized in different ways depending on an arena managements taste and preferences. An example of how a menu can look like is depicted in Figure 24H. The holder menu may be managed by the arenas court management tools which may be part of the tournament system. If selecting Play for fun[4], not playing a match set up in a tournament system, the player will be required to identify him or herself for booking a court or for verification of a player who has already booked a court.....

If selecting «I like to play a match in my community» the player will be directed to a website in which the user must make a selection of a social networking website in which the user a membership in a community and can organize and participate in tournaments and matches. This may for example be a website of a large internet company or even a website for dating.
The arena may have a «Different social networking websites registry» in the arena tools which the user can make a selection from on the holder, and if not listed the player may enter an internet address to procede to a social networking website.

The player will then be requested either to identify him or herself by the selected website. User identification can be done in many ways and may vary depending on the website [51] for example
a) By a website username and pasword
b) By an app and a username and password syncronized to (with) a tournament and/or video website.
c) By a holder fingerprint reader
d) By a holder microphone and voice recognition software
e) By entering a username and password on a holder touch screen (or cellphone number to generate a code to the cellphone to be used as a password for login)
f) By a cellphone microphone and voice recogintion software
g) By a magnet strip or simcard when placing a cellphone in a holder holding a cellphone close to a holder.
h) By a bracelet or watch having a wireless feature such as bluetooth or wifi. There are wellknown brands that may find it interesting to add features for communicating results.
i) By a racket having a wireless feature such as bluetooth or wifi

Social networking tournaments

After a social networking website has accepted a login from the player it will initiate a search in its website match registry for next mathches with the player name and enable the player to start a match or to make a selection of a match to start the match on the start time for the match set in the match registry according to the real time clock of the holder arena menu.

Tournaments by National or International associations

A player may also select «Play a match in a national tournament» to be directed to a website to make a selection of a national or international association.
The procedure will be the same. After an accepted login from the player it will initiate a search in the National or International association match registry for next matches with the player name and enable the player to start a match, or to make a selection of a match to start the match.

A major advantage for associations in doing it in this way is that more companies will compete to make good tournament systems and websites. A National association may for example say to social networking companies «you can enable your users to organize tournaments within communities and use our rules if we can use your ideas for our systems».

After having selected a match

After having selected a match the player will be requested to start the match, and if having the desire to use a cellphone to take video of the match to place cellphones in cellphone holders. If wanting to transmit video to a website further to review and confirm or to enter details for the website to transmit video to. Two players may want video to be sent to different websites. For example to a blog or to a social networking website, and if a tournament by an association maybe also to the website of the association.

A tennis court may also have videocameras being part of a fixed equipment and these videocamera may be activated simultaneously when pushing a start button.

The holder may also have a software sending video from the right cameras, and a website video player may show video from more than one videocamera in a split screen. If video is transmitted from two cellphones an online video player showing video from the two cellphones simultaneously may be the best way.

What if a watch or a cellphone holder apparatus stops working during a match?

The players may also be requested to review, and if needed edit, the way of transmitting results during a match to the tournaments system.

How a user prefers to transmit results may be preset by the user in his or her user profile in a social networking website or association website.

One way may be using a watch (or bracelet) which may require the user has registered a watch id in his or her user profile. A second way is using voice which will require a microphone and voice recognition software, which may require that the user has a voice recording in his or her user profile for the website to recognize his or her voice, a third way is using tennis rackets having required components and buttons to transmit results to a holder in a similar way as a watch, a fourth way using a whistle having buttons or a speaker and a microphone, and a fifth way transmitting match results after the match has been played, from the holder, a pc or from a cellphone.

A digital watch with a wifi or bluetooth connection

If match format is **«best within 60 minutes»** the players need information on how much time it's left of the match while playing. A playfield may have a digital watch with a wifi or bluetooth connection showing a current date and time, and also the time left of a match.
A digital watch may also be part of a holder, the protective shield or a separate score board.

«Match formats» and how to indicate a match has started and a match is ending

When the real time and date is on the same date and within the *time from* and *time to* for the match, and a player has pushed a start match button if that is required to start the match, a speaker may for example say «The match has started» or «You can start playing the match».

How to indicate how a match starts may be programmed to be managed in the manage match formats for the sport.

For a match with a match format «best within 60 minutes» the website may be programmed to end the match 5 minutes prior to the end of the booked court session of the match.
A setting may then also to play a message in a speaker for example 9 minutes prior to the end of the booked session, informing the players there is only 4 minutes left to play. A message to be played in a speaker may be managed in an Oponentus system.

A match format may be named «Best within the time of a booked session». This match format may in a similar way be programmed to end the match on a set number of minutes prior to the end of the booked playfield session if not a tie. If a tie appointing a winner on the basis of who has won the most points of the for example 5 last points. When a match has ended the website may play a message in the speaker for example «The match has ended, please confirm match results».

Using a speaker to give players information may be better than using for example a green lamp. A lamp may be difficult to see in sunlight and if a player looks another way.

If the match format is «best of for 3 sets» closing the match results registry and ending the match when the player(s) have submitted the last winning point by requesting the player(s) to confirm the winner.

An advantage of being able to make these kind of changes from a manage match format registry in a tournament system is that it will make it easier to make changes and enable communities for example to use a voice in the community for playing a message in the community language.

Difference between community matches and matches by International and National Associations

For a tournament organized for only members of a community in a social networking website some people may think it is sufficient that the player who logs in on a holder by that confirms the presence of all users having a role in the match.

For a National and International Association one can assume that all users having a role in a match must confirm their presence in a way by identifying themselves by using one of the methods from a) to i).

How to do this may be up to the tournament directors of different communities and associations.

A cellphone computer program (an App)

When placing a cellphone in a holder a cellphone computer program (an App) may be programmed to connect the cellphone to the holder, using for example bluetooth or wifi.
Before making a selection in the menu to start a match the player may get a confirmation on the holder computer monitor if there is a wifi or bluetooth connection to the cellphones. If there is the

player may procede to start the match.

A magnet to be used for holding a cellphone may be used by the apparatus to activate (if not activated) the bluetooth or wifi feature on the cellphone, and then to connect the cellphone to the Oponentus apparatus (so that the cellphone user dont need to do this him or herself)

For that to work the cellphone will need a curcuit that activates an electromagnet that activates the self-timer on the cellphone camera when placing the cellphone close to a magnet, starting a count down for taking a photography or video.

If using a watch or a tennis racket to submit results

Before starting a match the holder may be programmed to confirm if there is a connection between a player watch or racket if submitting results using watch(es) or racket(s).

A holder computer program

A cellphone **holder** computer program may be programmed to send and receive data between a cellphone holder and a cellphone, between a cellphone holder and a watch, score board, whistle or tennis racket, and between a tournament website and a cellphone holder.
A score board may also be part of a cellphone holder shield. There are in other words many possible ways to send and receive data signals from a user having a role of sending results to a tournament system, illustrated in Figure 27A if a watch is used to submit results.

When making a selection in the menu to start a match the results registry is opened for the players (or referee) to submit results, and **a holder computer program** is programmed to send a request to the connected cellphones' computer programs to activate the videocameras, to activate cellphone microphone(s) if using voice and the cellphone microphone to transmit results or a holder microphone if using a holder microphone, a score board if the tennis court has a score board and a small lamp showing for example a green light on the holder that indicates that the match has started.

The cellphone holder shield

The cellphone holder shields depicted in Figure 24A have score boards, solar cellars and lamps, and may be connected to the holder by cable and give both the shield and the holder electricity from the solar cellars.

Where should the holders and shields be placed on the court?

Holders and shields may be placed on different locations on a playfield. The two holders and shields in the illustrations is placed for getting a front view of the players. Holders may also be placed for example behind the players but may need a different design than those placed on the side of a court. The design in Figure **24A** is an idea of how they may look like.
Often there is a fence behind the player and a holder may also be part of the fence with a shield in front of it. It is of course important that a player doesn't run into the shield and the holder.

Because players change side during a match one player may for example want to place one cellphone in a holder on the side of the court and the other behind the baseline.

Different sports may require different designs, and also different designs on different locations.

A soccer field may for example need stronger designs than a tennis court but the same principles may be used for many.

A cellphone app may have the same options as an apparatus

An example of a cellphone App or cellphone holder menu is depicted in Figure 24.

Cellphone holder with a monitor/display versus a cellohone holder with a numerical keyboard

For a cellphone holder with a monitor the options will be visual while for a cellphone holder only having a microphone and speaker the options will be selectable by voice control or keyboard (eg numerical).

A holder not having a computer monitor (any size of display) will have some disadvantages if compared to one having one. One with a display may for example show a booking table and a ranking of a community's members.

Some key components in these kind of holders may be a microphone, a magnet, a broadband modem, a wireless data access component such as wifi or bluetooth, speakers and a computer monitor such as a touch screen.

A computer monitor may both be used as a scoreboard and to display a user menu and small lamps may be used to indicate if a match has started or not, if there is a working broadband connection, if there is a connection between the holder and one or more cellphones, if the holder transmits video to a set server or not, and if other components of the holder is working.

If not using a touch screen they may have either only a few or many physical buttons to make selections from a holder menu. For example an up button, a down button and a select button.

How should holders be made?

They can be made in many ways and how is a matter of the need to cover and cost. Both handicapped people, short and tall people should be able to use them.

Different ways to submit results during or after a match

How people (players and referees) submit results and other relevant match data during a match to a cellphone holder may be a matter of individual preference and type of sport if given different options/alternatives. A soccer field for example is much larger than a tennis court so the distance from a person submitting results to a cellphone holder may be greater.

The website system described in patent application NO20110622 and US 14/113,237 assigns the task of submittig results to a role set when a tournament is created, and the set role may also influence on a preferred way. Using voice control to communicate results and other relevant match information (for example a yellow card to a player in soccer) may either be done to a cellphone holder having a microphone or through a product or device such as a bracelet, whistle, a watch, a cellphone, a racket or another physical unit having a microphone option and a wirless connection to the cellphone holder.

Copyright Christian Morten Borge, All rights reserved

For sports like tennis, squash, badminton and table tennis it is normal practice that players speak out results by voice during play so using voice may sometimes be a natural choice. A player or referee may then have his or her voice recorded in the syncronized tournament system for a voice recognition software to apply the voice to identify a player and information from a player. Saying a name may work as login.

Particulary sports watches or sports bracelets with a microphone may be programmed with options to syncronize with a cellphone holder which is syncronized with a tournament system to submit results during or after a match using either voice or regular watch buttons.

A watch may have an id number to be registered in the tournament system

For using a watch to submit results during a match to a cellphone holder syncronized with a tournament system as decribed in patent applications NO20110622 and US14/113,237, an idea is to program the watch with an identification number or key and to enable users register the watch with his or her user data. If using a watch to connect to the cellphone holder the identification key/number may both be used to accept login and to accept results data from the users.

Buttons or voice?

For racket sports the size of playfields implies a distance from a cellphone holder to a player that may only require a microphone in a cellphone or cellphone holder. But still some players or referees may prefer submitting results rather using buttons on a watch than using voice.

A watch may also be used in many other sports so making sports watches/bracelets with a microphone programmed with different options to communicate results may be used many different sports.

For all sports it may be players and teams need to agree on how to communicate results before a match starts, based on a setting in the tournament system.

For playfields of a smaller size than for example a soccer field (such as badminton, squash, tennis and table tennis) having a microphone connected to a tournament system (or system for booking playfields) being a fixed part of the interior is a sure way to enable players communicate results regardless of having a watch or not.

A watch with a microphone and speaker

If a watch is used for submitting results, the watch may both have a speaker and a microphone. After a result has been submitted by voice the watch may request the user to confirm the result by playing a sound message saying the submitted result loud requesting the user to confirm by saying «yes» or «no». For a match referee in soccer this may also be a convenient way of submitting referee decisions to the tournament system. A match referee may for example say «yellow card to player 5» and the watch repeating «yellow card to player 5» and requesting the referee to confirm by saying yes or no.

Starting and stopping a match with "new" match formats

One of the many details in the sports system I planned some years ago is the idea of setting new types of match formats such as "best within an hour". The idea behind is was to utilize playfields better by enabling playfield owners to run automated cups every day in a way not ruining or

disrupting regular booking tables. When running tournaments in this way it is important that players end a match before the end of a booked session so that players starting a new match in a next booked hour/session can start playing on time. That means a last point should be completed some minutes before the end of the session. For example 5 minutes, meaning that the match results registry should close automatically after for example 55 minutes and select a winner on the basis of who has the highest score.

Score Boards

Keeping track of scores is also part of a match and electronic score boards and apps enabling players or referees to submit results to such score boards excist. A score board may either be a part of a cellphone holder, part of a protective shield for a cellphone holder as described in patent application NO20172068, or it may be a separate product with a wireless connection (eg wifi or bluetooth) mounted somewhere on a playfield. Results submitted after or during a match by players or referees during a match would also need to be displayed on the score board.

Watch Buttons

Results may also be submitted during or after a match using watch buttons. A watch having an option in a menu for doing so can have buttons programmed or made in various ways. An example is given in the table below.

An option may be "one person submitting results from a match" and another option "two people submitting results from a match". Buttons can be programmed to enable these options.

Finding the best way for submitting results from a match may need trying out different ways in different sports and disciplines.

An example of buttons can be programmed is given below:

Button	
Upper right	My point
Lower right	Opponents point
Upper left	Confirm opponents point
Lower left	Not accept opponents point
Hold down upper right button in 5 secunds	Edit my score
Hold down lower right button in 5 secunds	Edit opponents score

If a match referee is set to submit results when the tournament was created the match referee will be authorized to submit results. If players are set to submit the two players of a match will be authorized to submit results. If two referees are set to submit results (eg tournament referee + match referee) referees will be authorized to submit results.

For team-sports tournaments one can imagine options such as :
*One team player from each team submitting results
*One team leader from each team submitting results (working in the same was as for individual sports)

*A match referee or two match referees submitting results, confirming in the same way as two players

The Cellphone – Is an apparatus with an internet connection needed on the playfield?

The cellphone is a computer with a microphone, camera and components for communications. Except for holding a cellphone in a right direction and angle for taking video a cellphone holder don't need added components if the cellphone can do the rest. But this will be a matter of cost and prices on telecommunications in telecommunication companies.

A cellphone antenna and broadband features may be used without a cellphone holder apparatus broadband connection but may be too expensive for the players. Not everyone have a cellphone broadband subscription.

The bandwidth of a cellphone broadband connection may also be more narrow than for a wired cellphone holder apparatus bandwith. For now having a cellphone holder apparatus with a broadband connection is probably better for the players for sending video and communicating scores during a match but it is difficult to predict how technology change and future prices on wireless broadband.

****
Annet notat.

The question is: What are the best ways?

For streaming live video to a website during a match there will be a need of a broadband connection. Many people like to share and having a syncronized conection to a website processing videos like youtube or Facebook may be something many people will enjoy.
Some people may also like to keep their videos all private by only using their cellphones to capture video and then not need any broadband connection to send videos.

Privacy and secrecy is sometimes needed

If a team or player is practicing for a match it is important that videos remain private if they want to keep them private, and motherboards sold with today's Pcs and cellphones may not be suitable for a type of apparatus. Instead they need two curcuits and a switch to turn from private to public. A private mode in which data can be saved on for example an SD card or a memory stick and a public mode in which data can be transmitted to a website. When in a private mode they must be physically impossible to hack.

Apps for transmitting results excist

Keeping track of scores is also part of a match and electronic score boards and apps enabling people to send results during matches excist.

Many playfields have scoreboards or electronic scoreboards without a wifi or bluetooth connection, and upgrading is a matter of cost, but investing in equipment may be worth it considering the great advantage of having playfields connected to an online system. An example of an electronic scoreboard and app can be found with tennis-ticker.biz. Tennis-ticker has a solution on

syncronizing the app with tournament software either submittig score point-by-point or game-by-game.

Results may also be submitted to a tournaments website after a match has been played.

Regardless of excisting types of scoreboards the goal should be to find the best possible solutions.

Making and selling equipment such as cellphone holders and score boards at as low cost as possible is a goal to make as many playfield owners as possible to afford an upgrade. A score board may either be part of a cellphone holder apparatus or the protective shield of the cellphone holder as a computer minitor, or be made as a separate product as tennis-ticker's score board.

Other ways are also possible

Processing scores from a match to a website for runing tournaments can also be done in different ways. Results may be submitted after the match by a player or match scores/ressults may be processed to a website or an app after the match.

Projector and cellphone holder shield

A cellphone holder apparatus or a protective shield may use a projector for displaying match results. An advantage with a projector is that it's smaller than a computer monitor.

A cellphone holder may for example have the projector, and the protective shield a screen showing results from the projector. In that way the technical parts sensible to movements from a ball will stay protected.

Activating a self-timer by magnet or by saying a word?

Having a cellphone with a setting that enables the user to activate and start a self-timer on a cellphone by a magnet would be very useful. A cellphone can for example have three options:
1) Activate self-time for videocamera by magnet
2) Activate self-timer for camera by magnet
3) Don't activate self-timer for camera or videocamera if close to a magnet

If the setting is 1) or 2) the cellphone owner would then start the videocamera when placing the cellphone in a cellphone holder. Another possible way us adding a voice activation and recognition feature to a cellphone responding to and starting a self-timer countdown by saying a word.

"Different kind of cellphone holders having magnets for holding cellphones will become available in many public places the years to come."

If having a cellphone holder on a playfield – Having a shield in Aluminium?

How shields should be made needs more consideration. How should the surrounding part of the shield in front of cellphone videocamera lens be like? Can it be in plastic? If not using plastic the surrounding part in Aluminium (if using aluminium) may protect cellphone from being hit by balls but not block the videocamera lens.

On a soccer field may be steel should be considered to be used to make the shield even more robust against hits by balls.

Making a shield in dense plastic from the bottom to the top will make it more exposed to wind than if made in a structure like the one depicted in the illustrations.

Is a crank needed to lift the cellphone?

Because a cellphone should have some kind of protection like a shield, and a cellphone may need to be lifted to get a right angle on the playfield, a crank may be considered.

Using a crank to lift the cellphone to a right height in the holder is another idea. How to place the cellphone in a right place in the holder for the camera to get a right position is another part that needs a solution. One way is having a small aluminium door on the front of the holder to open and place the cellphone inside the shield before using the holder crank to lift the cellphone to a right height. Another is making it possible to turn the pocket holding the cellphone inside the shield in a way so that the player will be able to place the cellphone and position it correct in the pocket. Cellphones have different sizes and a pocket may for example have a front with a hole and a magnet to help the player positioning the cellphone videocamera correct in the holder. The hole can be used to position the camera lens correct. The shield may also have a padlock or digital lock to enable players to leave their cellphone while playing. On soccer fields and in many team sports that may be useful because the playfields are often large. Players will not have their own cellphones in their reach or eyesight all the time.

If adding a cellphone holder to a playfield, it might as well also work as a mount for an actioncamera?

If making new kind of products for sports playfields there is really no good reason not to consider also enabling players also mount an action videocameras to record video. Small videocameras are also so cheap these days that adding videocameras to lamps or other equipment being a fixed part of a playfield interior may also be considered.

Cellphone holders or fixed videocameras operated by an apparatus B

The ideas of cellphone holders is of course based on the fact that everyone have cellphones and that playfields still are not equipped in ways that enable people to record video of a game.
So considering using cellphones for doing this job, rather than equipping playfields with videocameras, is just a rational way of thinking before taking decisions on what is the best way.

Playfields should enable players to take video of matches in an easy way, and the cost of today's technology makes that possible. So the ambition today should be that at least all public playfields should have such equipment in one or another version.

Maybe it is sometimes better just having videocameras mounted permanently at different locations on a playfield operated by an Apparatus B as depicted in Figure X.

Taking a look at metro stations in Norway every station now has a ticket apparatus that enables travellers to buy and activate a ticket on the stations. These products could have a magnet for holding cellphones to enable people to take a selfie. Maybe many people would not use them, but it would add a feature without a significant cost that some people may want to use. This range of products having different looks shows what is possible today, allthough used for a very different

purpose, and is a kind of inspiration. They are strong products, some with a type of plactic cover, and are made to last for many years. Products on a playfield are more exposed to being hit by balls so how to make a playfield range of products in a best way would really need more thinking and must of course be considered by design peope and people with technical expertise. Different sports will also need different designs and features which metro stations not do in a same way.

This is not a one man job. The metro station ticket system had a cost of 600 million Norwegian kroners before fully operable (not sure of the final cost), not the budget for a person receiving a social security benefit which I do.

The cost of setting up a holder and shield may be the same as adding an apparatus B and videocameras being a fixed part of a playfield. Will a cellphone holder then be needed?

Some players may want to take just a private video of a match. Then a cellphone videocamera may be more secure than transmitting video to a website.
One can for example imagine that someone playing with for example children just want to use a cellphone for taking a photo or video for a few minutes, and that there is not need for a shield.

An apparatus B may also enable players to record video from a match on a SD card or a usb stick rather than transmitting video to a website.

Maybe having an apparatus just with a touch screen with a menu as depicted in Figure 24D is a better one, syncronized with an Oponentus system and a score board used to operate playfield video cameras. Any of these products may also have a magnet for holding cellphones.

The apparatus B would work in the same way as a holder with a shield but operating videocameras rather than cellphone videocameras.

These videocameras may also need to be protected in some way. Maybe having a kind of shield. Patent application z describes such a shield, and may also be relevant when it comes to videocameras not in cellphones. But it is possible such shields were already invented.

It will enable sports clubs to use different tournament systems, and large internet companies to include sports tournament systems in their services

In a competetive world where there are more than one tournament system one can imagine an option for players to connect to more than one tournament system, depending on where the player has bought a membership. Competition in between tournament system companies may be good for sports and create better systems. If using the system I planned where also Anne Cathrine Eriksen sometimes gave me needed confirmation or feedback on my ideas it is possible to set up tournaments on playfields not using the system's own arena management tools.

Sports associations and sports clubs within different sports have tended to use only one tournament system which may not be beneficial to the sports nor to the players. If may be better both for sports and for players that there are competing tournament systems within every sports within a country. That is likely to drive innovation and give better services.

A cellphone holder computer program compatible with many tournament systems

To enable players (users) to connect to different tournament systems from an apparatus on a

playfield the apparatus computer program must be syncronized with the arena's booking module/website, in which an arena manager can manage its menu. Players can then select the right tournament system before logging in to start playing.

A National association or sports club

A National association or sports club is likely to buy a license to use one tournament and arena management system, as they do today, and the sports club will then use their own tournament system to run tournaments.

In the mentioned tournament system it will be possible both for workplaces and a group of friends to buy a license and organize tournaments for their groups members on arenas they dont manage themselves. That means that sports clubs can earn money on a workplace by booking playfields for a tournament, regardless of the tournament system name.

Associations may first think that this is not a good idea, but it is also possible to make tournament systems in the way so that associations can run the National and international tournaments and leave the community tournaments up to sports clubs. This is just a matter of designing systems in a smart and wellthought out way, and it may be done in different ways.

One may also enable a large internet company enabling people to be a member of a group to organize a tournament only for the community's members, giving participants only a community rating and ranking. That will enable small and large internet companies to implement their own tournament system in the services they offer their users.

Tournaments with participants from different communities, which gives a National rating and ranking, may only be run by or in the name of assciations.

The Oponentus system ideas

The tournament system ideas of Oponentus (hereby refered to as the Oponentus system) was built on the internet community idea used by many websites to enable users to obtain a membership in a group of users to engage in group discussions or activities.

In 2005, and before the Oponentus system, tournament software/websites, arena management software/websites and rating software/websites were separate systems more or less made for a world without the internet. Maybe except for the fact that tournament software enabled players in individual sports and team leaders on behalf of teams to make an only entry, to get different kind of tournament information online and that separate online booking systems enabled users to book a court of playfield online.

The Oponentus system ideas were from another planet. It added a tournament management tool, an arena management tool and a simple tournament schedule to a community structure, added a real time clock to each community within the system to enable sports clubs and communities in different parts of the world to get a time right for tournaments and playfields' online booking tables regardless of location, it added roles to users such as tournament referee and match referee beyond the traditional tournament administrator role, team leader role and player role which so far had restriced the users to organize and make an online entry, and most importantly making these new ideas work together to enable tournament directors to set a tournament time-schedule for a website to run tournaments by the means of a real time clock and the tournament entrants, tournament entrants being either players or referees, either players or referees submitting results during a match depending on roles included in a match and what role that was assigned the task of submitting

results, and then finally updating either a user user's or team's community rating, national rating or an international rating score depending on the type of tournament. Assigning users more than one rating also came from another planet if seen from an association point of view, which very much emphasizes the major difference between the Oponentus system and wellknown systems then.

Enabling the person and user creating a tournament to make a selection of variables to determine if a tournament is for users of a community or for users of many communities, giving users reports based on role and tasks in a tournament, which role to submit results during a match and to make a selection of a maximum number of players or teams to participate in a tournament are also examples of the many differences in the system as compared to the other systems then. It was not a moon to earth difference. It was a mars to earth difference.

Today most people are familiar with the term timzeone used in many websites, and some may have become familiar with the term through also communities, but except for showing a time and date based on user location it really didnt make any difference for a member of an online community. Using timezones and a real time clock for online booking and to run tournaments in a same system on different places having different times also made a big difference between Oponentus system and other tournament software.

The Oponentus system ideas represented a major step forward in thinking of how to organize sports tournaments and also a major opportunity for a company owning these rights. Wellknown internet companies today have become massive in terms of money value and users and the Oponentus system had the possibility of becomming such a company in 2011 within sports.

If thinking in the traditional way of how associations have been thinking the last 30-40 years this is probably also how it would be like in the future. With one large tournament software provider dominating in many sports. But, as technology changes the world changes. This is not how it will be like in the future.

It is a far better way if associations can accept that anyone can run a sports tournament in website for a website community, and that associations manage rules of the sports and the national and international tournaments. The future of sports is fist of all about to cover needs and wants of people who enjoy participating in sports in perfect and new ways within the borders of what is possible to achieve with todays technology.

The more sports tournaments around the world the better it is. Other ideas in the Oponentus system was the idea of enabling arenas to set up online booking tables for playfields in the arena registry of the system, and to enable a community running a tournament to book playfields on arenas both using and not using the Oponentus booking system within the arena management tools.

The Oponentus system ideas from befor 2011 for example made it easier than before to book a playfield for a tournament for its employees through the system on arenas not using the Oponentus arena management tools. This can be done by transmitting a request by email to an arena in the process of registering the tournament, requesting the arena to setting dates, times and cost directly for matches in the tournament schedule before submitting an offer to the workplace.

If a person on a workplace responsible for organizing sports makes a selection of an arena that uses Oponentus arena management tool for letting out playfields (online court booking) the person can also book playfields for matches while registering the tournament. This was also from another planet compared to other tournament systems then. Someone may have thought about the idea of making a tournament software talk with a court booking website, but tournament software before Oponentus system normally had a very simple dropdown with a numeric value to select a playfield

for a match so it was difficult to do it in a good way with software that excisted. So there was a huge difference between Oponentus system ideas and other tournament software then.

The third way Oponentus system (ideas) enables a person to set up playfields for matches in a tournament, is simply by requesting the person to make a selection of playfields and setting times by entering a date and time from-to for every match in the tournament. This way of adding a playfield, date and time to a match can be used for a workplace having a playfield (eg a table tennis table) not having an activated online booking table.
This idea may have been the only idea from a same planet if compared to wellknown tournament software then but having the additional two possibilities of sending a request to an arena for the arena to give an offer on playfields in the way the ideas suggested, and giving the tournament director the option of booking playfields online from different arenas within the Oponentus system if the arenas used Oponentus online booking tool made the system very (very) different. It was a major step forward in thinking.

Looking in to the future, there is no rational reason for not to allow for example a workplace to organize a sports event for its employees, uniterferred in by sports associations. It is of course up to sports associations how they like to manage their sports but associations not adopting is likely to lose in competition to similar sports associations adopting.

Ideas in this and in the patent applications 1, 2, 3, 4, 5, 6, 7, 8 reveal some different possibilities with regard to taking use of new technologies in sports, and different companies competing to make the best solutions will give people different alternatives to choose from.

And when comparing the alternative of having only one tournament system provider rather than many in a country people may be better of with a number of websites competing to make a best system at competetive prices. Seen from a financial point of view the society is also better off with market having a possible high value having more than only one large and dominating company giving people and different kind of entities tools to run sports tournaments.

Attached are some flowchart of some of the most important ideas from the Oponentus system and some more ideas concerning the team part which was a minor part when it comes to innovative thinking not yet completed in 2011, based on the same ideas as the ideas for individual sports.

Adding team sports to the Oponentus system

New ideas for the Oponentus system	
Figure 31	A page showing a table for managing sports and disciplines by an administrator of an Oponentus system
Figure 32	A page showing Manage sports for an administrator of an Oponentus

	system
Figure 33	A page showing manage tennis menu for an administrator of an Oponentus system
Figure 34	A page showing a manage disciplines and match formats for tennis
Figure 35	A page showing manage match formats for tennis
Figure 36	A page showing Add match format for tennis
Figure 37	A page showing manage soccer menu for an administrator of an Oponentus system
Figure 38	A page for managing disciplines and match formats for soccer
Figure 39A-39D	A page showing match formats in a discipline for soccer with options to add or edit match formats
Figure 40	A page showing Add match format in a discipline for soccer
Figure 41A-41F	A page for managing notifications to especially players during a match
Figure 42	A page to manage team positions for soccer
Figure 43A	A page with links o manage tournamemt official roles and to tournament officials having an authorization
Figure 43B	A page to add a tournament official role
Figure 43C	A page to add a user having a tournament official role
Figure 43D	A page to add a user having a tournament official role with an extended menu to edit the table.
Figure 43E	A page to add a user having a tournament official role
Figure 43F	A page to add a user with a tournament official role/authorization, step 2
Figure 43G	A page to add a user with a tournament official role/authorization
Figure 43H	A page to add to a user a tournament official role/authorization
Figure 43i	A page showing users having a tournament official authorization
Figure 44	A page showing a Manager Tools menu
Figure 45A	A page showing community official roles a user may have
Figure 45B	A page showing sport official roles a user may have
Figure 46	A page showing users in the community having an official role
Figure 47	A first step to appoint a user to a community tournament official role
Figure 48	A second step to assign a user to a community tournament official role
Figure 49	User profile, User details
Figure 50	User profile, User sports
Figure 51	User profile, User Memberships in communities and teams
Figure 52	Manager Tools showing a selection of Community administration
Figure 53	Community administration, General settings

Figure 54	Community administration, Membership requirements
Figure 55	Community administration, Community details
Figure 56A	User Tools showing a selection of Memberships
Figure 56B	Showing the user's Community memberships
Figure 56C	Showing the user's Team memberships
Figure 57A	Showing the user's roles
Figure 57B	Showing the user's roles with editable table columns
Figure 58A	Showing a first step in Adding a tournament official role
Figure 58B	Showing a second step in Adding a tournament official role
Figure 58C	Showing a second step in Adding a tournament official role
Figure 59	Showing a user's team position preferences
Figure 60A-60C	Showing a page for setting team position preferences
Figure 61A	User Tools showing a selection of Device(s) for submitting results
Figure 61B	Showing a page with a table of devices for submitting results
Figure 61C	Showing a page for adding a device for submitting results
Figure 61D	User Tools showing a selection of Voice recordings
Figure 61E	User Tools showing a table in which the user can manage voice recordings for login and submitting results
Figure 61F	Showing a page to Add voice files for submitting results
Figure 62A	User Tools showing a selection of Equipment and a table of equipment
Figure 62B	Showing a page to add equipment
Figure 63	Showing the selection of «Communities» in the top menu
Figure 64A	Showing the selection of «Arenas» in the top menu
Figure 64B	Showing the selection of «Arenas» in the top menu, after selecting «Change view» of table.
Figure 65A	Showing the selection of «Teams» in the top menu (see also other view in Figure 70A)
Figure 65B	Showing the selection of «Teams» in the top menu, after selecting «Change view» of table
Figure 66A	Showing the selection of «Tournaments» in the top menu
Figure 66B	Showing the selection of «Tournaments» in the top menu, after selecting «Change view» of table
Figure 67A	Showing the selection of «Matches» in the top menu
Figure 67B	Showing the selection of «Matches» in the top menu, after selecting «Change view» of table
Figure 68A	Showing the selection of «Challenges» in the top menu
Figure 68B	Showing the selection of «Challenges» in the top menu, after selecting «Change view» of table

Copyright Christian Morten Borge, All rights reserved

Figure 69A	Showing the selection of «Trainings» in the top menu
Figure 69B	Showing the selection of «Trainings» in the top menu, after selecting «Change view» of table
Figure 70A	Showing the selection of «Teams» in the top menu and a view of teams table (see also other example/view in Figure 65A)
Figure 70B	Showing Team details after selecting «View» in Figure 70A
Figure 70C	Table showing Team members after selecting «Team members»
Figure 70D	Table showing an Obtain a membership table after selecting «Obtain a membership»
Figure 70E	Showing a traditional payment page to pay for a membership
Figure 71A	Showing the selection of Manage Teams in Manager Tools
Figure 71B	Showing a Manage Teams table after selecting Manage Teams in Manager Tools
Figure 71C	Showing an «Add a team» page after selecting Add a team in Figure 71B
Figure 71D	Showing a team menu and manage team members after selecting «Enter menu» of a team in Figure 71B
Figure 71E	Showing an edit page for manage team members
Figure 72A	Showing a table of team compositions after having selected «Manage team compositions»
Figure 72B	Showing first step of add a team composition
Figure 72C	Showing a second step of adding a team composition
Figure 72D	Showing players of a team composition after having selected «Players» in Figure 72B
Figure 72E	Showing an editable table of team members part of a team composition after having selected «Edit»
Figure 73A	Showing General Team Settings after having selected «Team settings»
Figure 73B	Showing Tournament Entry Settings after having selected «Tournament Entry Settings»
Figure 73C	Showing Team Entry Fees after having selected «Team Entry Fees»
Figure 74A	Showing Goal Keeper Settings after having selected «Soccer Settings».
Figure 74B	Showing Disciplines and match format settings after having selected «Disciplines and match format settings».
Figure 74C	Showing Team formation settings after having selected «Team formation settings»
Figure 75A	Showing Team Membership Fees after having selected «Team Membership Fees».
Figure 75B	Showing an editable page for setting team membership fees
Figure 76A	Showing Team Entries to tournaments, matches, challenges and trainings

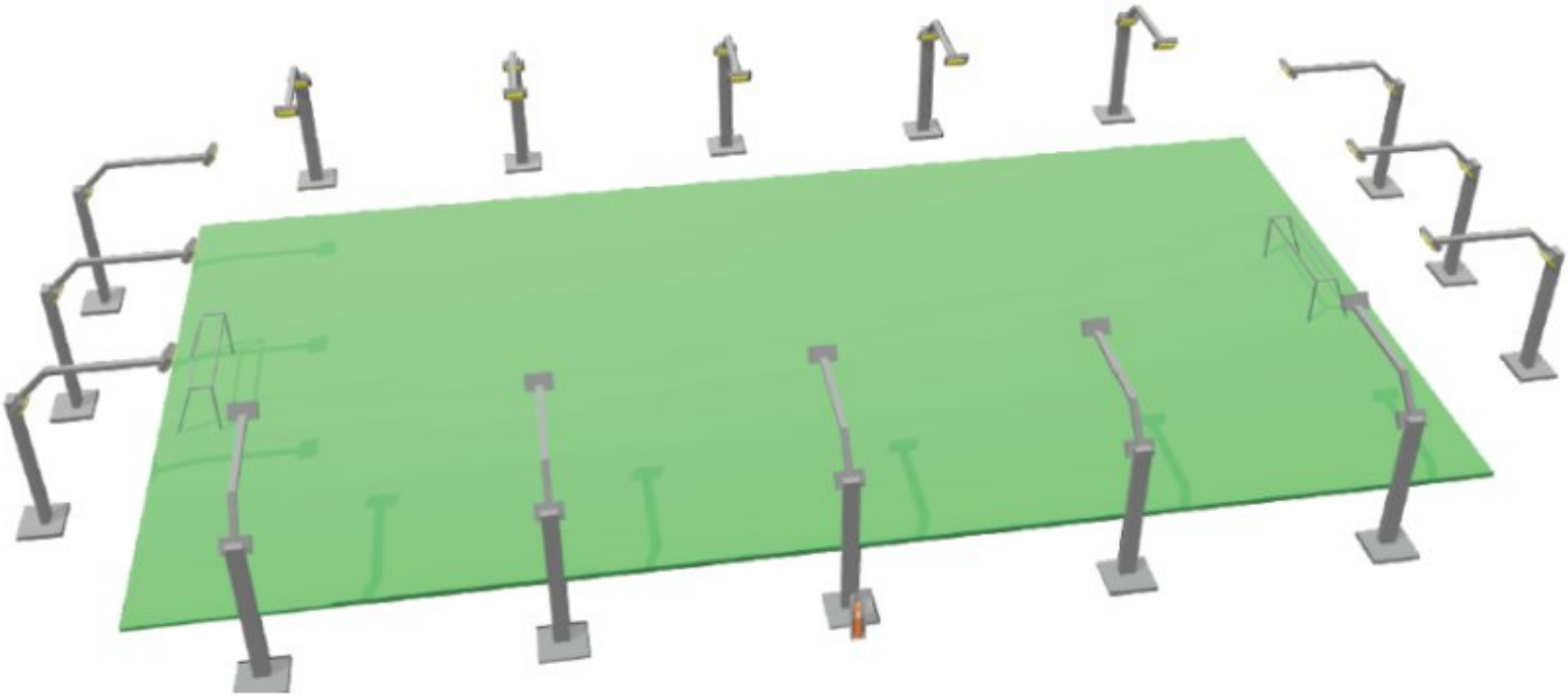
Figure 76B	Showing entry details after having selected «Details» in Figure 76A
Figure 77	Showing a page with an email account for receiving payments, which is possible to edit.
Figure 78	Showing a page with a table of team equipment
Figure 79	Showing a page to add team equipment
Figure 80A	Arena Tools
Figure 80B	Showing a page for managing an Arena's playfield and a menu in which «Manage apparatus playfield» is underlined.
Figure 80C	Showing a page for managing the menu of an apparatus on playfields
Figure 80D	A page showing Arena Tools in which «Manage Playfield Appartus menu» is selected (underlined). User proceeds to a page looking like Figure 80E. Figure 80E is how an appartus menu may look like on the apparatus monitor
Figure 80E	A page to Manage playfield Apparatus menu
Figure 80F	Selecting «Community tournaments and matches the user proceeds to a page looking like Figure 80F.
Figure 80G	Selecting National or International Association tournaments the user proceeds to a page with a table looking like the one in Figure 80G
Figure 80H	When a user has logged in to a social networking or association website from the Apparatus the user proceeds to a page with a table like the one in Figure 80H
Figure 80i	When a user has selected «Challenges» in.. the user proceeds to a page with a table like the one depicted in Figure 80i.
Figure 80J	When a user has selected «Trainings» in.. the user proceeds to a page with a table like the one depicted in Figure 80J.
Figure 80K	When a user has selected Book a playfield the user will proceed to a page with a table like the one decpicted in Figure 80K.
Figure 80L	Figure 80J depicts a first step when booking a playfield enabling the user to either book a playfield, at the same time challenge a team or a player or booking a playfield for training
Figure 80M	Figure 80M shows Arena Tools of an Arena, an underlined «Arena challenge register» and another option named «Arena training register»
Figure N	Figure N shows an arena challenge register, acessible from Arena Tools in Figure M
Figure O	Figure O shows a training register, acessible from Arena Tools in Figure M
Figure 81A	The page shows Arena Tools and a selected (underlined) «Manage email bookings» option.
Figure 81B	The page shows a table with Email bookings.
Figure 81C-81J	Pages relating to email booking
Figure 81K	Website challenge register, selectable in the top horizontal menu
Figure 81L	Website training register, selected in the top horizontal menu

Figure 81M	A page showing «My challenges» and a sub-menu with the options «Active challenges» (which is the default selection), «Challenges awaiting response from alien arena» and «Register a challenge».
Figure 81N	A page showing «Challenges awaiting response from alien arena»
Figure 80P	
Figure 80Q	
Figure 80R	
Figure 80S	
Figure 80T	
Figure 80U	
Figure 80V	
Figure 80W	
Figure 80X	
Figure 80Y	
Figure 80Z	

More to come..

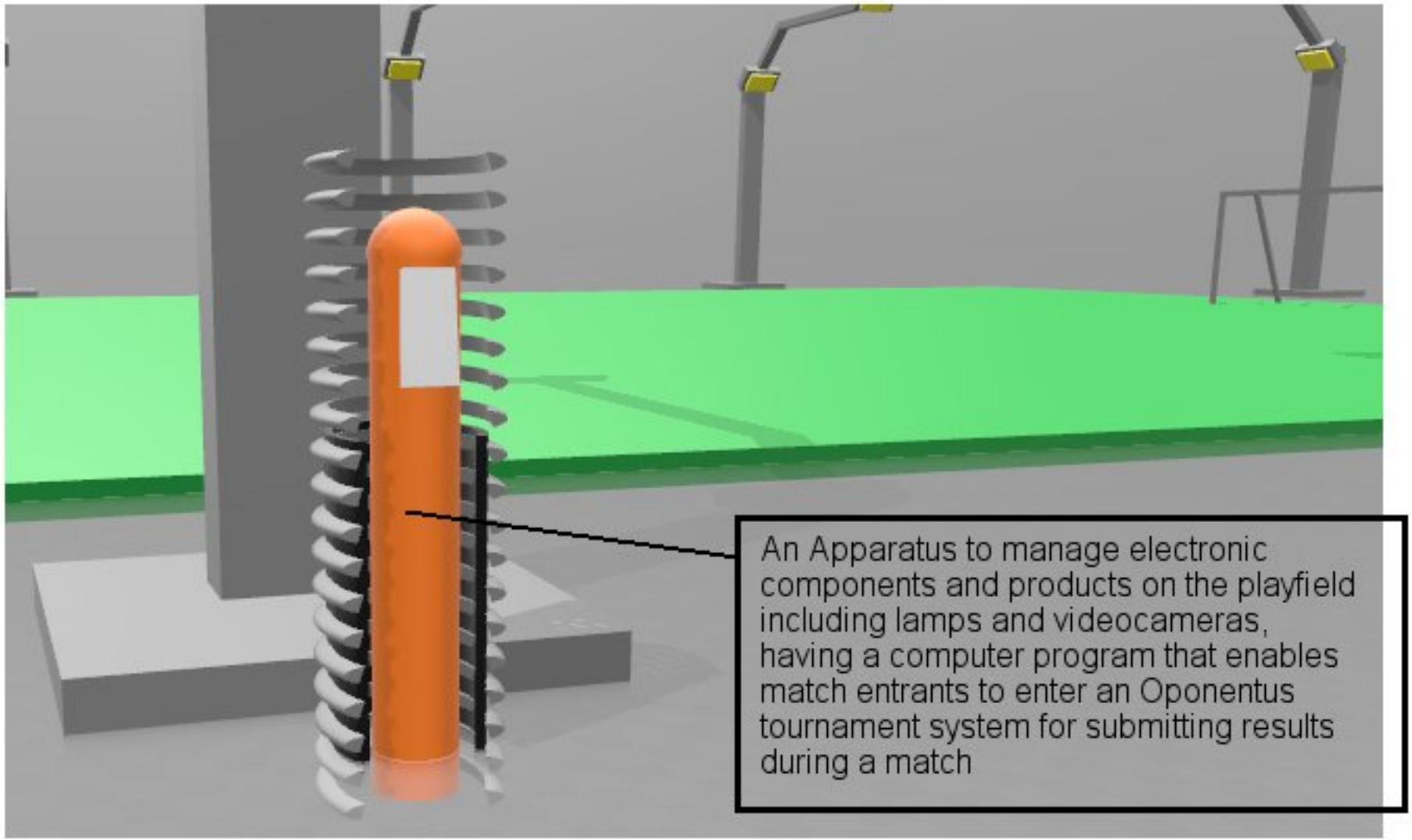
Figure 24A

Lamps with videocameras around a soccer field for transmitting video from training or a match to a website, managed by an apparatus to be used for entering matches and submitting results in an Oponentus system



Copyright Christian Morten Borge, All rights reserved

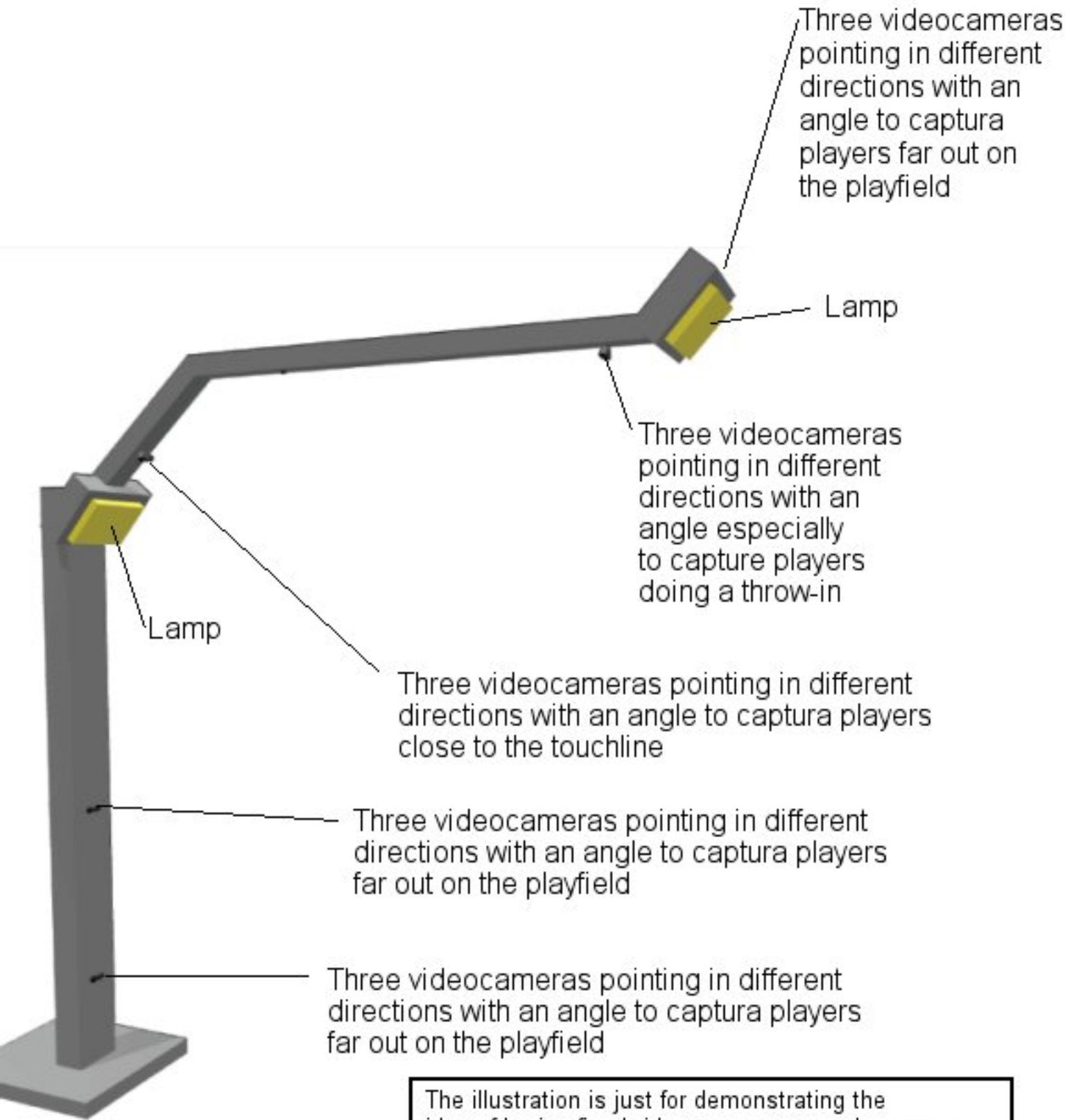
Figure 24B



Copyright Christian Morten Borge, All rights reserved

Figure 24C

Soccer field lighting with videocameras having different heights and angles

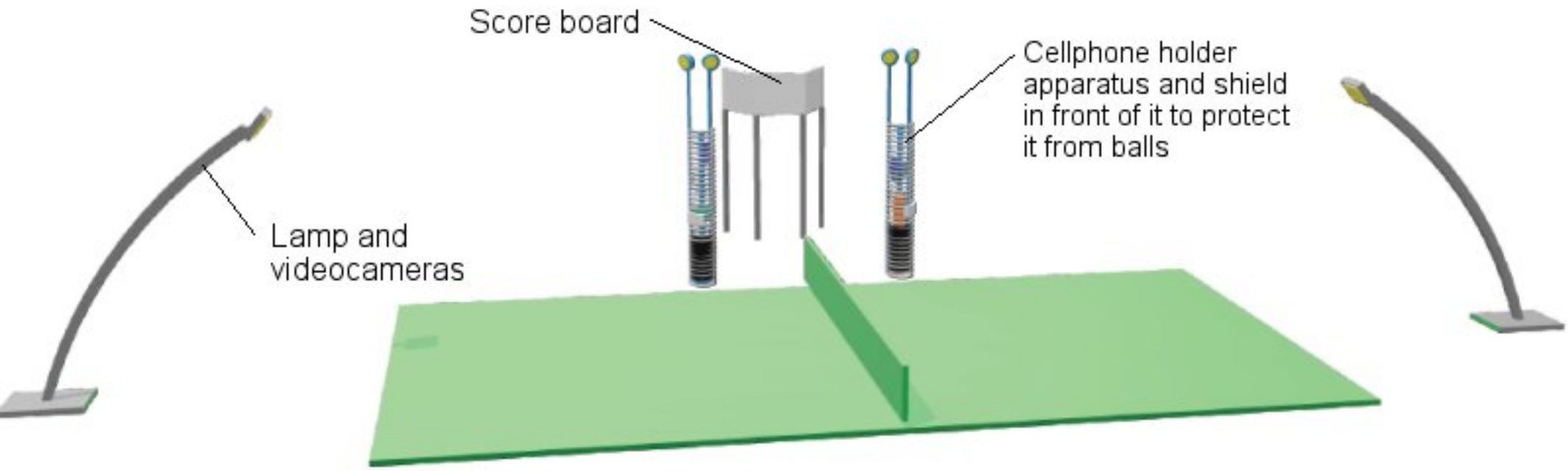


The illustration is just for demonstrating the idea of having fixed videocameras around a soccer field. In a real product the videocameras needs more protection, the number of video cameras, the camera angles, the camera directions and the design will need more consideration.

Copyright Christian Morten Borge, All rights reserved

Figure 24D

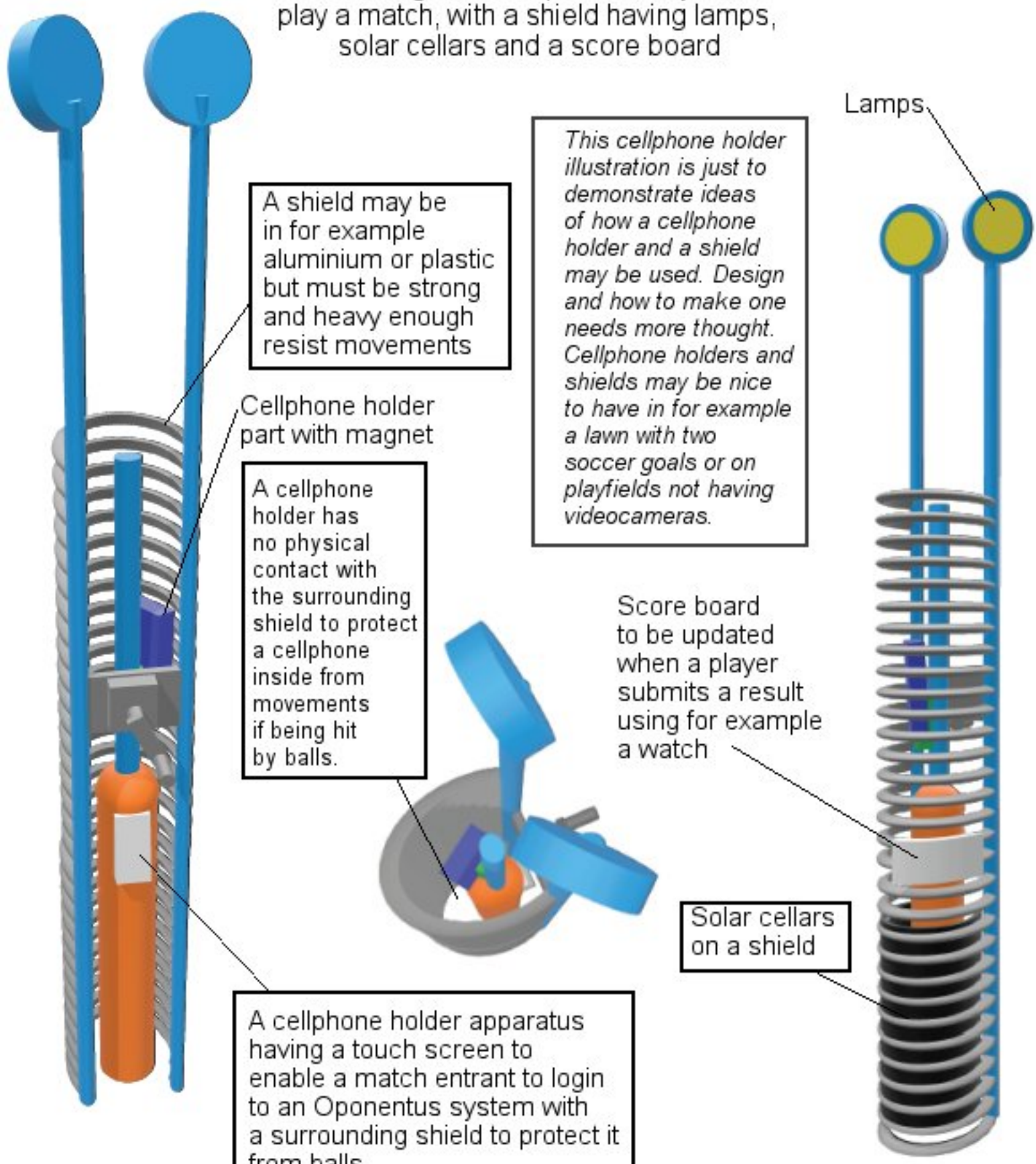
Tennis court with a cellphone holder, score board, shields protecting holders and a cellphone holder apparatus to manage lamps and videocameras that enables a match entrant to enter a match in an Oponentus system to submit match results during a match.



Copyright Christian Morten Borge, All rights reserved

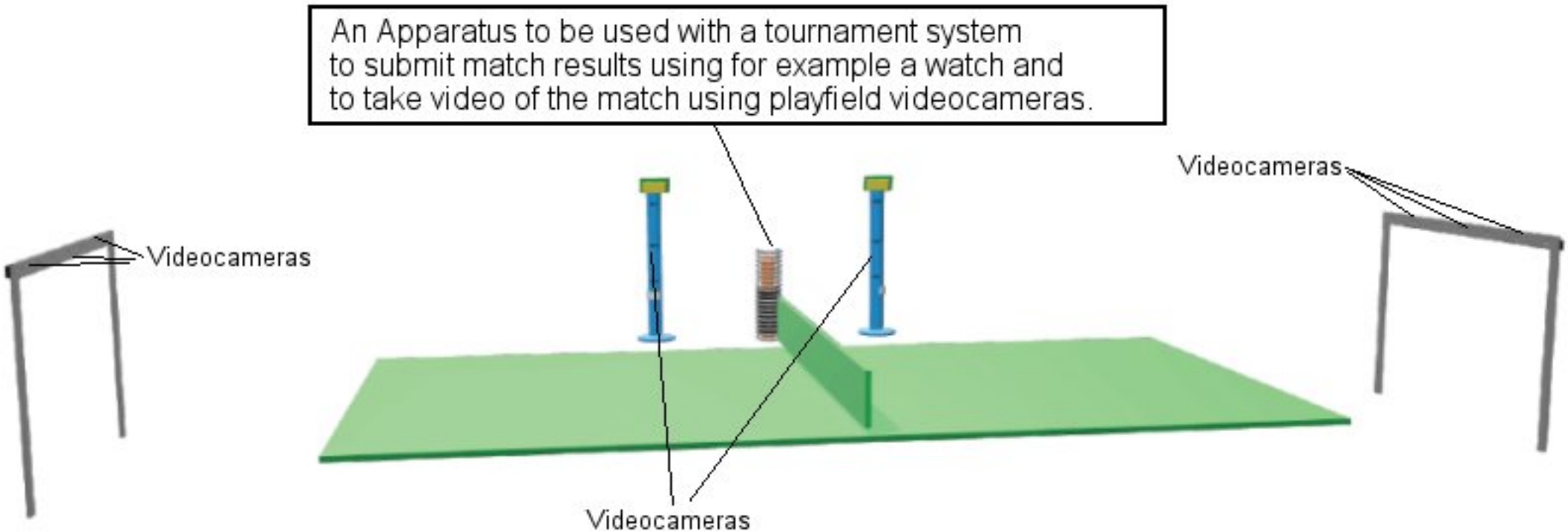
Figure 24E

Cellphone holder apparatus to enable a match entrant to login to an Oponentus system to play a match, with a shield having lamps, solar cellars and a score board



Copyright Christian Morten Borge, All rights reserved

Figure 24F

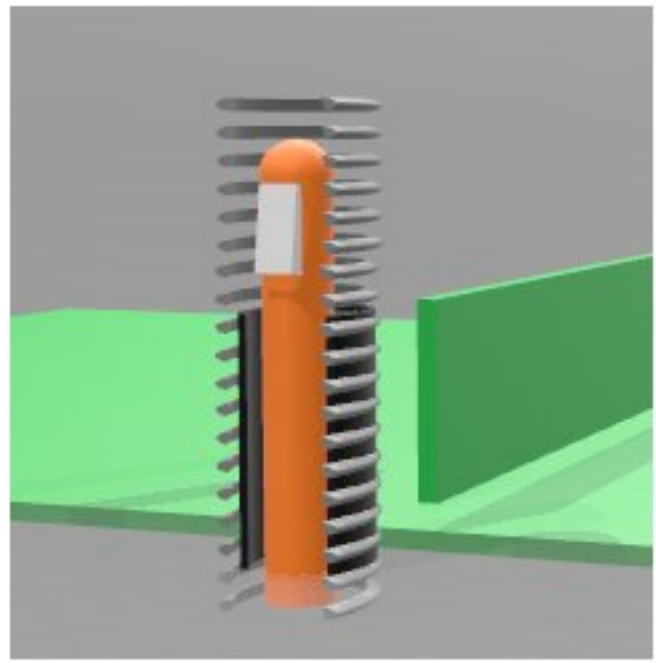


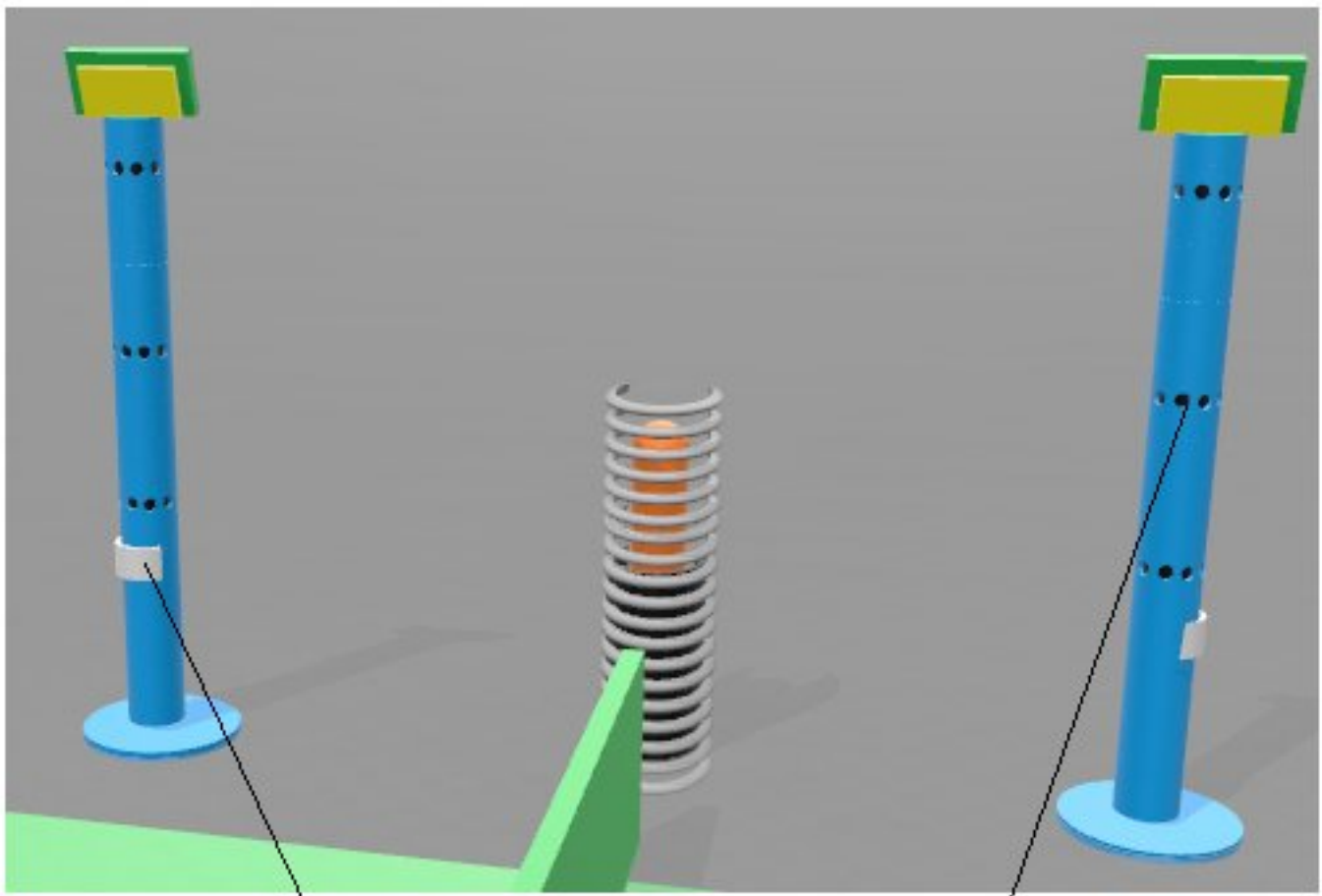
Product design, video camera angles and directions, and how many video cameras to have on a playfield needs more thinking. This illustration is just to demonstate the ideas. Different sports will require videocameras placed in different places.

Copyright Christian Morten Borge, All rights reserved

Figure 24G

An apparatus having a shield and solar cellars with a touch screen to be used by a player to book a playfield or to enter a match in a tournament system.





Score boards seen easily by players, updated when submitting results during a match.

Playfield videocameras in different heights, looking in different directions, having different camera angles to enable players to take video of matches and transmit video to a website.

Copyright Christian Morten Borge, All rights reserved

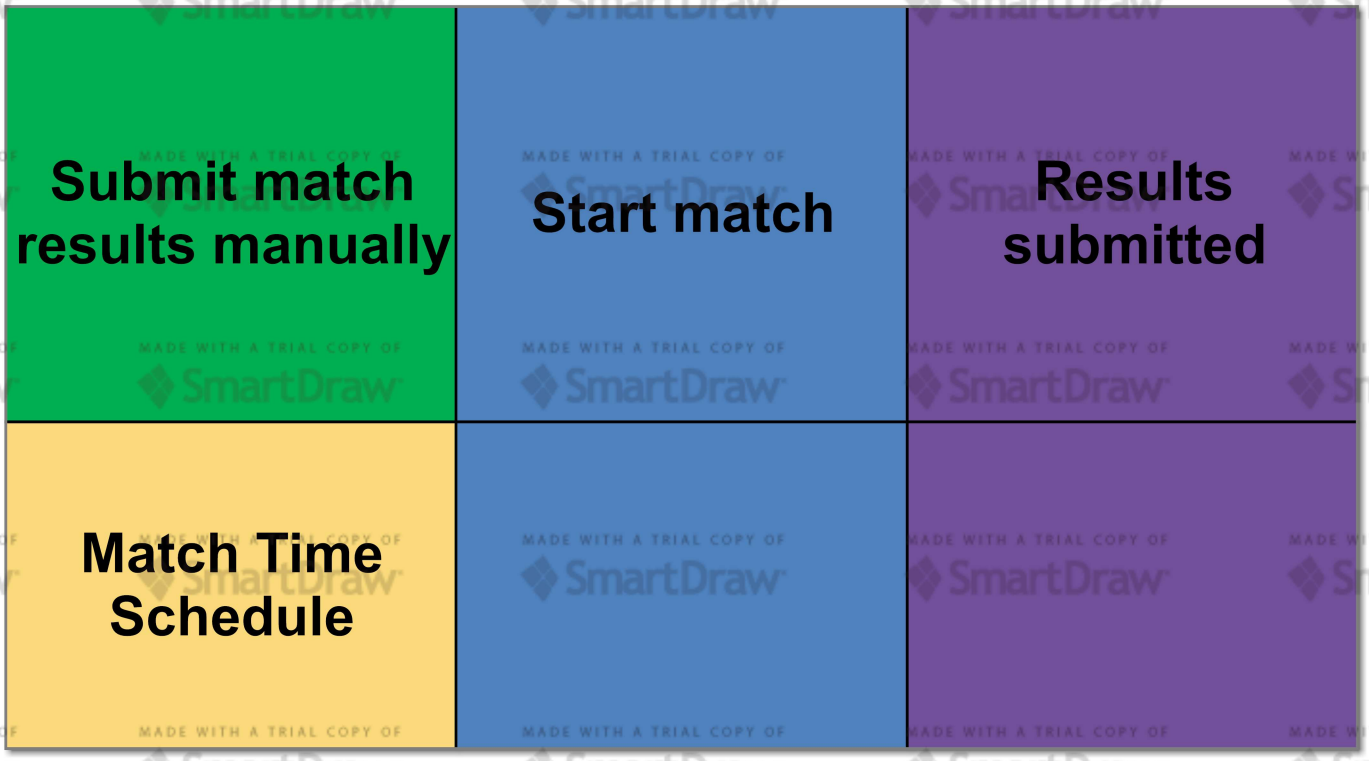
Figure 24H

App/Cellphone holder Apparatus menu

Copyright Christian Morten Borge, All rights reserved

Figure 24i

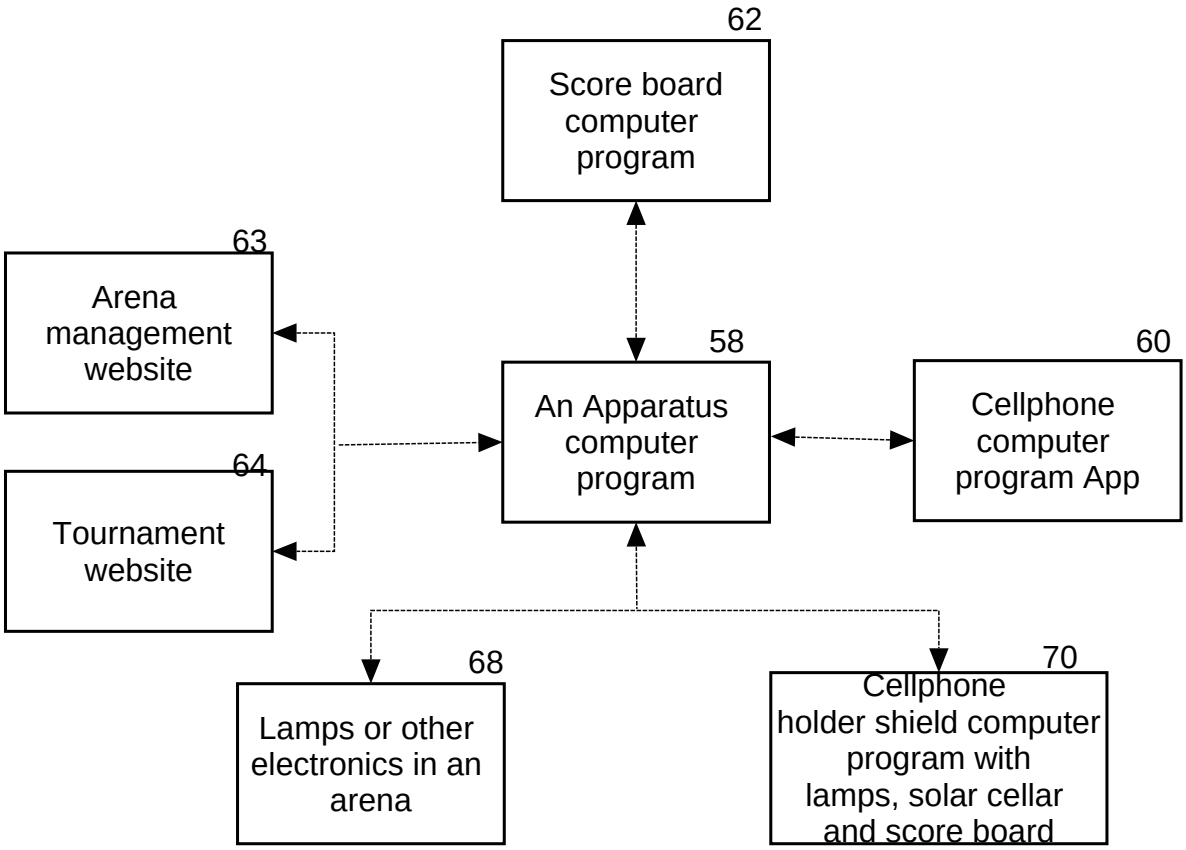
MATCH MENU



Back

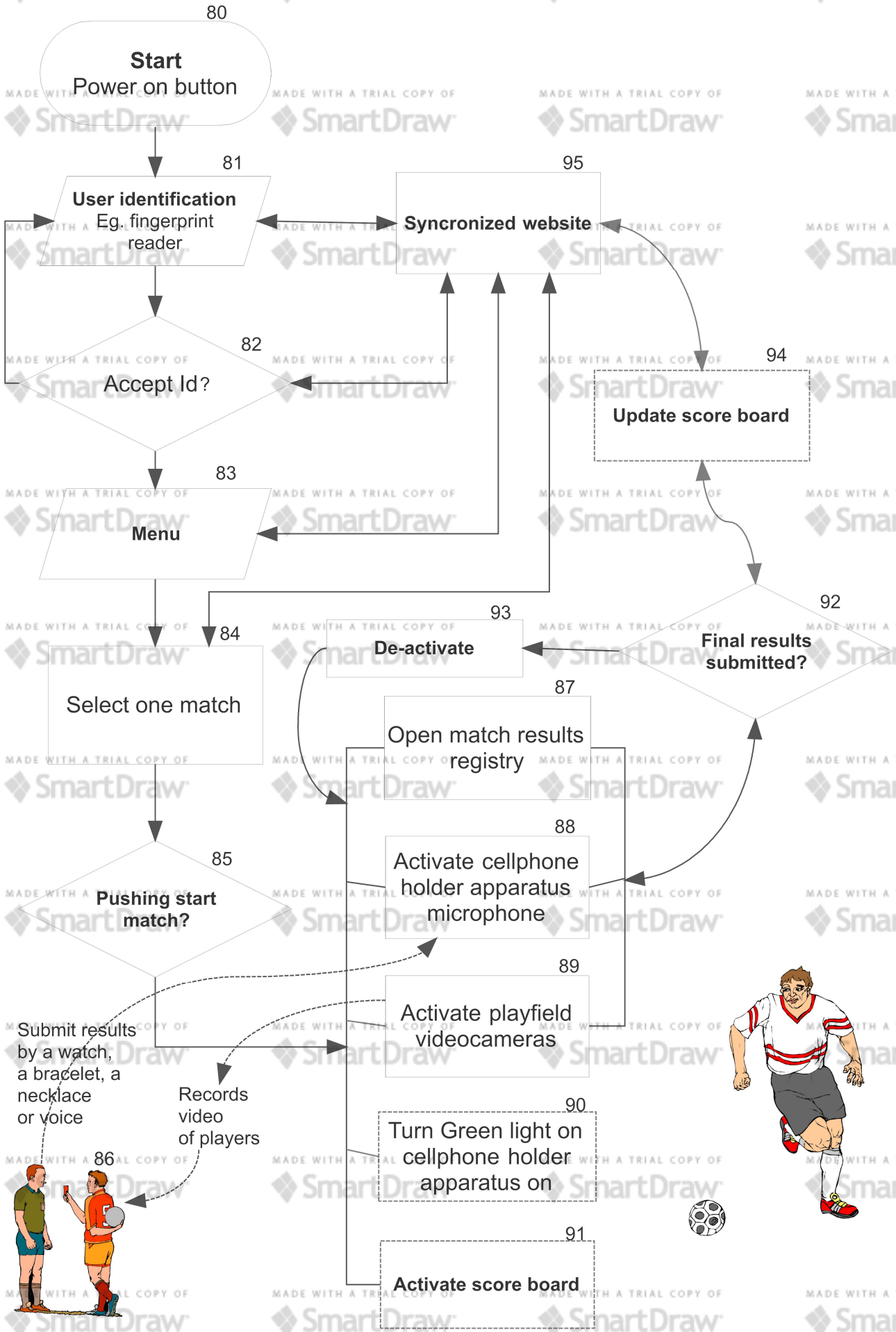
Copyright Christian Morten Borge, All rights reserved

Figure 24J



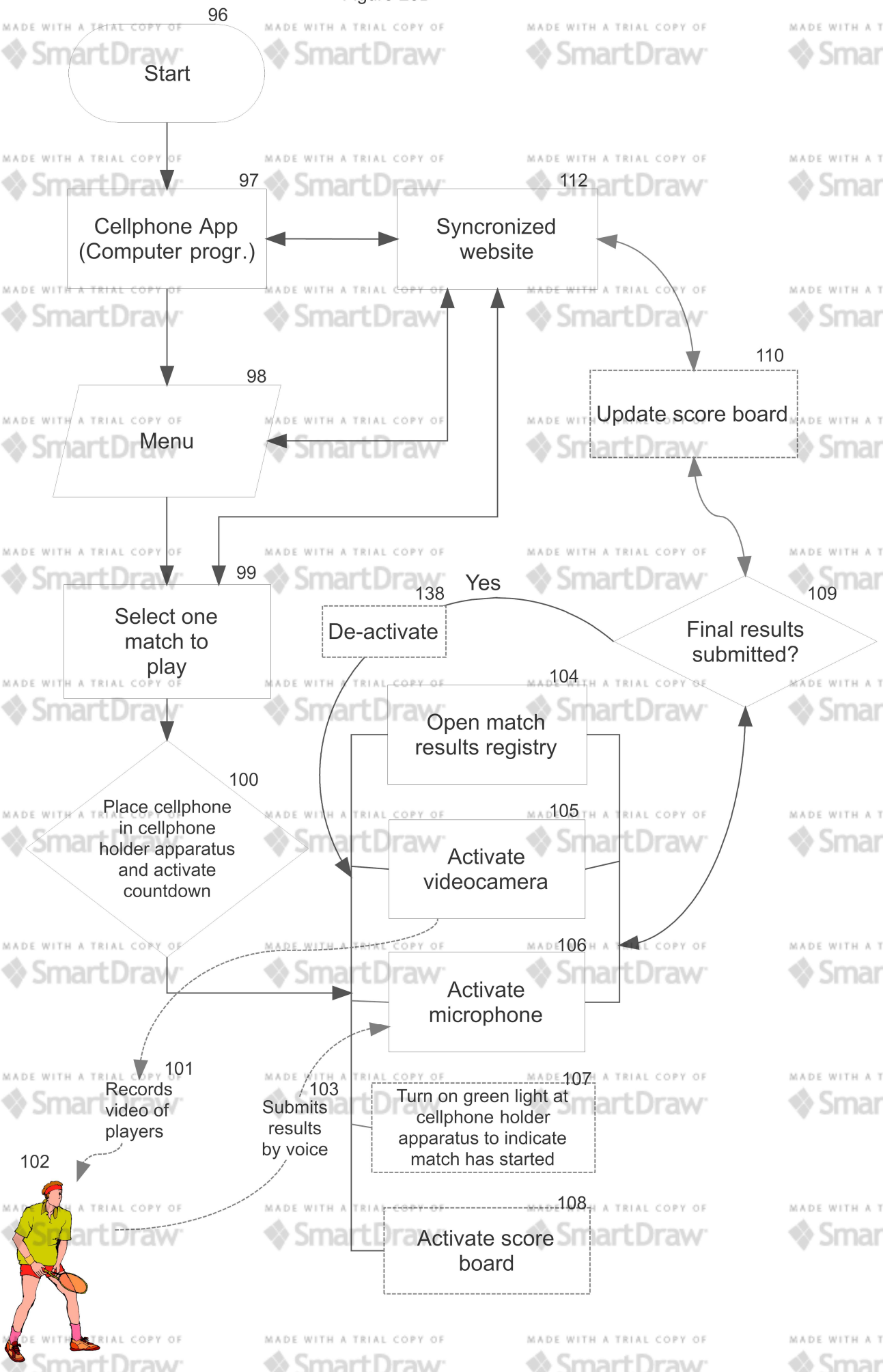
Copyright Christian Morten Borge, All rights reserved

Figure 25A



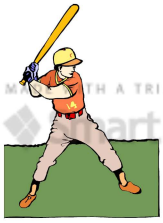
Copyright Christian Morten Borge, All rights reserved

Figure 25B



Copyright Christian Morten Borge, All rights reserved

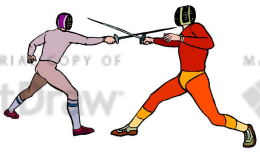
Figure 25C



Start

114

Connect to cellphone holder apparatus



115

Cellphone holder apparatus or app menu

118

Syncronized website

116

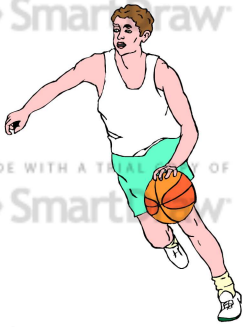
Transmit live video to website using cellphone holder apparatus broadband?

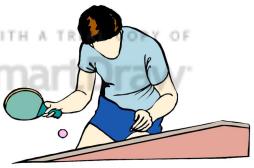
117

To syncronized website?

119

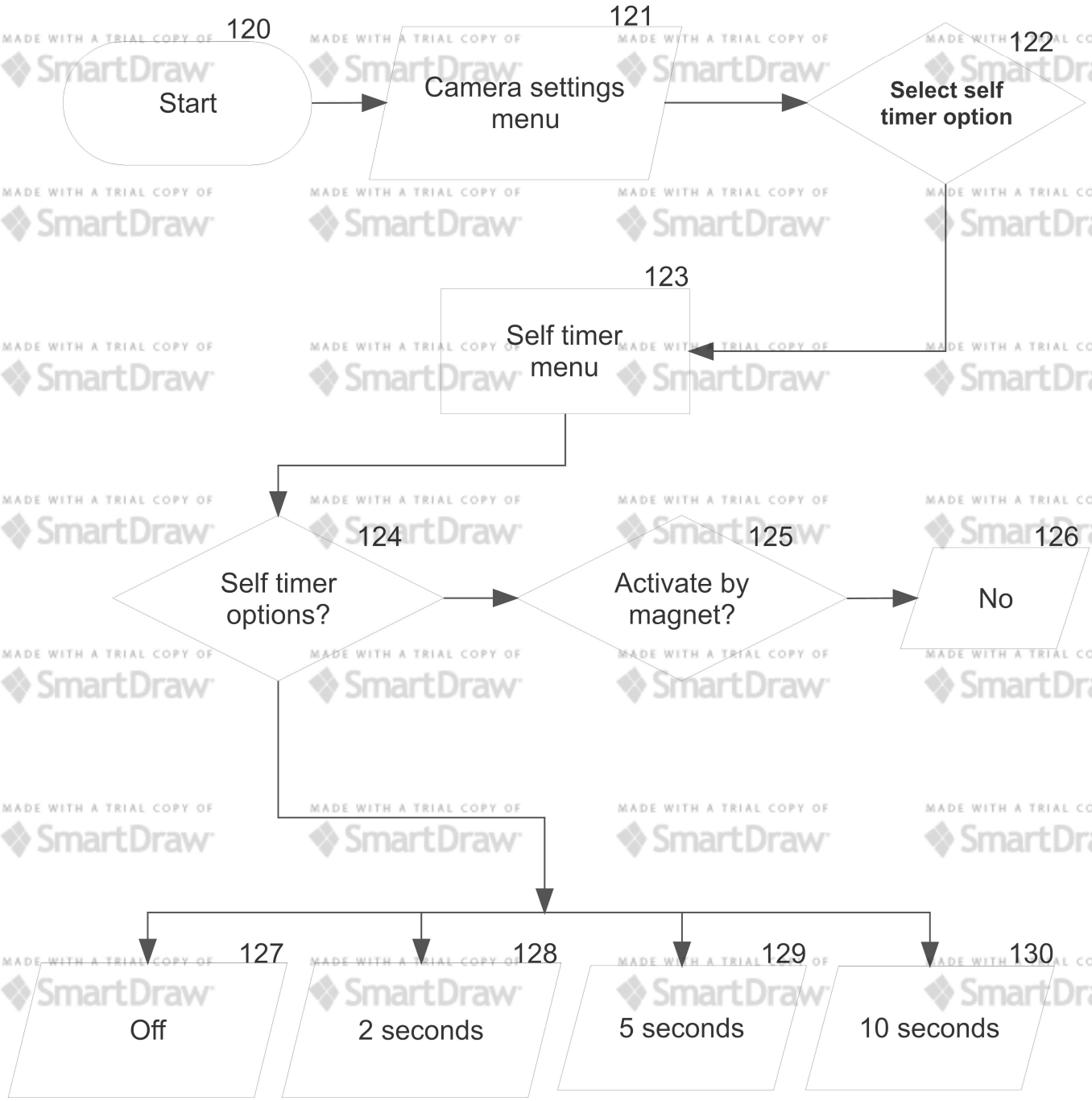
Other website





MADE WITH A TRIAL COPY OF SmartDraw

Figure 25D



MADE WITH A TRIAL COPY OF SmartDraw

Figure 26A

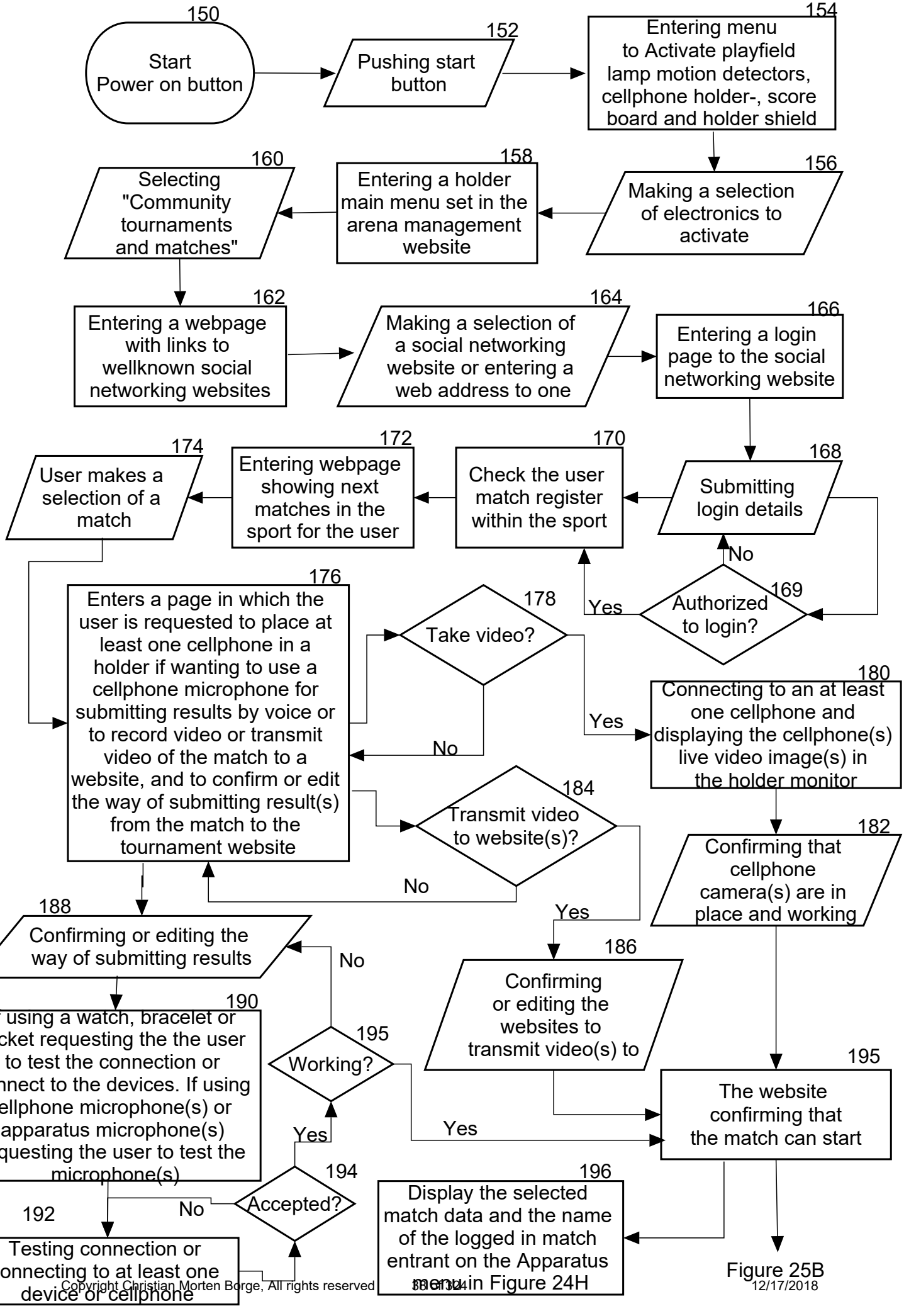


Figure 25B

Copyright Christian Morten Borge, All rights reserved

Fig. 30B/30C

Figure 26B

200

Start From Figure 25A

202

Have all match entrants required to login to enter the match logged in and entered the match?

No

Figure 25C

Yes

203

Are both players or teams ready to play?

No

Yes

204

Requesting user(s) the enter

Yes

205

Required to push a start match button to start the match?

No

Yes

206

The user pushes a start match button

208

Is the date and time of the match on the same date and within the time from-to in the arena or tournament website?

Yes

214

Indicating to players/teams that the match starts in a set number of minutes or secunds

210

Turning on a green light or playing a sound through a holder speaker to indicate that the match has started

212

If match entrant(s) placed an at least one cellphone in the holder(s) for using the cellphone microphone to submit results or for taking video of the match starting the at least one cellphone videocamera by transmitting data to the cellphone(s) computer programs to start the videocamera(s) and activate the microphone(s)

213

Opening a match results registry in the website to receive match results data from the match entrant(s) submitting results. If using an apparatus microphone for submitting results activate the apparatus microphone

216

If set to transmit video to one or more websites transmitting video to the website(s)

218

Match format best within a set time?

No

Yes

220

If the match format of the game is to play best of for example 3 sets closing the match results registry and ending the match when the match entrant(s) submitting results have submitted the last winning point by requesting the match entrant(s) to confirm the winner.

222

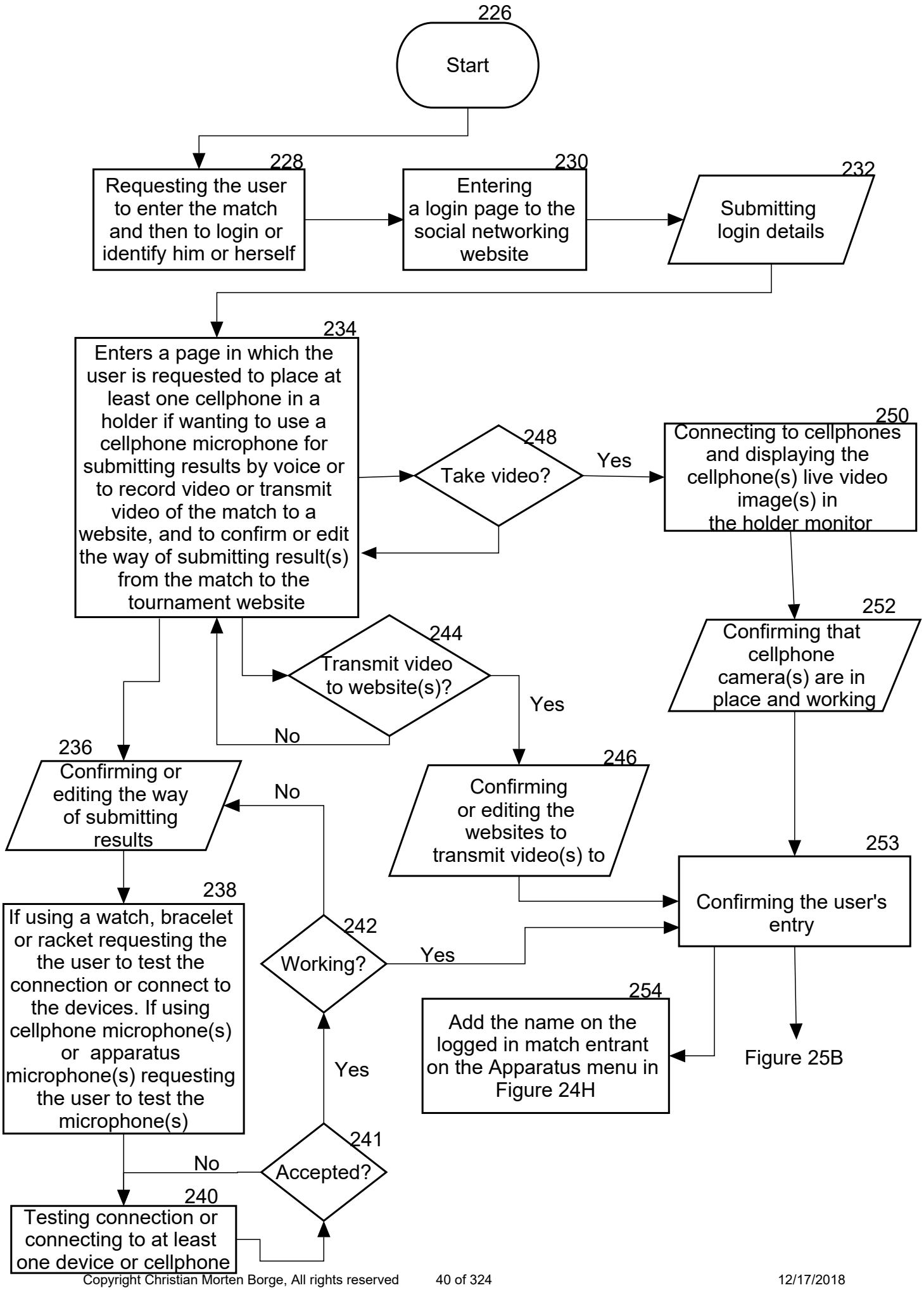
Ending the match by closing the match result(s) registry 5 minutes before the booked court session by requesting the match entrant(s) submitting results to confirm the winner being the player/team with the highest score, or if a tie indicating to the players/teams that the next winning point will win the match. Then, after receiving the next winning point-data requesting the match entrant(s) submitting results to confirm the the winner before ending the match by closing the match results registry

224

Turning off the green lamp or playing a sound to indicate that the match has ended and transmitting data to the cellphone computer program to stop recording and send video

Copyright Christian Morten Borge, All rights reserved

Figure 26C



Copyright Christian Morten Borge, All rights reserved

Figure 26D

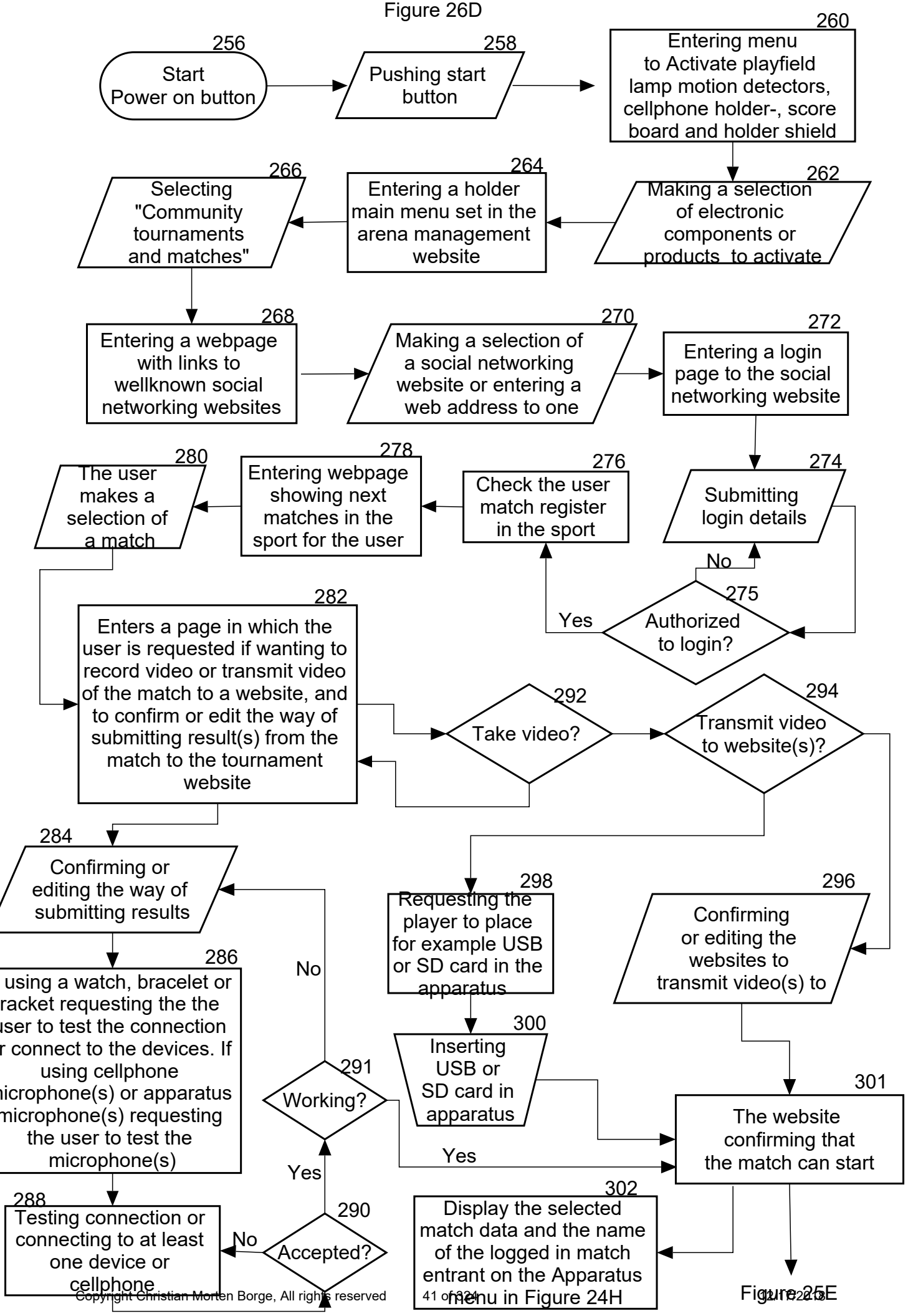


Figure 25E

Copyright Christian Morten Borge, All rights reserved

Figure 26E

Fig. 30B/30C

306 Start From Figure 25D

307 Have all match entrants required to login to enter the match logged in and entered the match?

Yes

309 Are both players or teams ready to play?

No

Yes

308 Requesting the user(s) to enter

No

Figure 25F

310 Required to push a start match button to start the match?

No

Yes

312 The user pushes a start match button

314 Is the date and time of the match on the same date and within the time from-to in the arena or tournament website?

Yes

324 Match format best within a set time?

No

326 If the match format of the match is to play best of for example 3 sets closing the match results registry and ending the match when the player(s) have submitted the last winning point by requesting the player(s) to confirm the winner.

Yes

328 Ending the match by closing the match result(s) registry 5 minutes before the booked court session by requesting the match entrant(s) submitting result(s) to confirm the winner being the player/team with the highest score, or if a tie indicating to the players/teams that the next winning point will win the match. Then, after receiving the next winning point-data requesting the match entrant(s) submitting result(s) to confirm the the winner before ending the match by closing the match results registry

Indicating to players/teams that the match starts in a set number of minutes or secunds

316 Turning on a green lamp or playing a sound through a holder speaker to indicate that the match has started

318 Transmitting data to the videocameras to start the videocameras, and to cellphone(s) for activating the cellphone microphone(s) if using cellphone microphone(s) to submit results

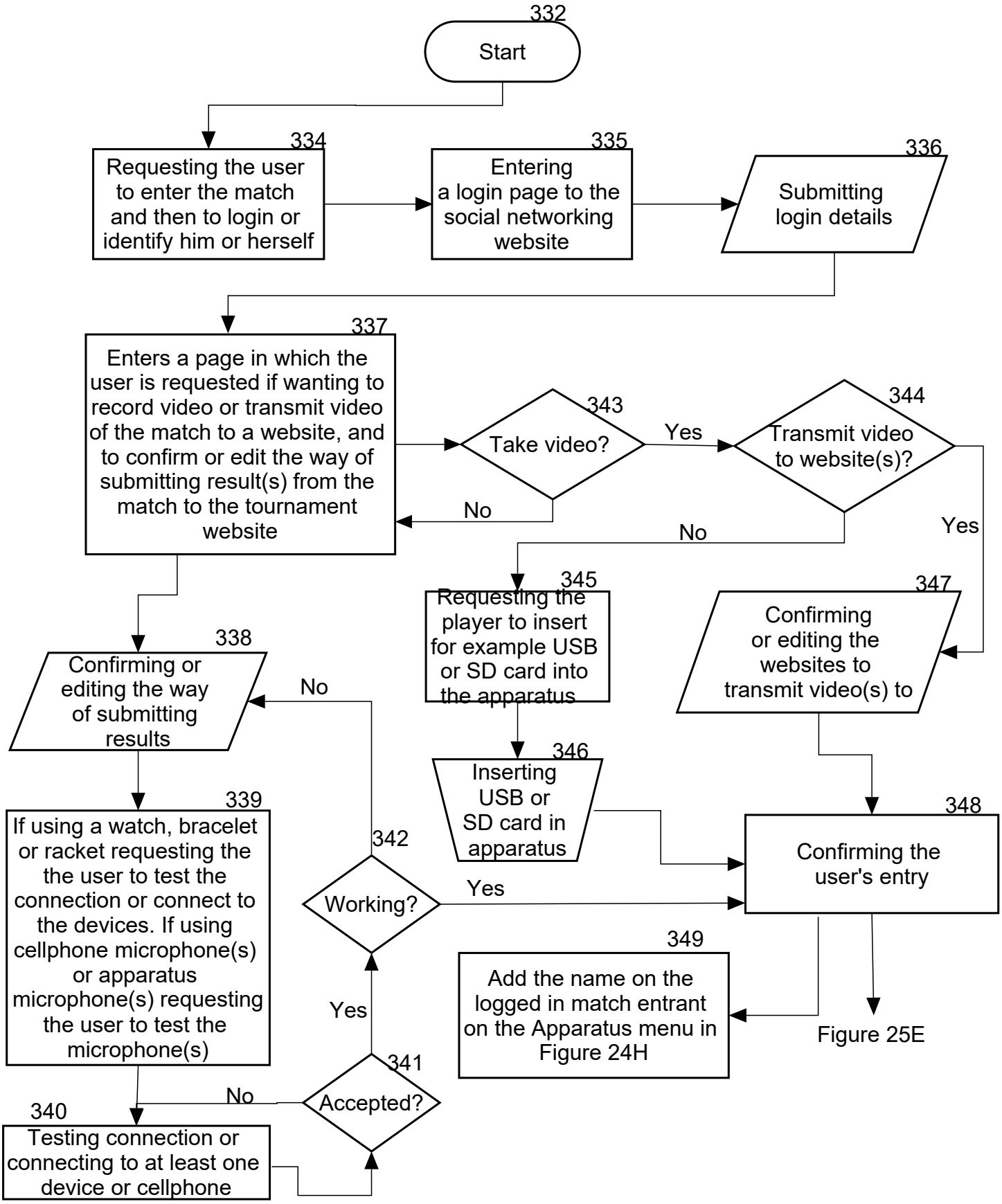
320 Opening a match results registry in the website to receive match results data from the match entrant(s) submitting results. If using an apparatus microphone for submitting results activate the apparatus microphone

322 If set to transmit video to one or more websites transmitting video to the website(s)

330 Turning off the green lamp or playing a sound to indicate that the match has ended and transmitting data to the cellphone computer program to stop recording and send video

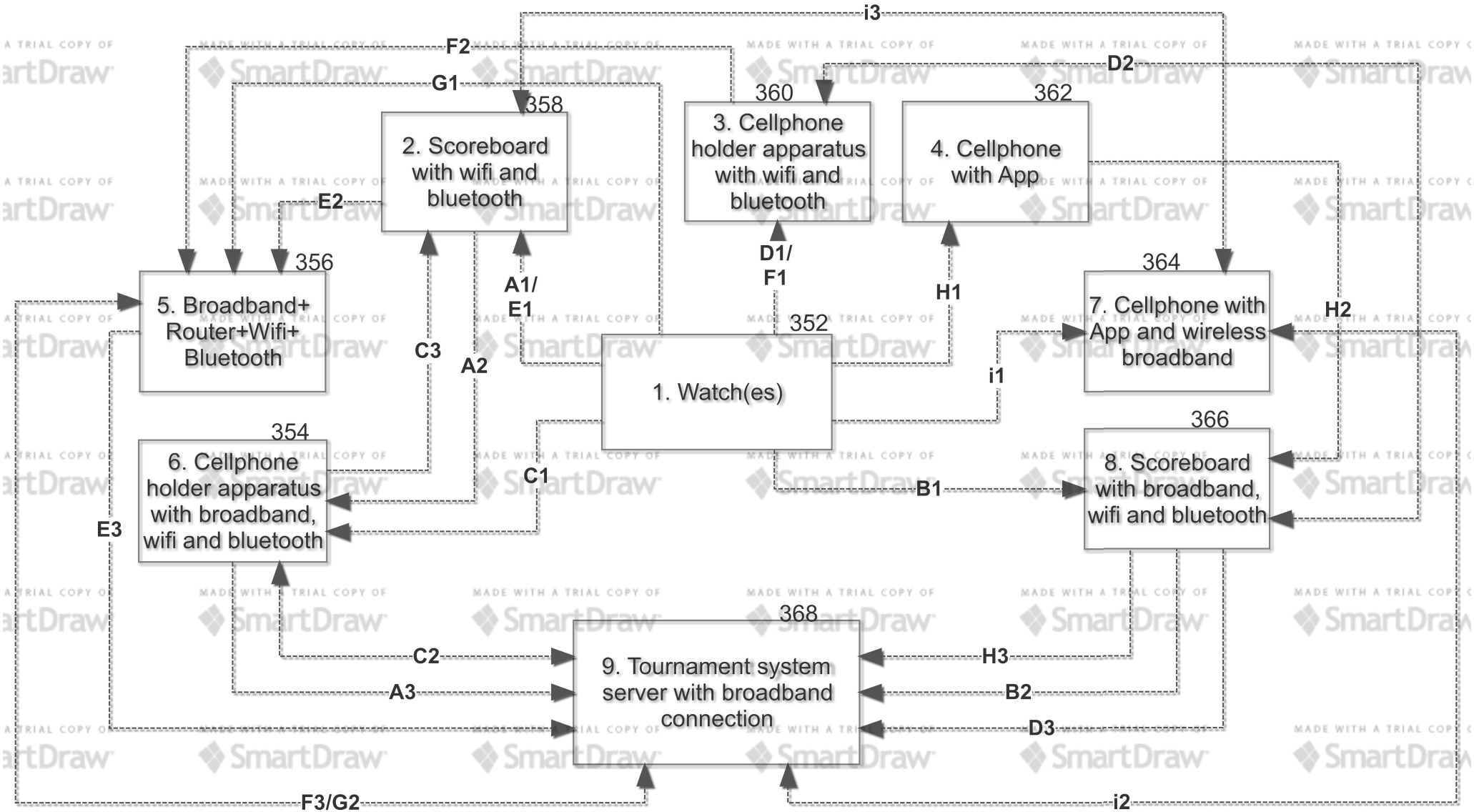
Copyright Christian Morten Borge, All rights reserved

Figure 26F



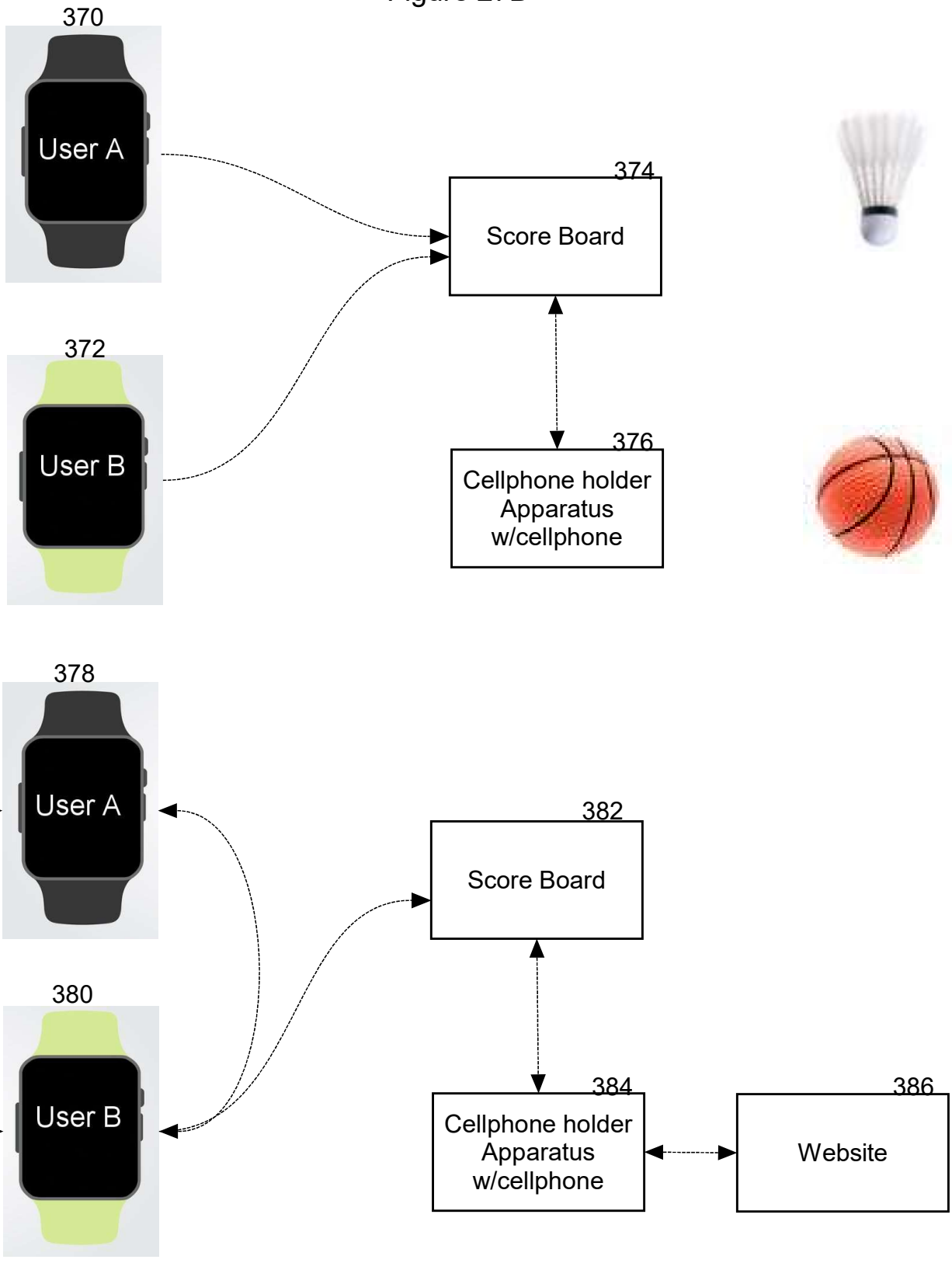
Copyright Christian Morten Borge, All rights reserved

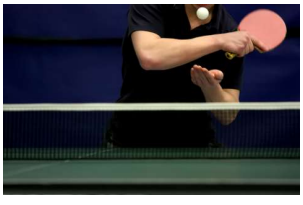
Figure 27A



Copyright Christian Morten Borge, All rights reserved

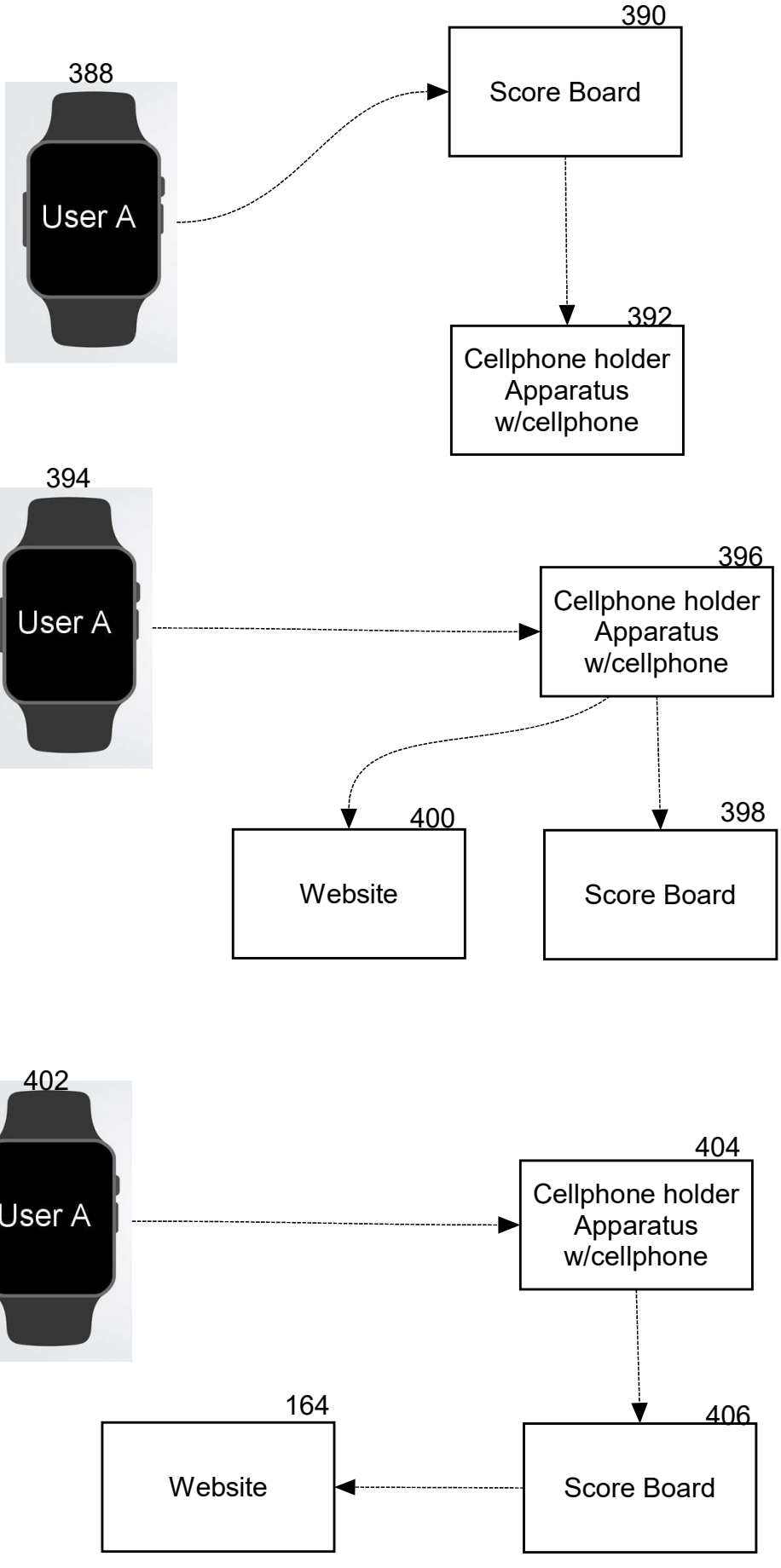
Figure 27B





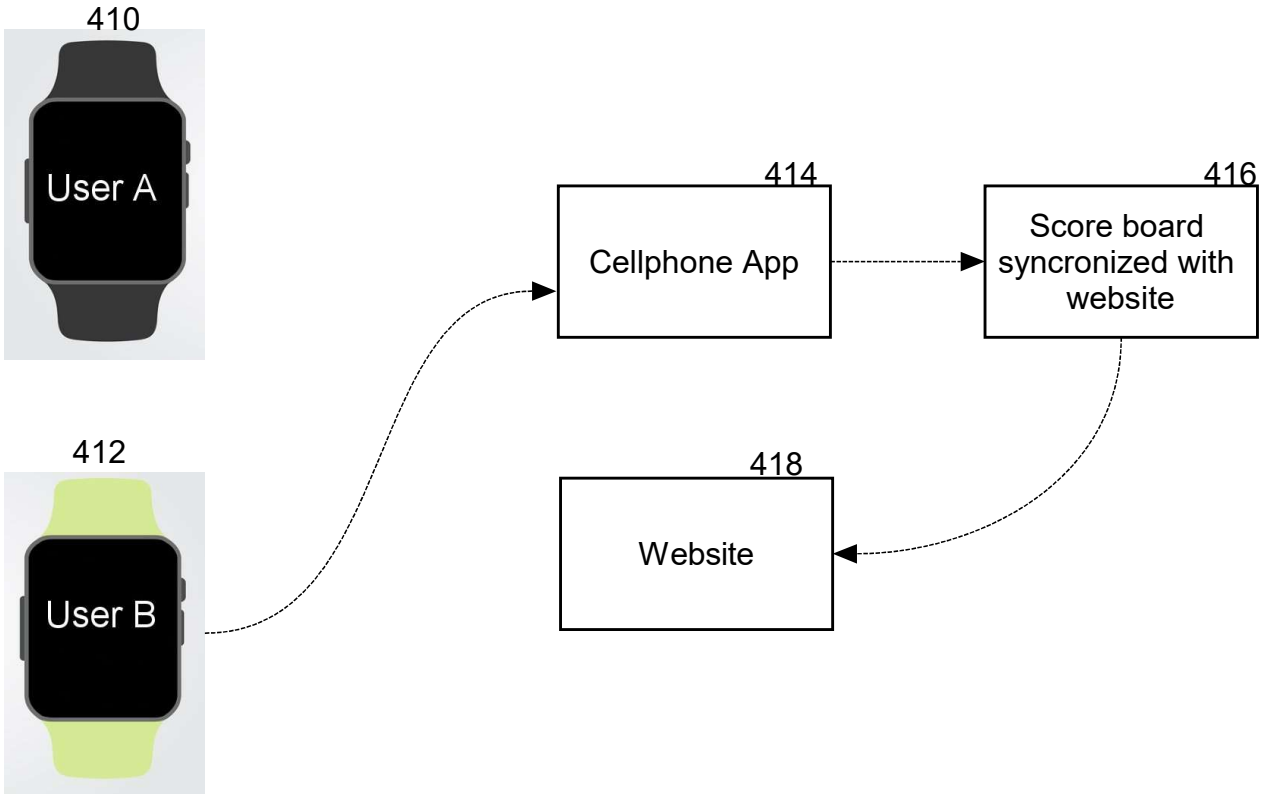
Copyright Christian Morten Borge, All rights reserved

Figure 27C



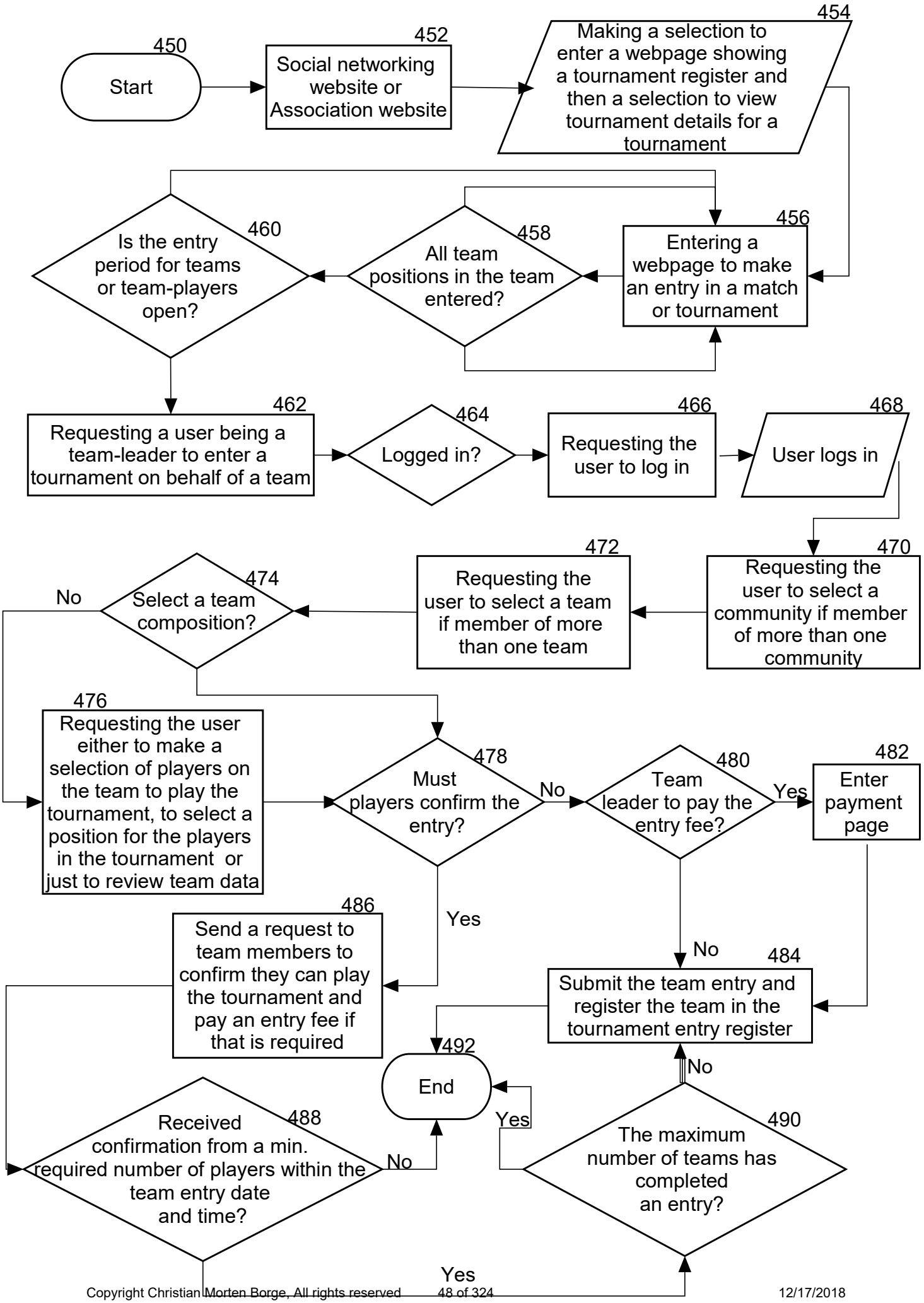
Copyright Christian Morten Borge, All rights reserved

Figure 27D



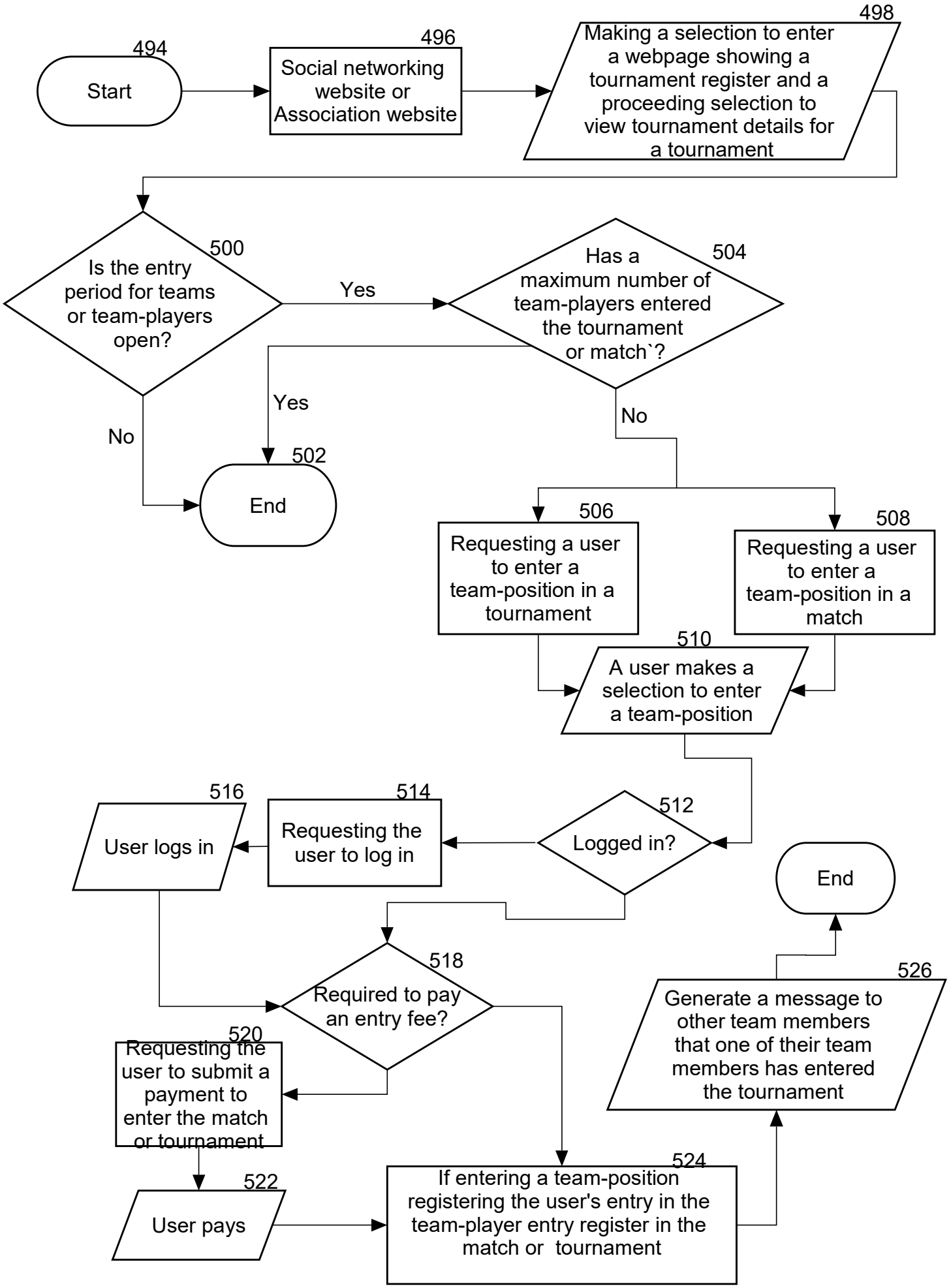
Copyright Christian Morten Borge, All rights reserved

Figure 28



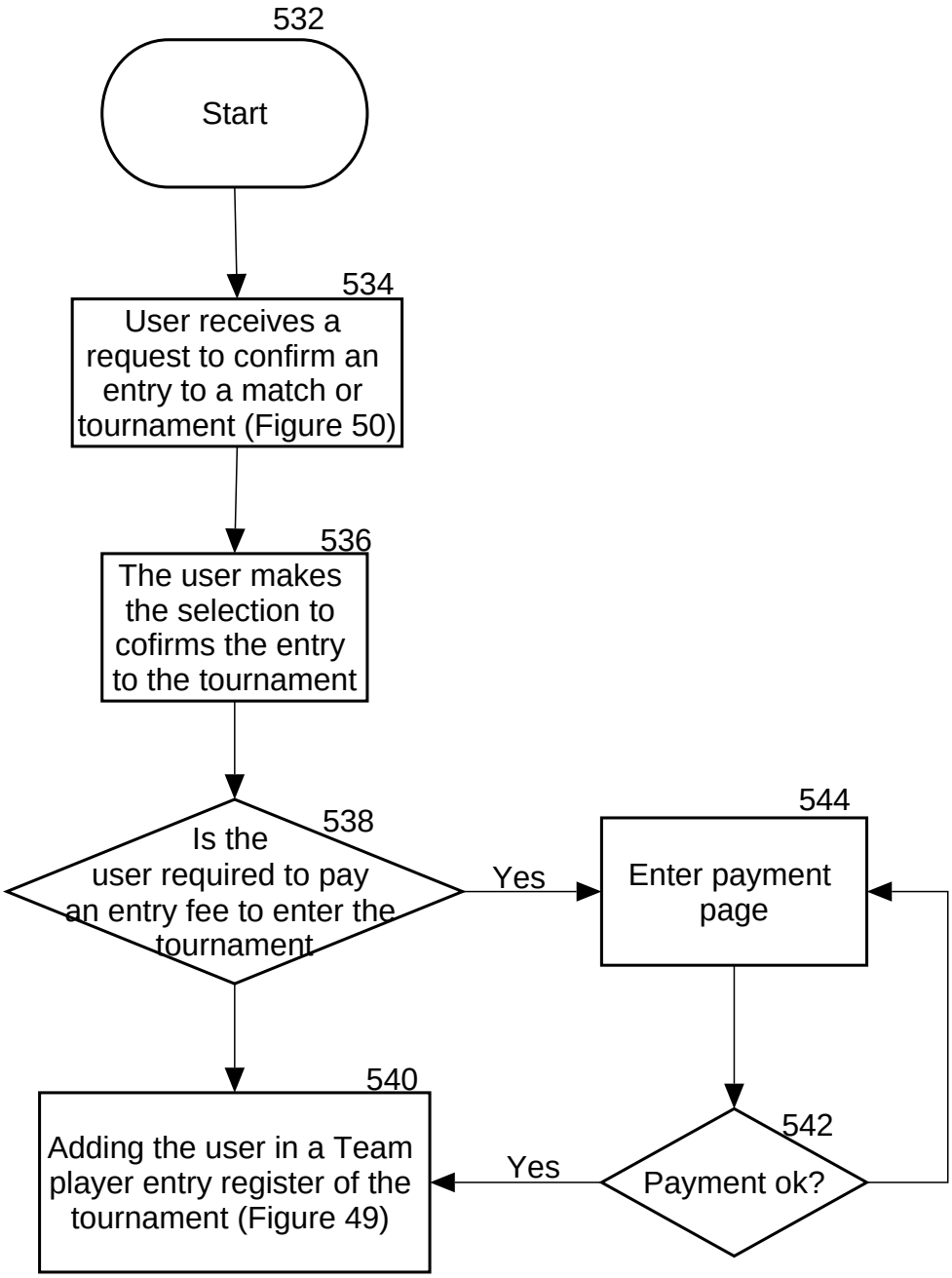
Copyright Christian Morten Borge, All rights reserved

Figure 29



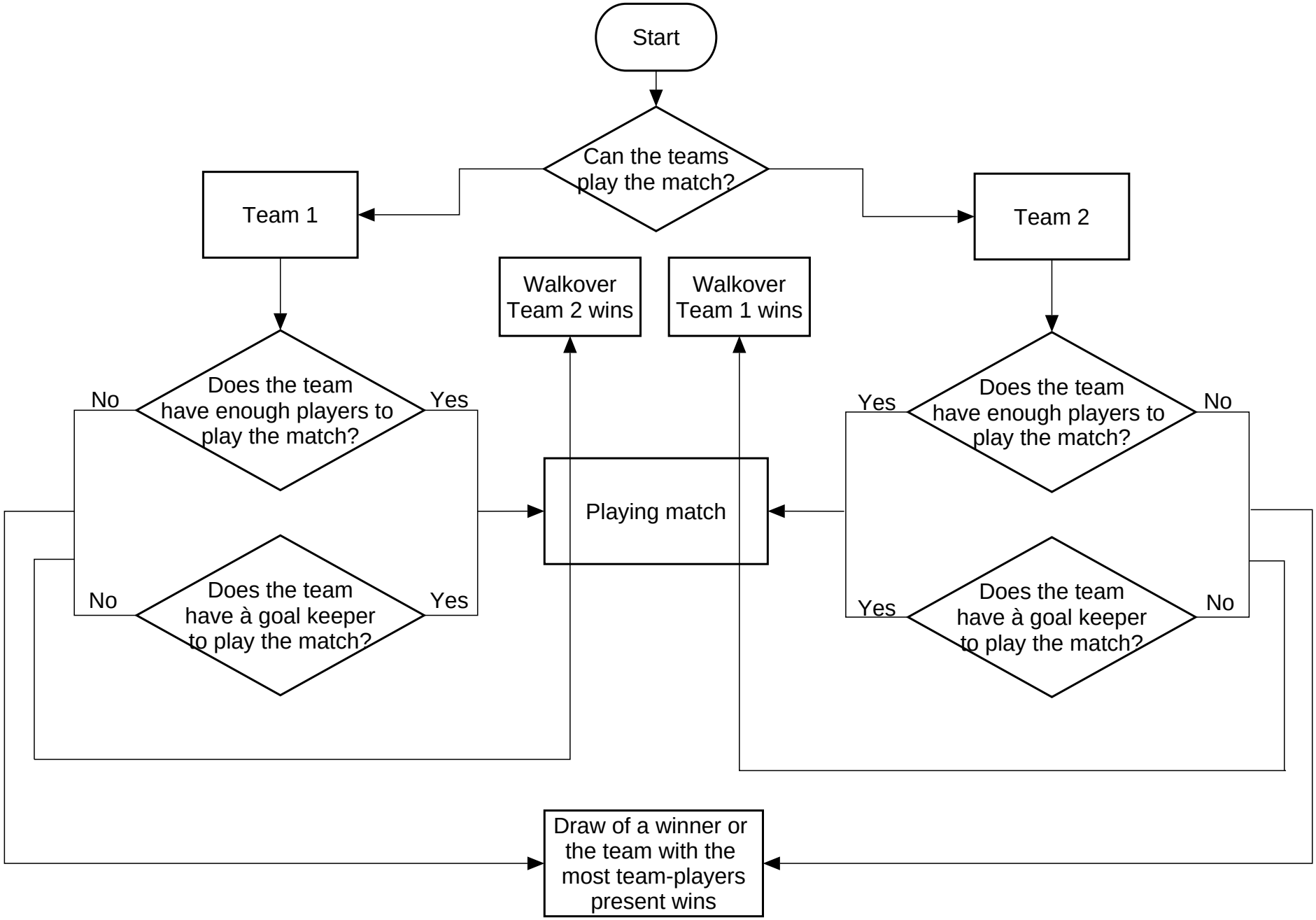
Copyright Christian Morten Borge, All rights reserved

Figure 30A



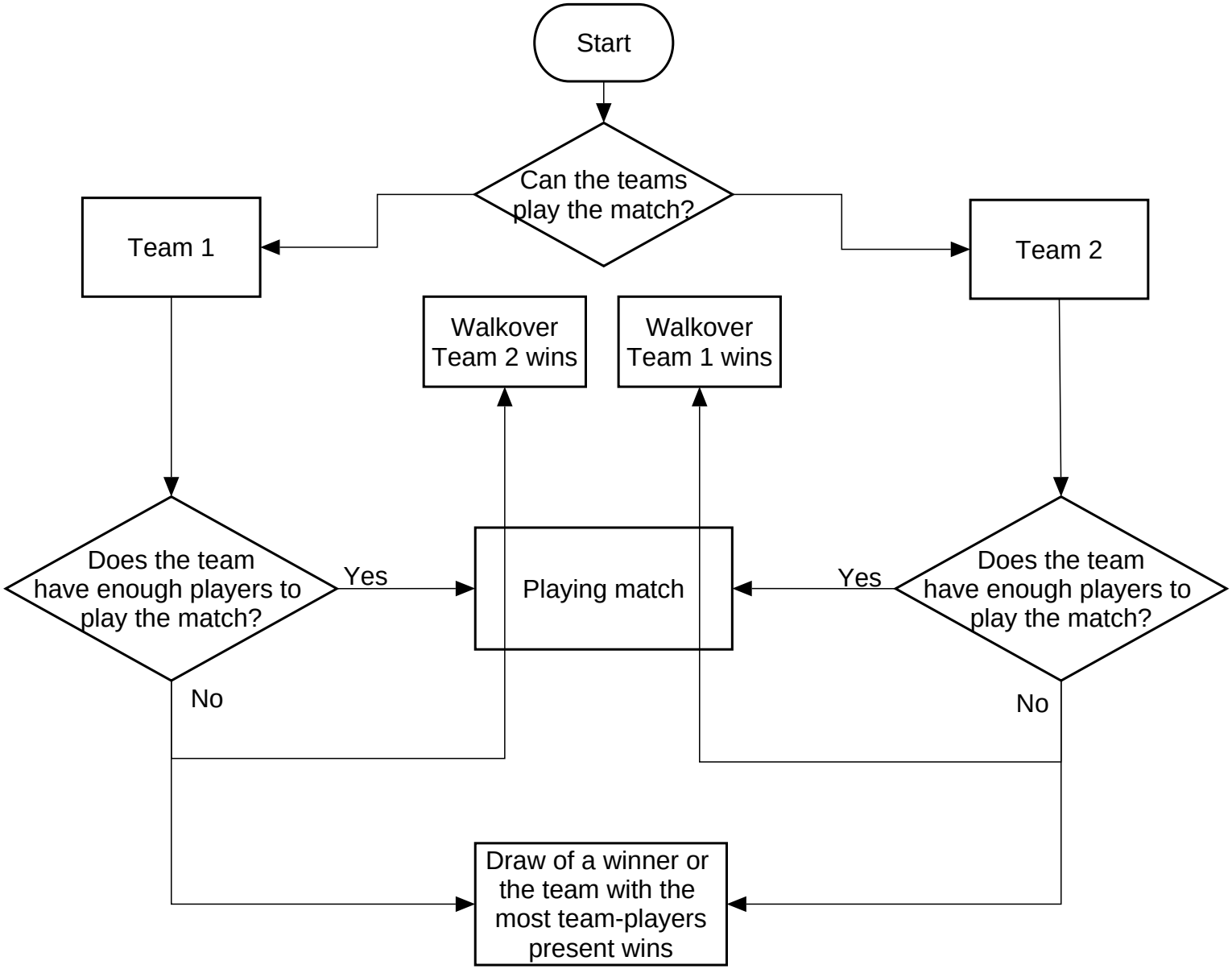
Copyright Christian Morten Borge, All rights reserved

Figure 30B

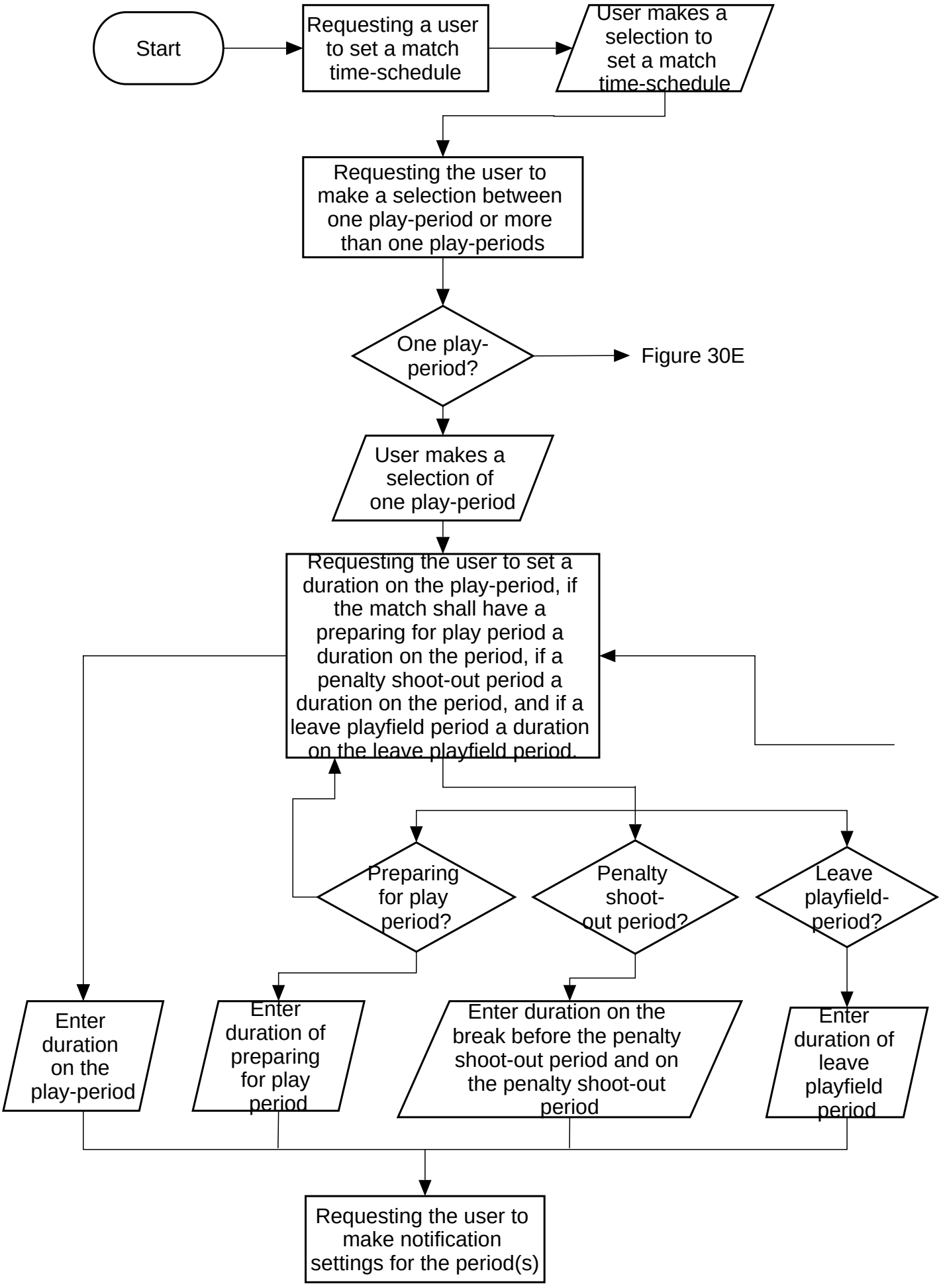


Copyright Christian Morten Borge, All rights reserved

Figure 30C

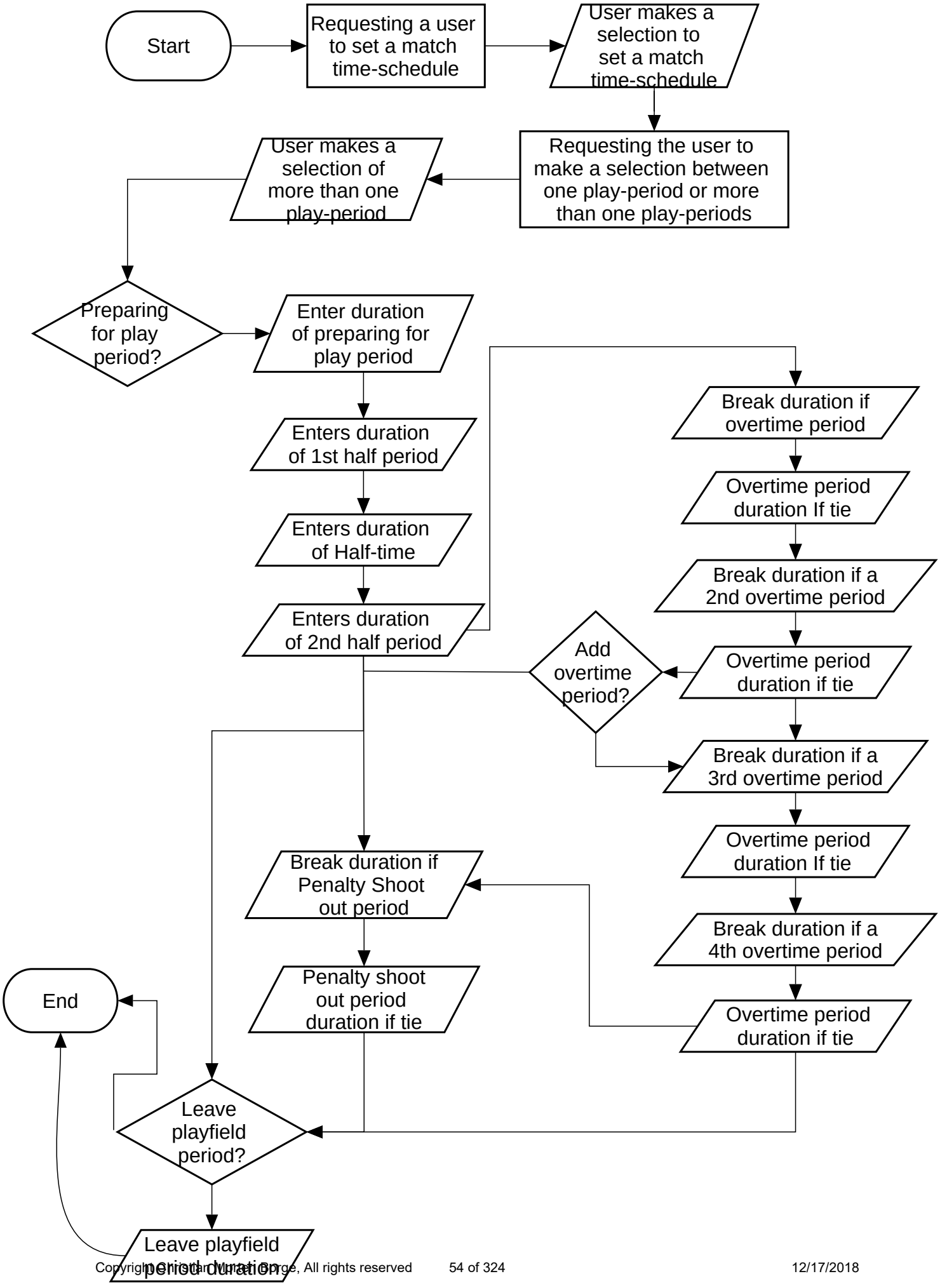


Copyright Christian Morten Borge, All rights reserved



Copyright Christian Morten Borge, All rights reserved

Figure 30E



Copyright Christian Jurado Borge, All rights reserved

Figure 31

Tournament system ideas
Control Panel

Website registries and content management			
Website management	**Other content management**	**Sports**	**Tournament system users**
Manage Administrators	Diplomas	Sports, disciplines & match formats	User registry
Manage roles	Confirm messages		Tournament official registry
Change password	Help Pages	**Event registries**	Medical officer registry
Website information	Languages	Tournament registry	
	Terms and conditions	Match and challenges registry	**Manage licenses**
Date and time	Currencies	Training registry	Sport clubs
Real date and time	Court forms		Workplaces
Date and time for testing	Bank Accounts/	**Communities and teams**	Arenas
	Payment solutions	Community registry	Other community types
Logout	VAT Rates	Team registry	
	Register pages		
	Emails/SMS	**Arenas**	
		Arena registry	
		Playfield registry	

Copyright Christian Morten Borge, All rights reserved

Figure 32

Manage sports

Sport	Managed by	Menu	Status	Options
8-Ball Pool. American	Admin	Enter	Active	De-activate
8-Ball Pool, UK	Admin	Enter	Active	De-activate
Badminton	Admin	Enter	Active	De-activate
Basketball	Admin	Enter	Active	De-activate
Bocce, backyard	Admin	Enter	Active	De-activate
Bocce, Volo	Admin	Enter	Active	De-activate
Bocce, Raffa	Admin	Enter	Active	De-activate
Chess	Admin	Enter	Active	De-activate
Croquet, 6-wicket	Admin	Enter	Active	De-activate
Croquet, 9-wicket/backyard croquet	Admin	Enter	Active	De-activate
Croquet, Golf croquet	Admin	Enter	Active	De-activate
Dart	Admin	Enter	Active	De-activate
Floorball	Admin	Enter	Active	De-activate
Squash	Admin	Enter	Active	De-activate
Table Tennis	Admin	Enter	Active	De-activate
Tennis	Admin	Enter	Active	De-activate
Soccer	Admin	Enter	Active	De-activate

Back << Add sport

Copyright Christian Morten Borge, All rights reserved

Figure 33

Menu for Tennis

- Manage license prices
- Manage income
- Manage rules of the sport
- Manage disciplines and match formats
- Manage age classes
- Manage skill levels
- Manage tournament official certificates
- Manage tournament official fees
- Manage tournament officials
- Manage Team Positions

<< Back

Copyright Christian Morten Borge, All rights reserved

Figure 34

Disciplines and match formats

Manage disciplines for Tennis

Disciplines	Match formats and notifications	Menu
Singles	Enter	Edit Delete
Doubles	Enter	Edit Delete

<< Back Add discipline

Copyright Christian Morten Borge, All rights reserved

Figure 35

Discipline: Singles

Match format	Minimum required time booked time (minutes)	Recommended time (minutes)	Match time schedule and notifications	Options
Best within a booked session			View	Edit
Best of 5 games			View	Edit
Best of 3 sets			View	Edit
Best of 5 sets			View	Edit
Best of 5 games			View	Edit

Add match format

Discipline: Doubles

Match format	Minimum required time booked time (minutes)	Recommended time (minutes)	Match time schedule and notifications	Options
Best within a booked session			View	Edit
Best of 5 games			View	Edit
Best of 3 sets			View	Edit
Best of 5 sets			View	Edit
Best of 5 games			View	Edit

Add match format

Copyright Christian Morten Borge, All rights reserved

Figure 36

Add match format Tennis

Match format title:	
Minimum number of entrants including reserves before an entry to the tournament is accepted:	
Maximum number of entrants including reserves:	
Description:	

	Match time-schedule	Duration (min)	Notifications	Status
☑	Preparing for play (Login/Register of match entrants period) The match shall start at latest on the set number of minutes after the start of the booked court session(s).		Set	Not set
☑	Play-period		Set	Not set
☑	Leave playfield period The match shall end at latest on the set number of minutes before the end of the booked court session(s)		Set	
☐	Prepare playfield for a next booked court session period		Set	Not set

☐	Requring a match entrant to start playperiods, overtime periods or a penalty-shoot out period by pushing a start button in a menu

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 37

Menu for Soccer

- Manage license prices
- Manage income
- Manage rules of the sport
- Manage disciplines and match formats
- Manage age classes
- Manage skill levels
- Manage tournament official certificates
- Manage tournament official fees
- Manage tournament officials
- Manage Team Positions

<< Back

Copyright Christian Morten Borge, All rights reserved

Figure 38

Manage disciplines for soccer

Disciplines	Match formats and notifications	Menu
11-player soccer	Enter	Edit Delete
8-player soccer	Enter	Edit Delete
6-player soccer	Enter	Edit Delete
4-player soccer	Enter	Edit Delete

<< Back Add discipline

Copyright Christian Morten Borge, All rights reserved

Figure 39A

Discipline: 11-player soccer

Match format	Minimum required time booked time (minutes)	Recommended time (minutes)	Number of entrants including reserves		Match time schedule and notifications	Options
			Minimum	Maximum		
Best within a booked session			11	20	View	Edit
Best within 60 minutes			11	20	View	Edit
Best within 45 minutes			11	20	View	Edit
Best within 30 minutes			11	20	View	Edit
45 minutes x 2 +30 minutes			11	22	View	Edit
45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks			11	22	View	Edit

Add match format

Copyright Christian Morten Borge, All rights reserved

Figure 39B

Discipline: 8-player soccer

Match format	Minimum required time booked time (minutes)	Recommended time (minutes)	Number of entrants including reserves		Match time schedule and notifications	Options
			Minimum	Maximum		
Best within a booked session			8	14	View	Edit
Best within 60 minutes			8	14	View	Edit
Best within 45 minutes			8	14	View	Edit
Best within 30 minutes			8	14	View	Edit
45 minutes x 2 +30 minutes			8	14	View	Edit
45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks			8	16	View	Edit

Add match format

Copyright Christian Morten Borge, All rights reserved

Figure 39C

Discipline: 6-player soccer

Match format	Minimum required time booked time (minutes)	Recommended time (minutes)	Number of entrants including reserves		Match time schedule and notifications	Options
			Minimum	Maximum		
Best within a booked session			6	9	View	Edit
Best within 60 minutes			6	9	View	Edit
Best within 45 minutes			6	9	View	Edit
Best within 30 minutes			6	9	View	Edit
45 minutes x 2 +30 minutes			6	9	View	Edit
45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks			6	12	View	Edit

Add match format

Copyright Christian Morten Borge, All rights reserved

Figure 39D

Discipline: 4-player soccer

Match format	Minimum required time booked time (minutes)	Recommended time (minutes)	Number of entrants including reserves		Match time schedule and notifications	Options
			Minimum	Maximum		
Best within a booked session			4	7	View	Edit
Best within 60 minutes			4	7	View	Edit
Best within 45 minutes			4	7	View	Edit
Best within 30 minutes			4	7	View	Edit
45 minutes x 2 +30 minutes			4	7	View	Edit
45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks			4	8	View	Edit

Add match format

Copyright Christian Morten Borge, All rights reserved

Figure 40

Add match format

Match format title:	
Minimum number of entrants including reserves before an entry to the tournament is accepted:	
Maximum number of entrants including reserves:	
Description:	

Match time-schedule			Duration (min)	Notifications	Status
○	One play-period				
	☑	Preparing for play (Login/Register of match entrants period) The match shall start at latest on the set number of minutes after the start of the booked court session(s).		Set	Not set
	☑	Play-period		Set	Not set
	☐	Break if a tie and Penalty shoot-out		Set	Not set
		Penalty shoot-out		Set	Not set
	☑	Leave playfield period The match shall end at latest on the set number of minutes before the end of the booked court session(s)		Set	Not set

Copyright Christian Morten Borge, All rights reserved

	☐	Prepare playfield for a next booked court session period		Set	Not set
◉	More than one play-period				
	☑	Preparing for play (Login/Register of match entrants period) The match shall start at latest on the set number of minutes after the start of the booked court session(s).		Set	Not set
	☑	1 st half		Set	Not set
		Half-time			
	☑	2 half		Set	Not set
		Break if tied			
	☑	Overtime		Set	Not set
		Break if tied			
	☑	Overtime		Set	Not set
		Break if tied			
	☐	Overtime			
		Break if tied			
	☐	Overtime			
		Break if tied			
	☑	Penalty shoot-out		Set	Not set
	☑	Leave playfield period The match shall end at latest on the set number of minutes before the end of the booked court session(s)		Set	
	☐	Prepare playfield for a next booked court session period		Set	Not set

Copyright Christian Morten Borge, All rights reserved

	☐	Extra time Accept time-outs and devivating start time of periods from the match time schedule of up to:			
Minimum time needed for a match					

☐	Requring a match entrant to start playperiods, overtime periods or a penalty-shoot out period by pushing a start button in a menu

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 41A

Notifications in the Preparing to Play period

☑	Show a count-down on a digital clock of time remaining of the booked playfield session

☑	Show a count-down on a digital clock of time remaining until the start of the first play-period

☑	Notify teams/players playing a sound file a set number of minutes or secunds before the match starts (a second sound file may be set to be played in Notifications in the first play-period)					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 41B

Notifications for the first play-period

☑	Notify teams/players playing sound file a set number of minutes or secunds before the match starts					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock of time remaining until a match starts starting a set number of secunds or minutes before the match starts					○ Minutes ◉ Secunds	
☑	Play a sound when the match starts						
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify teams/players playing a sound a set number of minutes or secunds before the play-period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock (score board) of time remaining until the play-period ends, the count-down starting on a set number of secunds or minutes before the play-period ends					○ Minutes ◉ Secunds	
☑	Play a sound then the period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 41C

Notifications for other play-periods

☑	Notify teams/players playing a sound a set number of minutes or secunds before the play-period starts					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock of time remaining until a match starts starting a set number of secunds or minutes before the play-period starts					○ Minutes ◉ Secunds	
☑	Play a sound when the play-period starts						
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify teams/players playing a sound a set number of minutes or secunds before the play-period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock (score board) of time remaining until the play-period ends, the count-down starting on a set number of secunds or minutes before the play-period ends					○ Minutes ◉ Secunds	
☑	Play a sound then the play-period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Copy the settings to the next play-periods and make separate settings for the penalty shoot-out						

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 41D

Notifications for penalty shoot-out

☑	Notify teams/players playing a sound a set number of minutes or secunds before the penalty shoot-out starts					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock of time remaining until a penalty shoot-out starts starting a set number of secunds or minutes before the penalty shoot-out starts					○ Minutes ◉ Secunds	
☑	Play a sound when the penalty shoot-out starts						
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify teams/players playing a sound a set number of minutes or secunds before the penalty shoot-out ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock (score board) of time remaining until the penalty shoot-out ends, the count-down starting on a set number of secunds or minutes before the penalty shoot-out ends					○ Minutes ◉ Secunds	
☑	Play a sound then the penalty shoot-out ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 41E

Notifications in the Leave Playfield-period

☑	Show a count-down on a digital clock of time remaining of the leave playfield-period

☑	Notify teams/players by playing a **first sound file** a set number of minutes or secunds after the Leave Playfield-period begins					○	Minutes
						◉	Secunds
	Browse		**Upload**	Uploaded file: {Filename}	**Delete**		

☑	Notify teams/players by playing a **second sound file** a set number of minutes or secunds after the Leave Playfield-period begins					○	Minutes
						◉	Secunds
	Browse		**Upload**	Uploaded file: {Filename}	**Delete**		

Back **Submit**

Copyright Christian Morten Borge, All rights reserved

Figure 41F

Notifications in the Prepare playfield for a next booked court session period

☑	Show a count-down on a digital clock of time remaining of the period						
☑	Notify people by playing a **first sound file** a set number of minutes or secunds after the period begins					○	Minutes
						◉	Secunds
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify people by playing a **second sound file** a set number of minutes or secunds before the period ends					○	Minutes
						◉	Secunds
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 42

Manage Team positions for soccer

Team position	Options
Defender	Edit Delete
Midfielder	Edit Delete
Left Midfielder	Edit Delete
Right Midfielder	Edit Delete
Defensive Midfielder	Edit Delete
Central Midfielder	Edit Delete
Forward	Edit Delete
Sweeper	Edit Delete
Stopper	Edit Delete
Center Fullback	Edit Delete
Left Fullback	Edit Delete
Right Fullback	Edit Delete
Wingback	Edit Delete
Winger	Edit Delete
Striker	Edit Delete
Goalkeeper	Edit Delete

<< Back Add

Copyright Christian Morten Borge, All rights reserved

Figure 43A

Manage Tournament officials

Tournament official roles **Users having a tournament officials authorization accepted/added by sports admin**

Country	Sport	Discipline	Match format	Age class	Skill level	Gender	Role/Authorization	Association/Issuer	Menu
All	Soccer	11-Ball	All	All	All	All	Referee	Test association	Delete Edit
				All	All	All	Assistant referee	Test association	Delete Edit
				5-16	All	All	Junior referee	Test association	Delete Edit
All	Soccer	8-Ball	All	All	All	All	Referee	Test association	Delete Edit
				All	All	All	Assistant referee	Test association	Delete Edit
				5-16	All	All	Junior referee	Test association	Delete Edit
All	Soccer	6-Ball	All	All	All	All	Referee	Test association	Delete Edit
				All	All	All	Assistant referee	Test association	Delete Edit
				5-16	All	All	Junior referee	Test association	Delete Edit
All	Soccer	4-Ball	All	All	All	All	Referee	Test association	Delete Edit
				All	All	All	Assistant referee	Test association	Delete Edit
				5-16	All	All	Junior referee	Test association	Delete Edit
				All	All	All	4-Ball Referee	Test association	Delete Edit

<< Back Add

Copyright Christian Morten Borge, All rights reserved

Figure 43B

Add a tournament official role/authorization

Name on role:			
Association/Issuer:			
Country:	Select country ▼		
Sport:	Soccer		
Age class(es):	☑	0-16	
	☑	17-25	
	☑	26-45	
	☑	46-150	
Skill level(s)	☑	1	
	☑	2	
	☑	3	
Gender:	☑	Male	
	☑	Female	
Discipline:	☑	11-player	
		☑	Best within a booked session
		☑	Best within 60 minutes
		☑	Best within 45 minutes
		☑	Best within 30 minutes
		☑	45 minutes x 2 +30 minutes

Copyright Christian Morten Borge, All rights reserved

		☑	45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks
	☑	8-player	
		☑	Best within a booked session
		☑	Best within 60 minutes
		☑	Best within 45 minutes
		☑	Best within 30 minutes
		☑	45 minutes x 2 +30 minutes
		☑	45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks
	☑	6-player	
		☑	Best within a booked session
		☑	Best within 60 minutes
		☑	Best within 45 minutes
		☑	Best within 30 minutes
		☑	45 minutes x 2 +30 minutes
		☑	45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks
	☑	4-player	
		☑	Best within a booked session
		☑	Best within 60 minutes
		☑	Best within 45 minutes
		☑	Best within 30 minutes
		☑	45 minutes x 2 +30 minutes
		☑	45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks

Copyright Christian Morten Borge, All rights reserved

Figure 43C

Manage Tournament officials

Tournament official roles **Users having a tournament officials authorization accepted/added by sports admin**

Select sport ▼ Select discipline ▼

Change view

Last name, first name	Username	Role(s)/Authorization(s)	Sport	Discipline	Authorized for	Menu
Testlastname, testfirstname	testname	Referee	Soccer	11-Ball	Website	User details Delete authorization
Testlastname2, testfirstname2	testname2	Referee	Soccer	11-Ball	Website	User details Delete authorization
Testlastname3, testfirstname3	Testname3	Referee	Soccer	11-Ball	Website	User details Delete authorization

Search user and add role/authorization **Add users with role(s)/authorizations**

Copyright Christian Morten Borge, All rights reserved

Figure 43D

Manage Tournament officials

Tournament official roles **Users having a tournament officials authorization accepted/added by sports admin**

Select sport ▼ Select discipline ▼

Submit

☐	Country	☑	Sport	☑	Discipline	☐	Match format	☐	Age class	Update
☐	Skill level	☐	Gender	☑	Role/Authorization	☐	Association/ Issuer	☐		

Last name, first name	Username	Role(s)/Authorization(s)	Sport	Discipline	**Authorized for**	Menu
Testlastname, testfirstname	testname	Referee	Soccer	11-Ball	Website	User details Delete authorization
Testlastname2, testfirstname2	testname2	Referee	Soccer	11-Ball	Website	User details Delete authorization
Testlastname3, testfirstname3	Testname3	Referee	Soccer	11-Ball	Website	User details Delete authorization

Search user and add role/authorization **Add users with role(s)/authorizations**

Copyright Christian Morten Borge, All rights reserved

Figure 43E
Add user with a tournament official role/authorization – Step 1

Last name, first name	Username
First Name:	
Last Name:	
Gender:	Select gender ▼
Date of birth:	
Country:	Select country ▼
Phone:	
Address (1):	
Address (2):	
Postal code:	
County:	Select country ▼
Municipality:	Select country ▼
Place/city:	Select country ▼
Email Address:	
Re-enter email address:	

Back Next

Copyright Christian Morten Borge, All rights reserved

Figure 43F

Add user with a tournament official role/authorization – Step 2

Select country ▼	Select sport ▼

Add tournament official role(s)/Authorization(s)									
	Country	Sport	Discipline	Match format	Age class	Skill level	Gender	Role/Authorization	Association/Issuer
☐	All	Soccer	11-Ball	All	All	All	All	Referee	Test association
☐					All	All	All	Assistant referee	Test association
☐					5-16	All	All	Junior referee	Test association
☐	All	Soccer	8-Ball	All	All	All	All	Referee	Test association
☐					All	All	All	Assistant referee	Test association
☐					5-16	All	All	Junior referee	Test association
☐	All	Soccer	6-Ball	All	All	All	All	Referee	Test association
☐					All	All	All	Assistant referee	Test association
☐					5-16	All	All	Junior referee	Test association
☐	All	Soccer	4-Ball	All	All	All	All	Referee	Test association
☐					All	All	All	Assistant referee	Test association
☐					5-16	All	All	Junior referee	Test association
☐					All	All	All	4-Ball Referee	Test association

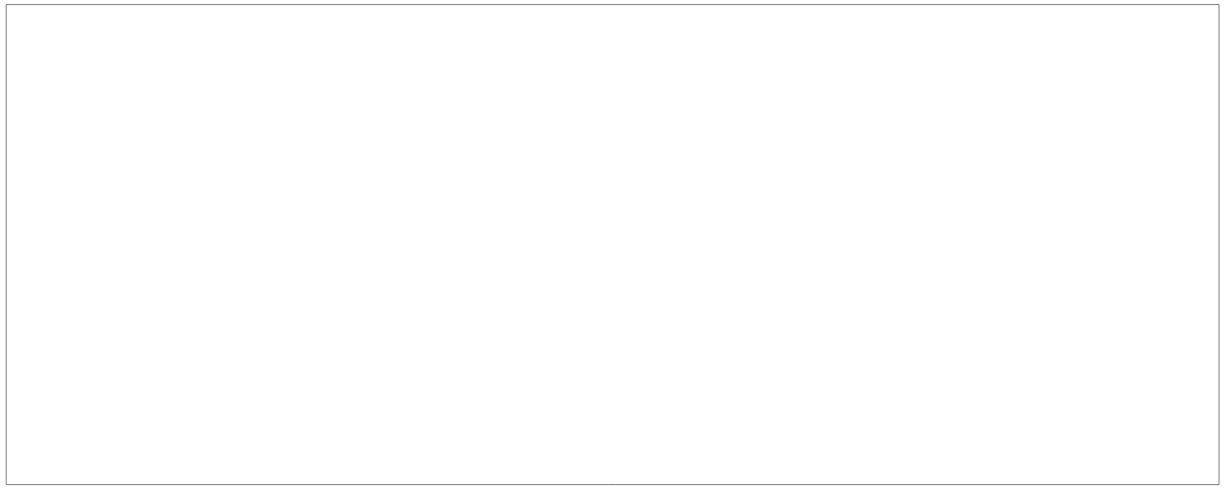
Back **Next**

Copyright Christian Morten Borge, All rights reserved

Figure 43G

Add user with a tournament official role/authorization – Step 3

Complete the registration of the user by sending a username and password to the person with information about the added tournament official role/authorization. Include this message to the user:



Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 43H

Search user and add tournament official role(s)/Authorization(s)

Last name, first name	
Country:	Select country ▼
City:	

Search

Search result					
Select	Last name, first name	Username	Country	City	User profile
☐	Testlastname, testfirstname	Testname	Norway	Oslo	View

Add tournament official role(s)/Authorization(s)								
	Sport	Discipline	Match format	Age class	Skill level	Gender	Role/Authorization	Association/Issuer
☐	Soccer	11-Ball	All	All	All	All	Referee	Test association
☐				All	All	All	Assistant referee	Test association
☐				5-16	All	All	Junior referee	Test association
☐	Soccer	8-Ball	All	All	All	All	Referee	Test association
☐				All	All	All	Assistant referee	Test association
☐				5-16	All	All	Junior referee	Test association
☐	Soccer	6-Ball	All	All	All	All	Referee	Test association
☐				All	All	All	Assistant referee	Test association
☐				5-16	All	All	Junior referee	Test association

Copyright Christian Morten Borge, All rights reserved

☐	Soccer	4-Ball	All	All	All	All	Referee	Test association
☐				All	All	All	Assistant referee	Test association
☐				5-16	All	All	Junior referee	Test association
☐				All	All	All	4-Ball Referee	Test association

Submit

Copyright Christian Morten Borge, All rights reserved

Figure 43i

Manage Tournament officials

Tournament official roles **Tournament official authorizations** **Users having a tournament officials authorization**

Sport	Discipline	Role	Level/Certificate	Issuer	
Soccer	11-Ball	Referee	Level 1	Test Association	
Soccer	11-Ball	Referee	Level 2	Test Association	
Soccer	11-Ball	Assistant referee	Level 1	Test Association	
Soccer	11-Ball	Assistant referee	Level 2	Test Association	
Soccer	11-Ball	Referee	Level 1	Test Association2	
Soccer	11-Ball	Referee	Level 2	Test Association2	
Soccer	11-Ball	Assistant referee	Level 1	Test Association2	
Soccer	11-Ball	Assistant referee	Level 2	Test Association2	

<< Back **Add**

Copyright Christian Morten Borge, All rights reserved

Figure 44

Copyright Christian Morten Borge, All rights reserved

Figure 45A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Community Official roles Sport official roles Officials Appoint user

Country	Sport	Discipline	Match format	Age class	Skill level	Gender	Role/Authorization	Authorized for	Requires Manager's acceptance	Menu
All	Soccer	11-Ball	All	All	All	All	Apprentice referee	Community	No	Delete Edit
All		11-Ball	All	All	All	All	Community referee	Community	Yes	Delete Edit
All	Soccer	8-Ball	All	All	All	All	Apprentice referee	Community	No	Delete Edit
All		8-Ball	All	All	All	All	Community referee	Community	Yes	Delete Edit
All	Soccer	6-Ball	All	All	All	All	Apprentice referee	Community	No	Delete Edit
All		6-Ball	All	All	All	All	Community referee	Community	Yes	Delete Edit
All	Soccer	4-Ball	All	All	All	All	Apprentice referee	Community	No	Delete Edit
All		4-Ball	All	All	All	All	Community referee	Community	Yes	Delete Edit
All	Soccer						Apprentice trainer	Community	No	Delete Edit
All	Soccer						Community trainer	Community	Yes	Delete Edit

<< Back Add

Copyright Christian Morten Borge, All rights reserved

Figure 45B

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Community Official roles **Sport official roles** **Officials** **Appoint user**

Country	Sport	Discipline	Match format	Age class	Skill level	Gender	Role/Authorization	Association/Issuer
All	Soccer	11-Ball	All	All	All	All	Referee	Test association
				All	All	All	Assistant referee	Test association
				5-16	All	All	Junior referee	Test association
All	Soccer	8-Ball	All	All	All	All	Referee	Test association
				All	All	All	Assistant referee	Test association
				5-16	All	All	Junior referee	Test association
All	Soccer	6-Ball	All	All	All	All	Referee	Test association
				All	All	All	Assistant referee	Test association
				5-16	All	All	Junior referee	Test association
All	Soccer	4-Ball	All	All	All	All	Referee	Test association
				All	All	All	Assistant referee	Test association
				5-16	All	All	Junior referee	Test association
				All	All	All	4-Ball Referee	Test association

Copyright Christian Morten Borge, All rights reserved

Figure 46

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Community Official roles **Sport official roles** **Officials** **Appoint user**

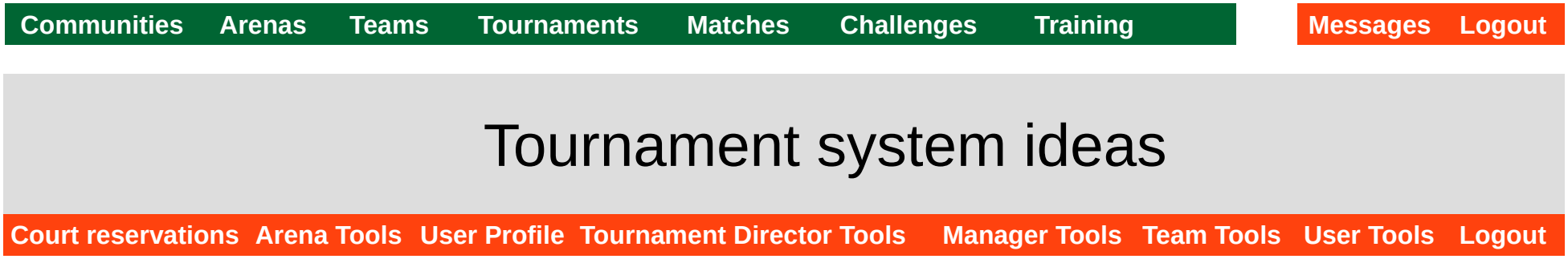
Select sport ▼ Select discipline ▼

Change view

Last name, first name	Username	Role(s)/ Authorization(s)	Sport	Discipline	Authorized for	Menu
Testlastname, testfirstname	testname	Apprentice referee	Soccer	11-Ball	Trainings in {Community name}	User details Remove authorization
Testlastname2, testfirstname2	testname2	Apprentice referee	Soccer	11-Ball	Trainings in {Community name}	User details Remove authorization
Testlastname3, testfirstname3	Testname3	Referee	Soccer	11-Ball	Cups, matches and challenges in and outside the community	User details
Testlastname4, testfirstname4	testname4	Community referee	Soccer	11-Ball	Cups, matches and challenges in {Community name}	User details Delete authorization

Copyright Christian Morten Borge, All rights reserved

Figure 47



Player number	Last name, first name	Primary position	Role(s)	Options	Select	▲
1	Testname, testperson1			Profile	◉	
2	Testname, testperson2	Left fullback		Profile	○	
3	Testname, testperson3	Center Fullback		Profile	○	
4	Testname, testperson4	Defender	Team leader	Profile	○	
5	Testname, testperson5	Midfielder		Profile	○	
6	Testname, testperson6	Center Fullback		Profile	○	
7	Testname, testperson7	Left Fullback		Profile	○	
8	Testname, testperson8	Right Fullback		Profile	○	
9	Testname, testperson9	Wingback	Team leader	Profile	○	▼

Next

Copyright Christian Morten Borge, All rights reserved

Figure 48

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

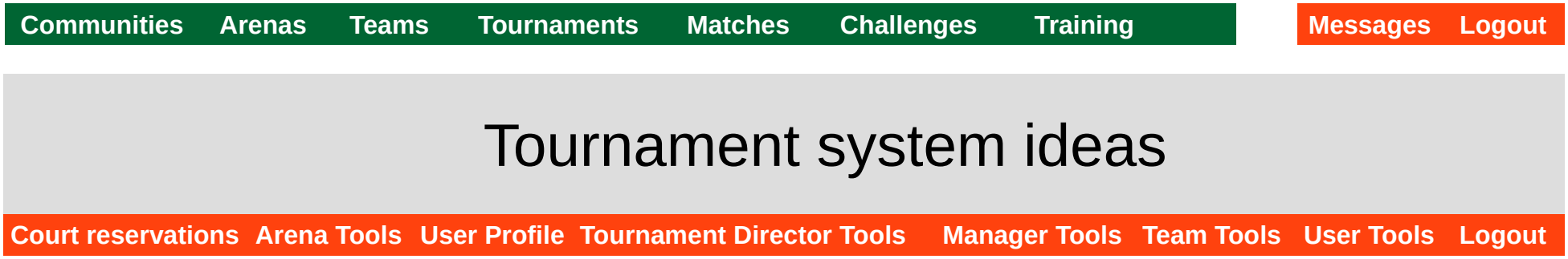
Community Official roles **Sport official roles** **Officials** **Appoint user**

Select role	Country	Sport	Discipline	Match format	Age class	Skill level	Gender	Role/Authorization	Authorized for	Requires Manager's acceptance
◉	All	Soccer	11-Ball	All	All	All	All	Apprentice referee	Community	No
○	All		11-Ball	All	All	All	All	Community referee	Community	Yes
○	All	Soccer	8-Ball	All	All	All	All	Apprentice referee	Community	No
○	All		8-Ball	All	All	All	All	Community referee	Community	Yes
○	All	Soccer	6-Ball	All	All	All	All	Apprentice referee	Community	No
○	All		6-Ball	All	All	All	All	Community referee	Community	Yes
○	All	Soccer	4-Ball	All	All	All	All	Apprentice referee	Community	No
○	All		4-Ball	All	All	All	All	Community referee	Community	Yes
○	All	Soccer						Apprentice trainer	Community	No
○	All	Soccer						Community trainer	Community	Yes

Submit

Copyright Christian Morten Borge, All rights reserved

Figure 49



Sport	Discipline	Role/Primary position	Authorized for
Soccer	11-player	Apprentice referee	Community

Copyright Christian Morten Borge, All rights reserved

Figure 50

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

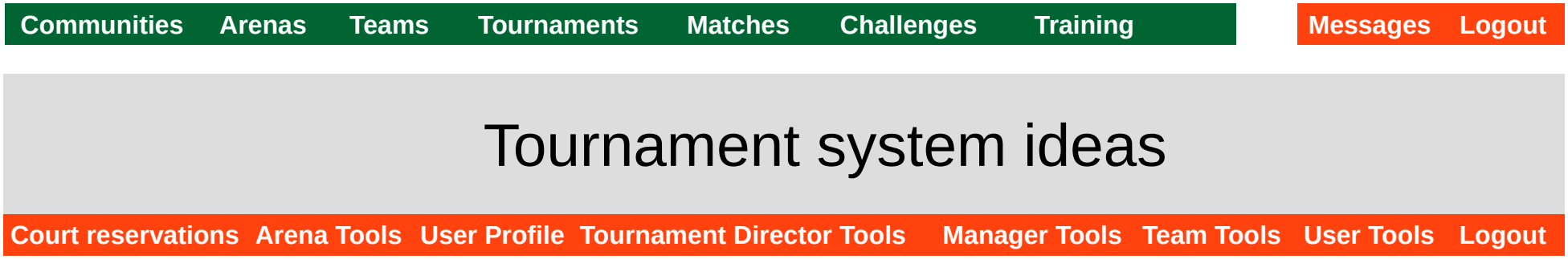
Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

User Profile Sports Memberships Cups Matches Challenges Trainings Contact

Sport	Team/ Community	Primary position	Ranking/Rating in community		Ranking/Rating in website		Cups		Matches|		Challenges		Trainings	
			Ranking	Rating	Ranking	Rating	Last month	Last year	Last month	Last year	Last month	Last year	Last month	Last year
Soccer 11-player	Test Team Test community		2		15		1	3	2	10	3	7	3	25
Tennis Singles	Test community		4		25									

Copyright Christian Morten Borge, All rights reserved

Figure 51



Communities					
Community		Age from-to		Country	Details
Test community 1	Workplace	19	50	Norway	View
Test community 2	Sports club	-	-	Norway	View
Test community 3	Café	35	150	Norway	View
Test community 4		-	-	Norway	View

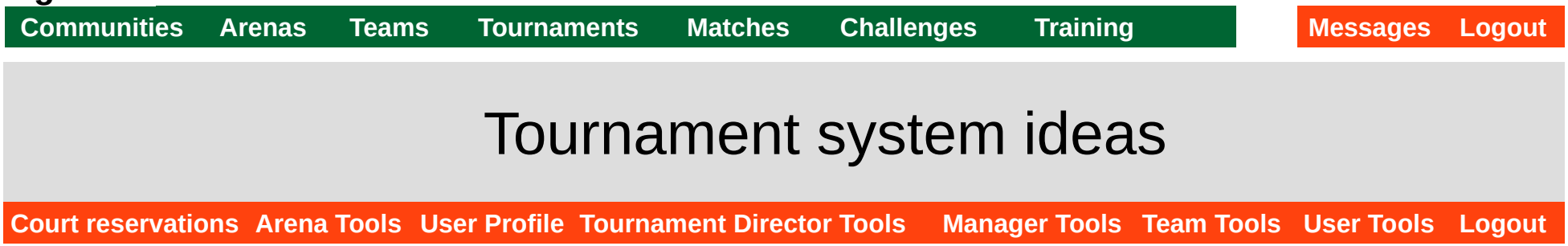
Teams							
Team	Community	Age from-to		Skill level	Gender	Country	Details
Test Team	Test community	19	50	2	Men	Norway	View

Copyright Christian Morten Borge, All rights reserved

Figure 52

Copyright Christian Morten Borge, All rights reserved

Figure 53



Copyright Christian Morten Borge, All rights reserved

Figure 54

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

General settings | Membership requirements | Community details

○	Charge fee on memberships

Set prices for membership sales:

Year	Prices	Options	Status
2018	Not Set	Set	Not set

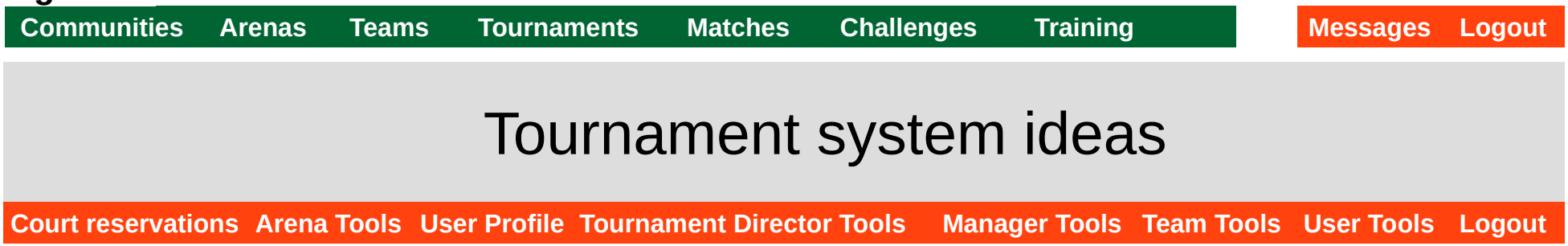
◉	Membership by application to community
○	No requirement to obtain membership

☐	Require photocopy of ID from members as proof of age and identity. See a list of accepted Ids by clicking here

Submit

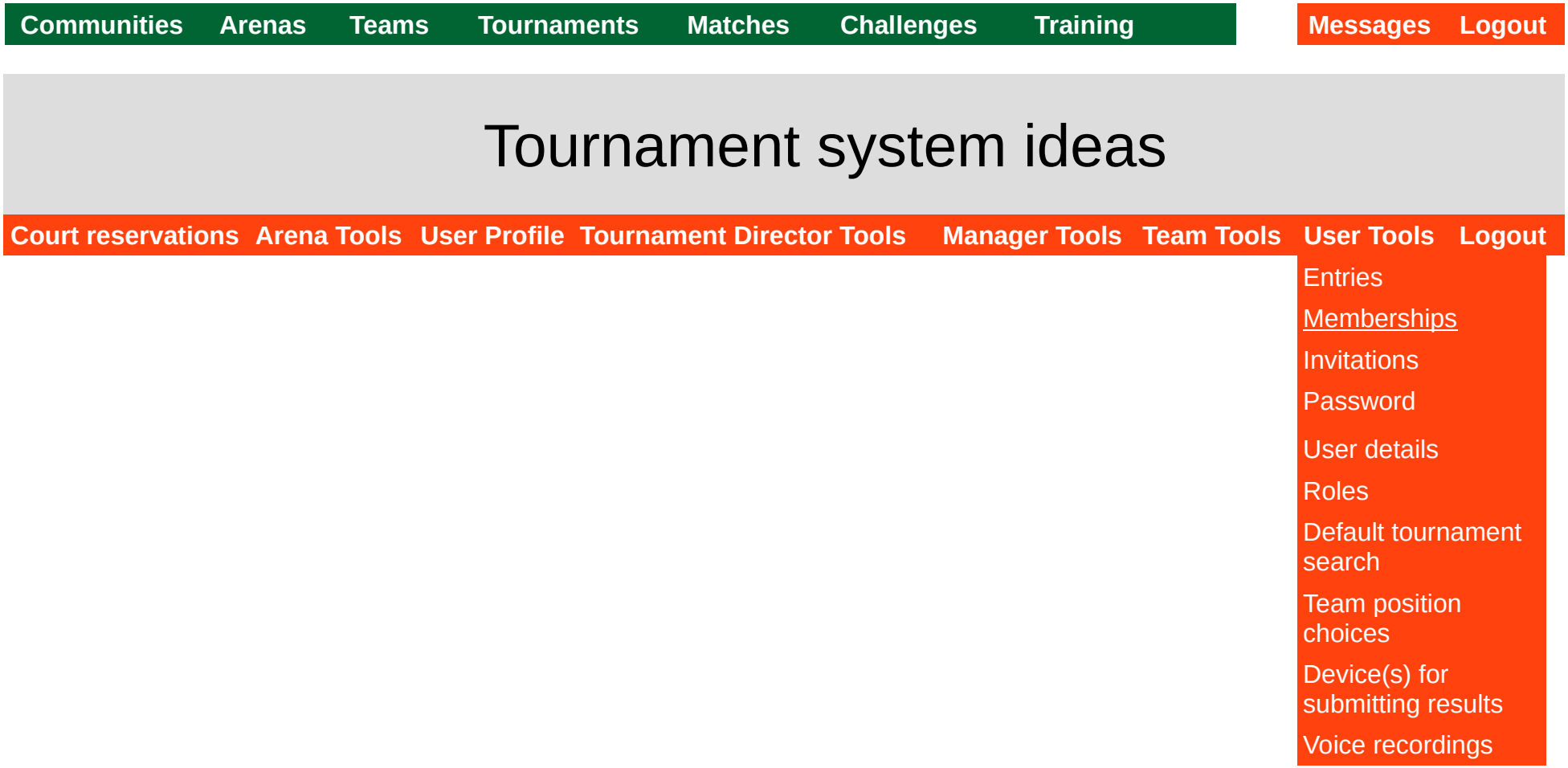
Copyright Christian Morten Borge, All rights reserved

Figure 55



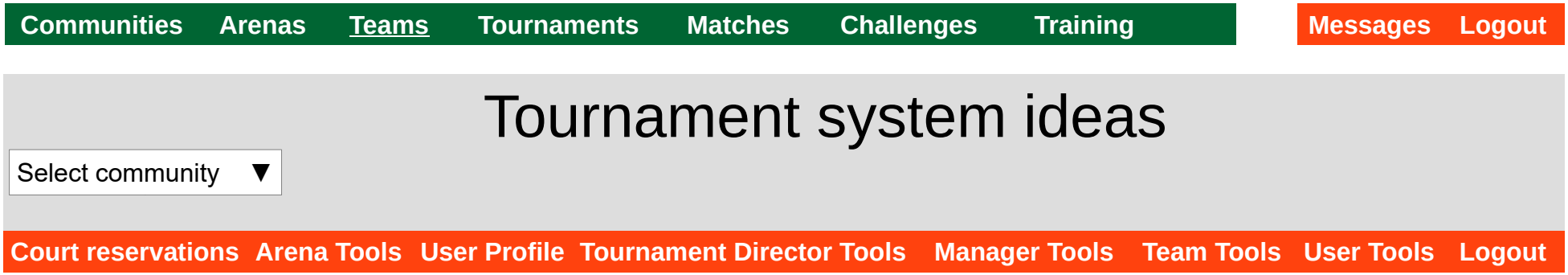
Copyright Christian Morten Borge, All rights reserved

Figure 56A



Copyright Christian Morten Borge, All rights reserved

Figure 56B



Memberships

Communities **Teams**

Community/ Community type	Membership type	Age from-to		Country	Duration	Order number	Status	Options
Test community 1 Workplace	Adult	19	50	Norway	01.01.2018-31.12.2018	12258852	Active	Extend Community details Stop and remove Stop
Test community 2 Sports club	Unemployed	-	-	Norway	01.01.2018-31.12.2018	15225588		
Test community 3 Café	Adult	35	150	Norway	Indefinite	Free		
Test community 4	Ordinary			Norway	Indefinite			
Test community 5 Hotel	Adult	18	150	Norway	01.07.2018-10.07.2018	Free	Not active	Community details Move to archive

Copyright Christian Morten Borge, All rights reserved

Figure 56C

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Select community ▼

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

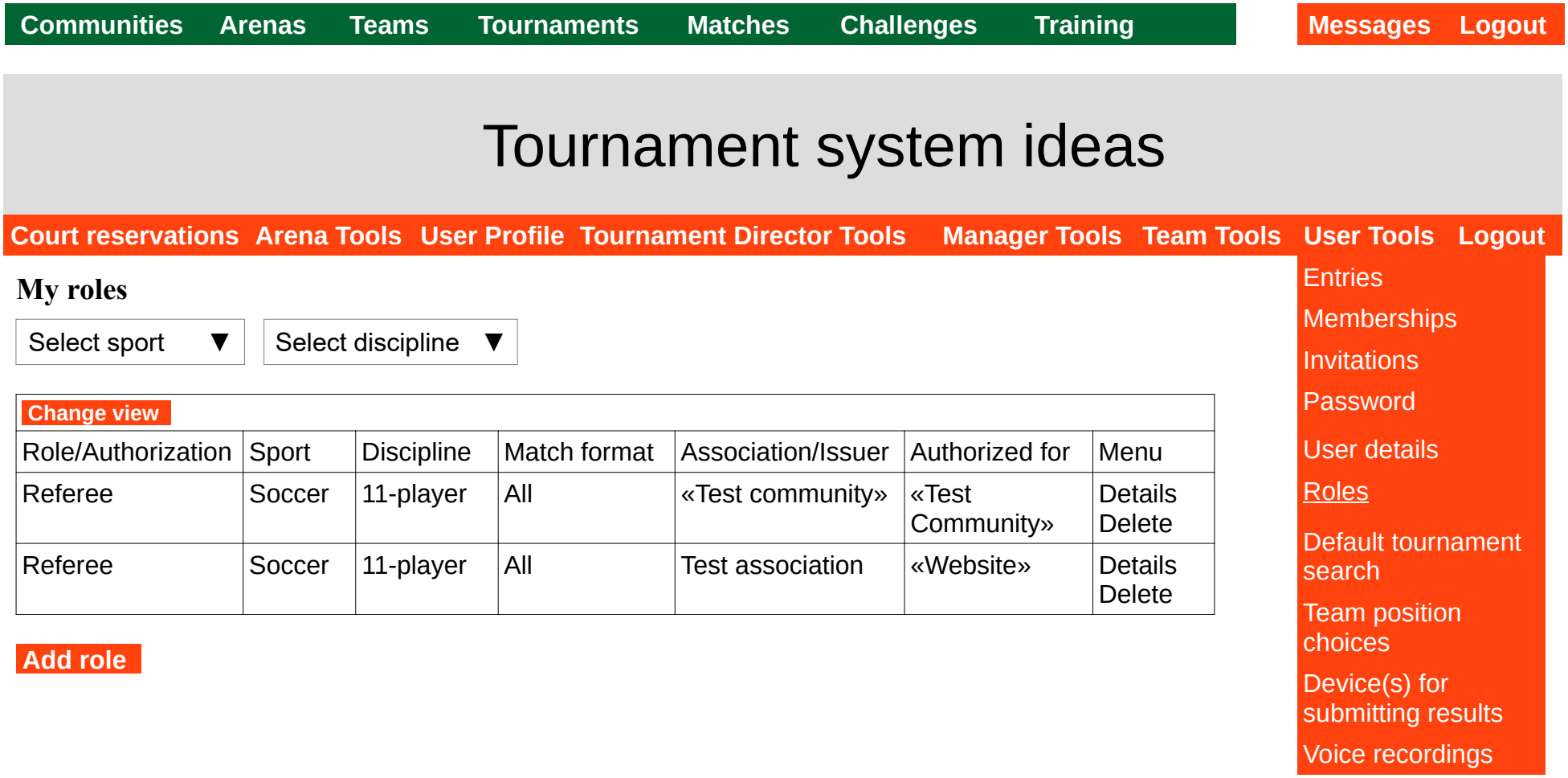
Memberships

Communities **Teams**

Team name	Community	Country	Membership	Duration	Order number	Status	Options
Test Team	Test community 1	Norway		01.01.2018-31.12.2018		Active	

Copyright Christian Morten Borge, All rights reserved

Figure 57A



Copyright Christian Morten Borge, All rights reserved

Figure 57B

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

- Entries
- Memberships
- Invitations
- Password
- User details
- Roles
- Default tournament search
- Team position choices
- Device(s) for submitting results
- Voice recordings

My tournament official roles/authorizations

Select sport ▼ Select discipline ▼

☐	Country	☐	Age class	☐	Skill level	☐	Gender
☑	Match format	☑	Association/ Issuer				

Update

Role/Authorization	Sport	Discipline	Match format	Association/Issuer	Authorized for	Menu
Referee	Soccer	11-player	All	«Test community»	«Test Community»	Details Delete
Referee	Soccer	11-player	All	Test association	«Website»	Details Delete

Add role

Copyright Christian Morten Borge, All rights reserved

Figure 58A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

- Entries
- Memberships
- Invitations
- Password
- User details
- Roles
- Default tournament search
- Team position choices
- Device(s) for submitting results
- Voice recordings

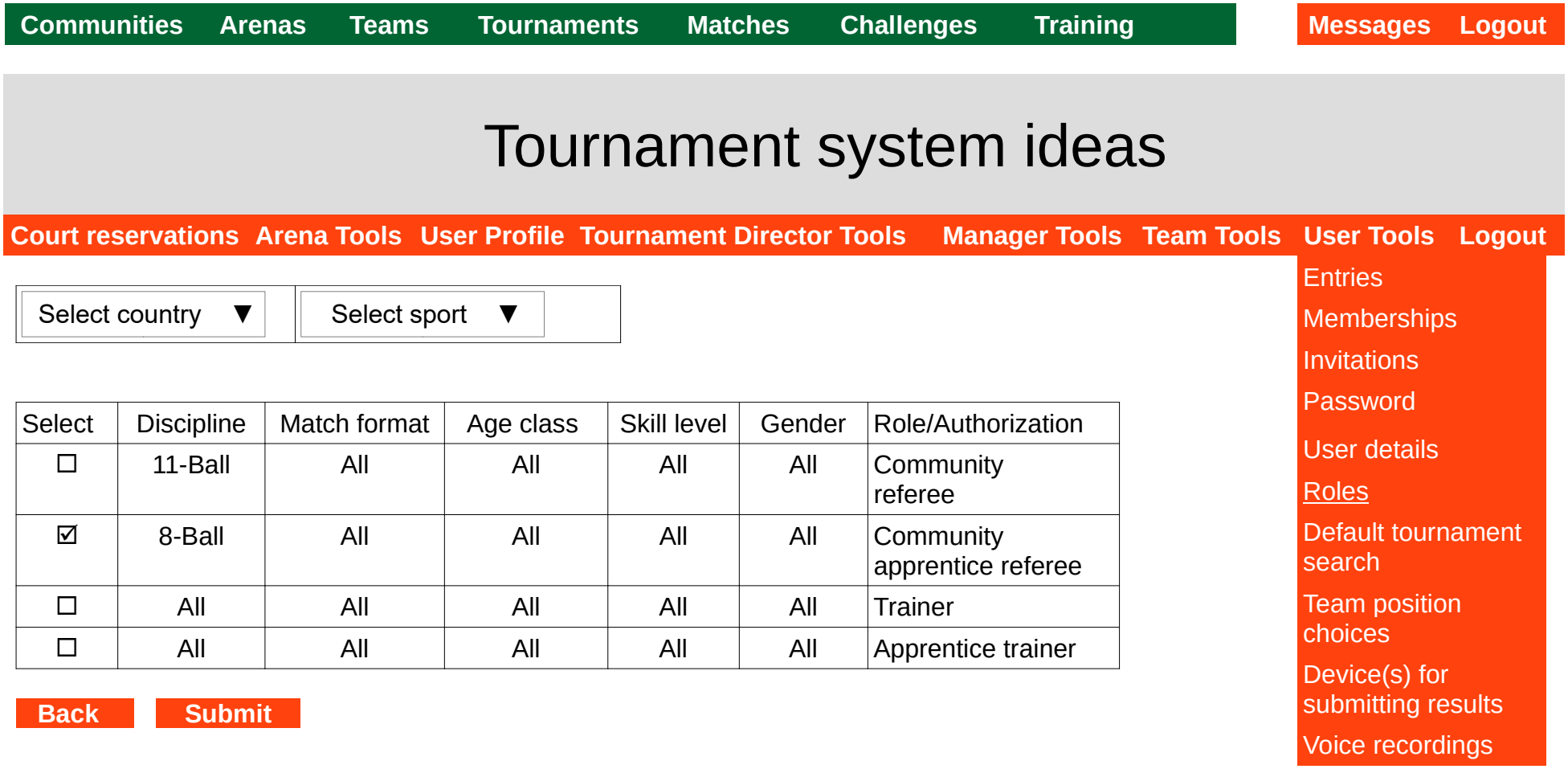
Add official role/authorizations

◉	Add a tournament official role for entering cups, matches, challenges and trainings in the community
○	Add a tournament official role/authorization for entering cups, matches, challenges and trainings both in and outside your community. These authorizations requires an acceptance from a sports administrator in the website and that you have attended courses held by for example an association.

Back Next

Copyright Christian Morten Borge, All rights reserved

Figure 58B



Copyright Christian Morten Borge, All rights reserved

Figure 58C

Add tournament official role/authorization – Step 2

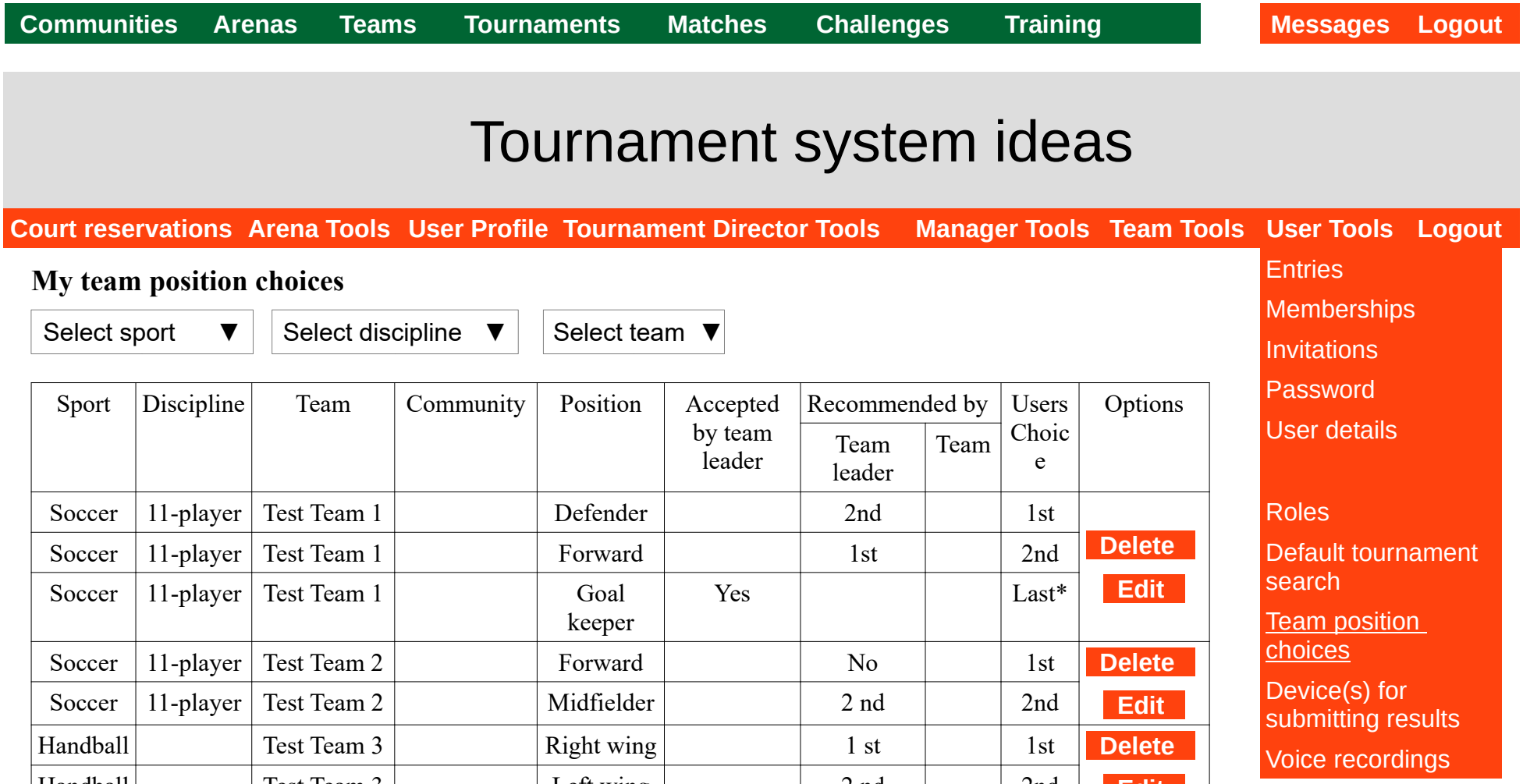
Select country ▼	Select sport ▼

Add tournament official role(s)/Authorization(s)									
	Country	Sport	Discipline	Match format	Age class	Skill level	Gender	Role/Authorization	Association/Issuer
☐	All	Soccer	11-Ball	All	All	All	All	Referee	Test association
☐					All	All	All	Assistant referee	Test association
☐					5-16	All	All	Junior referee	Test association
☐	All	Soccer	8-Ball	All	All	All	All	Referee	Test association
☐					All	All	All	Assistant referee	Test association
☐					5-16	All	All	Junior referee	Test association
☐	All	Soccer	6-Ball	All	All	All	All	Referee	Test association
☐					All	All	All	Assistant referee	Test association
☐					5-16	All	All	Junior referee	Test association
☐	All	Soccer	4-Ball	All	All	All	All	Referee	Test association
☐					All	All	All	Assistant referee	Test association
☐					5-16	All	All	Junior referee	Test association
☐					All	All	All	4-Ball Referee	Test association

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 59



Copyright Christian Morten Borge, All rights reserved

Figure 60A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Select community ▼

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Select your team positions

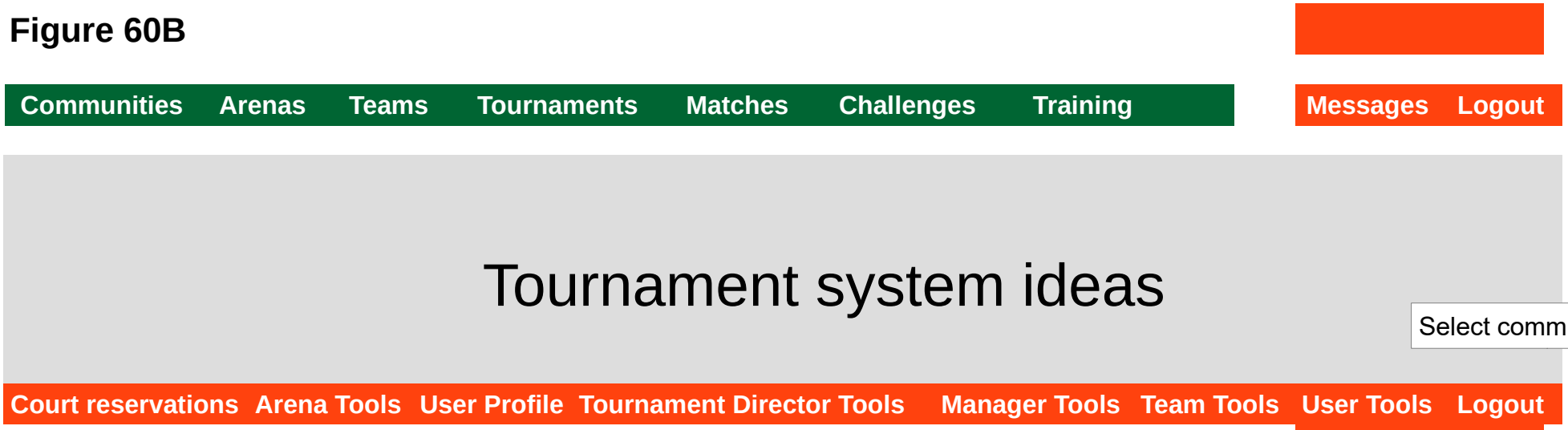
Sport:	Select sport ▼
Discipline:	Select discipline ▼
If different on different teams select team:	Select team ▼
1st choice	Select position ▼
2nd choice	Select position ▼
3rd choice	Select position ▼
4th choice	Select position ▼
Will not play	Select position ▼
Will not play	Select position ▼
Will not play	Select position ▼

Submit

- Entries
- Memberships
- Invitations
- Password
- User details
- Roles
- Default tournament search
- Team position choices
- Device(s) for submitting results
- Voice recordings

Copyright Christian Morten Borge, All rights reserved

Figure 60B



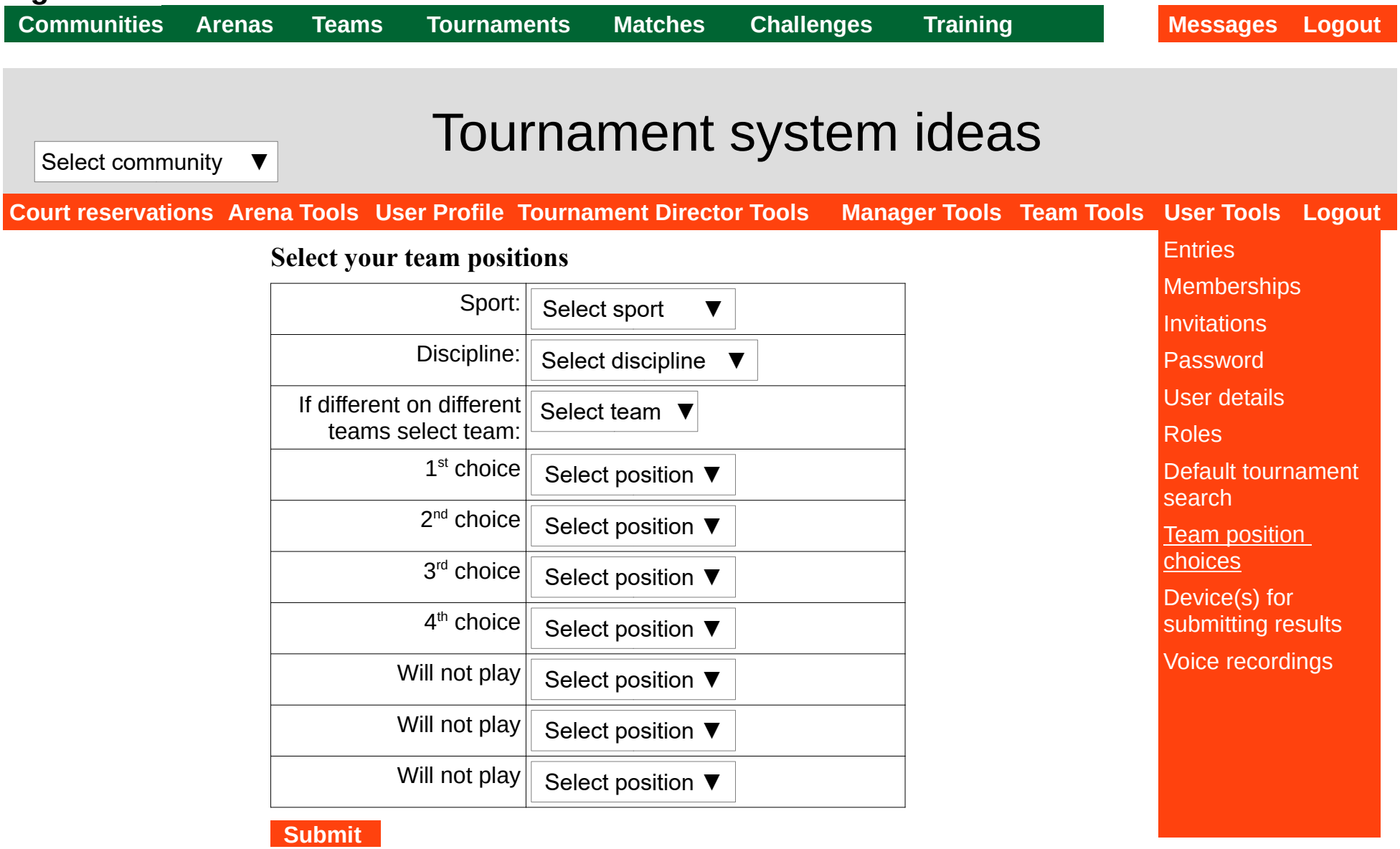
Select your team position

Sport:	Soccer ▼
Discipline:	11-player ▼
If different on different teams select team:	Select team ▼
1st choice	Select position ▼
2nd choice	Select position ▼
3rd choice	Select position ▼
4th choice	Select position ▼
Will not play	Select position ▼
Will not play	Select position ▼
If you have not made a selection of goal keeper above can you take the position as a goal keeper if other players cannot?	◉ Yes ○ No

Submit

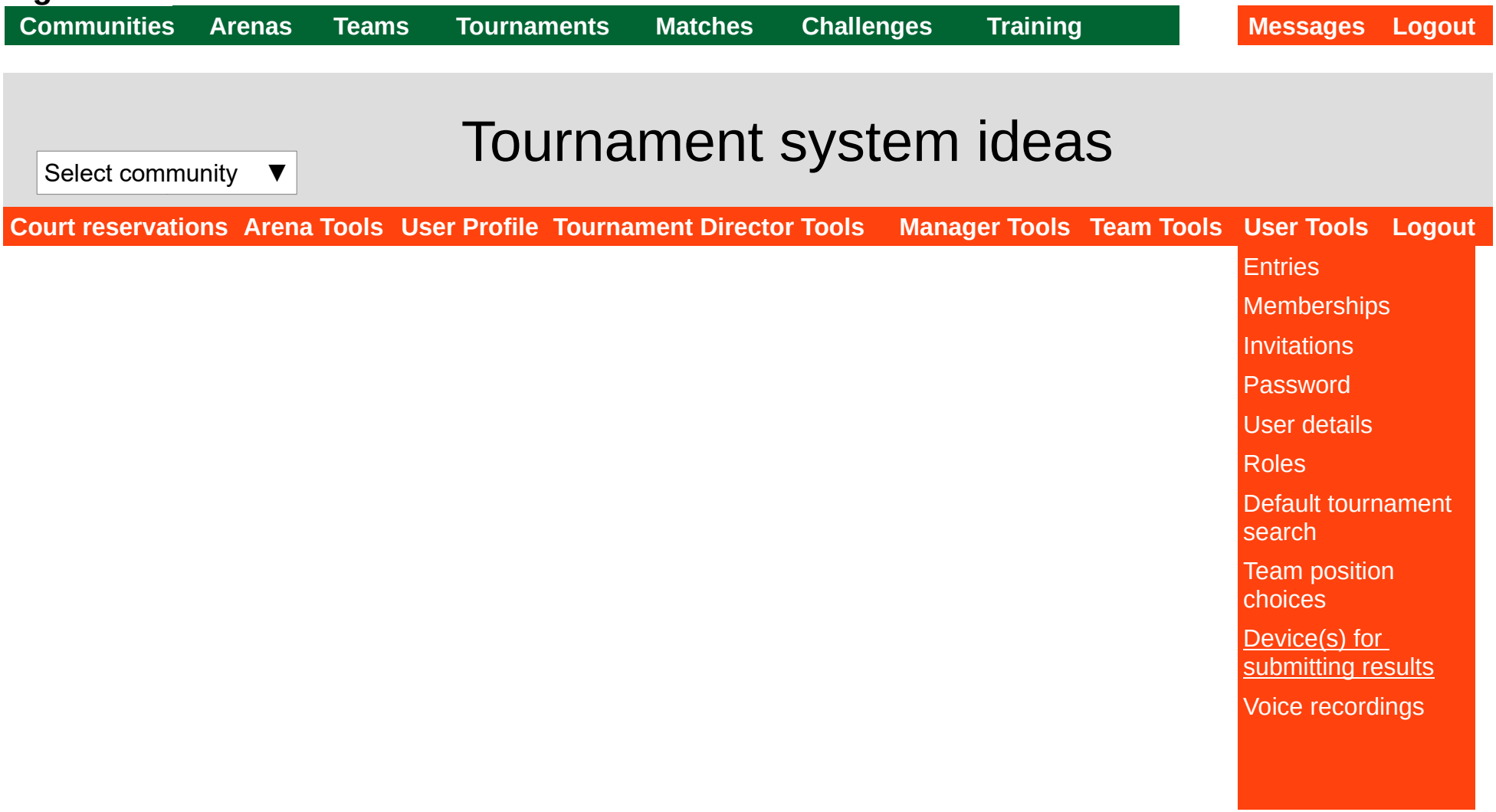
Copyright Christian Morten Borge, All rights reserved

Figure 60C



Copyright Christian Morten Borge, All rights reserved

Figure 61A



Copyright Christian Morten Borge, All rights reserved

Figure 61B

Manage devices for submitting results using buttons and voice

Device	Type	Buttons	Mic	Device ID	Bluetooth		Wifi		Test buttons		Options
					Test	Result	Test	Result	Add Points		
									My	Opponents	
Watch	«product name»	✓	✓	3217814	Connect		Connect				Delete
Tennis racket	«product name»	✓		5783568	Connect		Connect				Delete
Bracelet	«product name»	✓		15544147	Connect		Connect				Delete

Add

Back

Copyright Christian Morten Borge, All rights reserved

Figure 61C

Add a device for submitting results

Select sport ▼

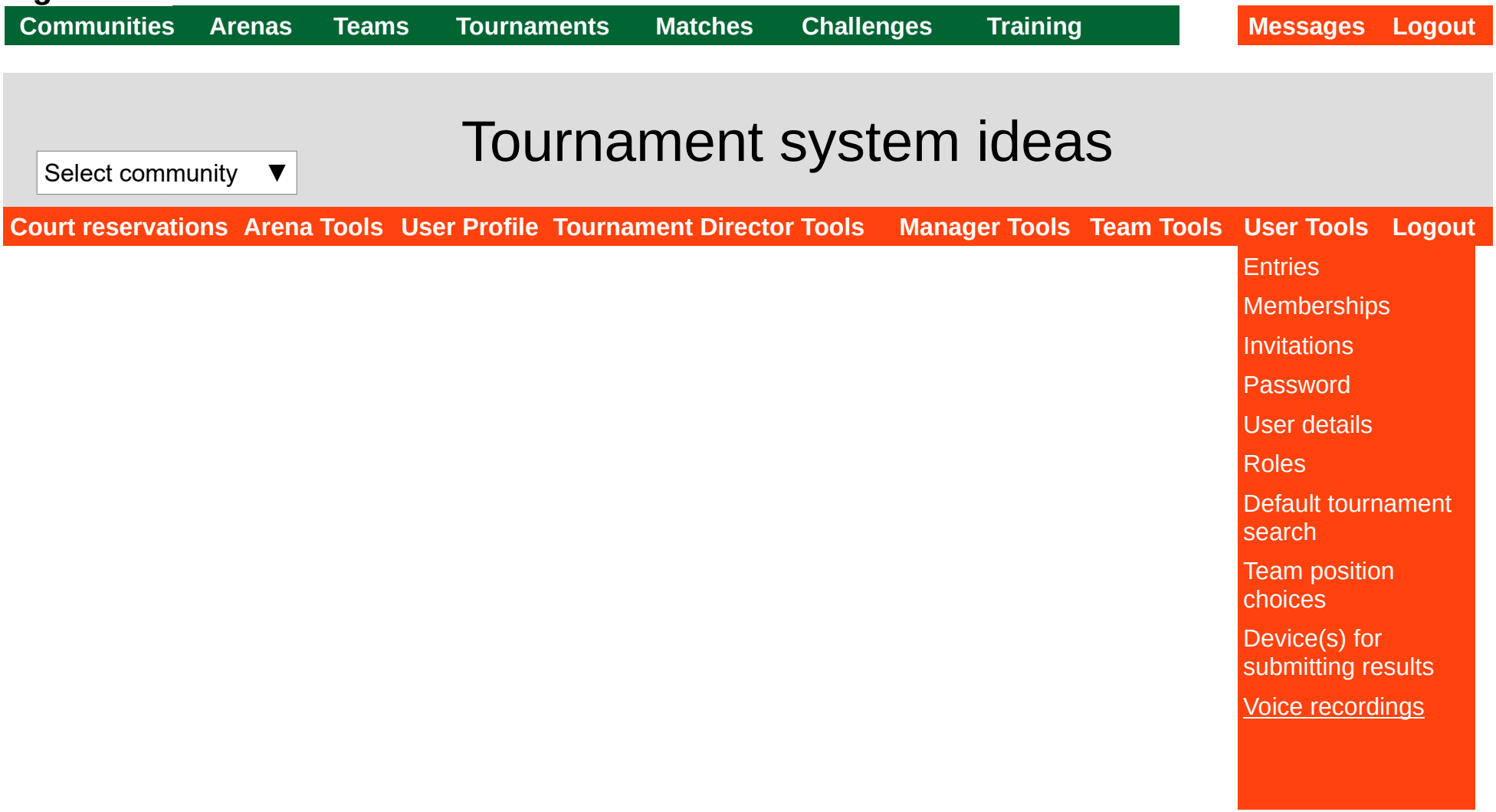
☑	Microphone
☑	Buttons

Select type of product ▼	
Identification number:	

Back **Submit**

Copyright Christian Morten Borge, All rights reserved

Figure 61D



Copyright Christian Morten Borge, All rights reserved

Figure 61E

Manage voice recordings for login and submitting results

When the file is used				Uploaded file	
Login by saying your name or something else	Browse		Upload		Delete file

Use of Voice recording	Sport	Voice recording file (Say a word to..)			Test	Status	Test using mic		Options
		When you win a point to add a point to your score	Subtract a point from your score	To confirm an opponent's point			Add Points		
							My	Opponents	
Submit results	Tennis	«saved File name»	«saved File name»	«saved File name»	Start	Testing			Delete Edit
Submit results	Soccer	«saved File name»	«saved File name»	«saved File name»	Start				Delete Edit
Submit results	Basketball	«saved File name»	«saved File name»	«saved File name»	Start				Delete Edit
							Clear		

Add

Connect device to a PC and run a test	Type	Device ID	Bluetooth		Wifi	
			Test	Result	Test	Result
Watch	«product name»	3217814	Connect		Connect	

Back

Copyright Christian Morten Borge, All rights reserved

Figure 61F

Add voice files for submitting results in a sport

Select sport ▼

When the file is used				Uploaded file
When you win a point to add a point to your score:	Browse		Upload	
Subtract a point from your score:	Browse		Upload	
To confirm an opponent's point:	Browse		Upload	

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 62A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Select community ▼

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

- Entries
- Memberships
- Invitations
- Password
- User details
- Roles
- Default tournament search
- Team position choices
- Device(s) for submitting results
- Voice recordings
- Equipment

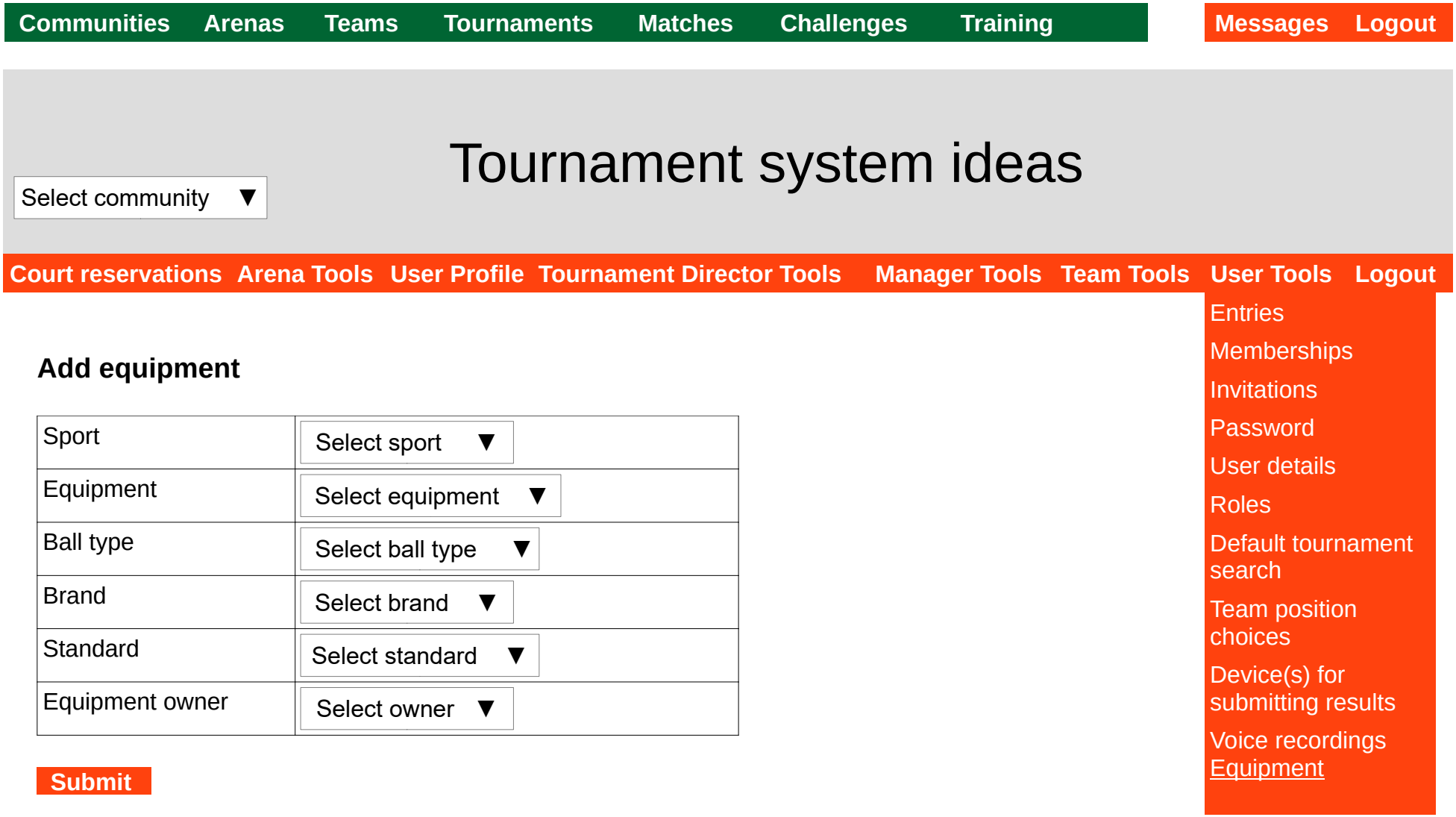
Equipment

Sport	Equipment	Ball type	Brand	Standard	Owenership	Edit
Soccer	Ball	Training ball	Testbrand	Very good	Mine	Edit
Soccer	Ball	Match ball	Testbrand	Soon ready for the trash	Test Teams	Edit

Add equipment

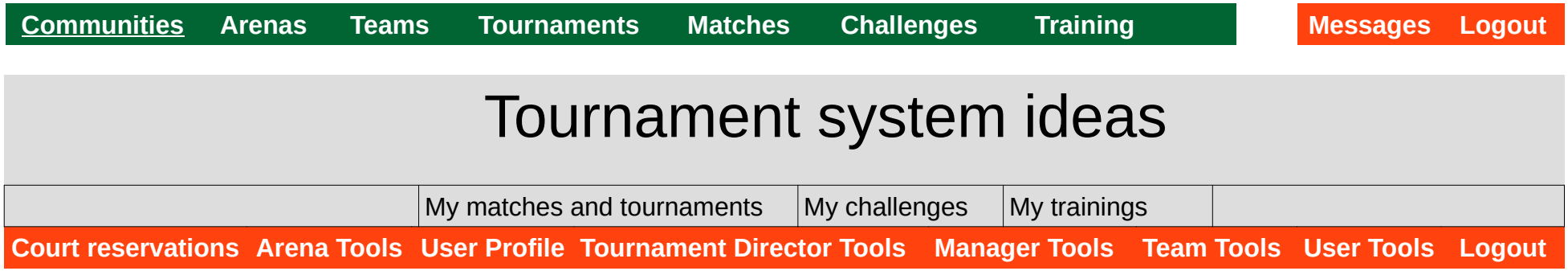
Copyright Christian Morten Borge, All rights reserved

Figure 62B



Copyright Christian Morten Borge, All rights reserved

Figure 63



Community name	Place/city	Address	Phone	Required for membership	Menu
Community 1	Oslo/Oslo	Test Address 1	xx-xxxxxxx	Fee	Enter menu
Community 2	Oslo/Oslo	Test Address 2	xx-xxxxxxx	By application	Enter menu
Community 3	Oslo/Oslo	Test Address 3	xx-xxxxxxx	Fee	Enter menu
Community 4	Oslo/Oslo	Test Address 4	xx-xxxxxxx	No requirement	Enter menu
Community 5	Oslo/Oslo	Test Address 5	xx-xxxxxxx	Fee	Enter menu

Copyright Christian Morten Borge, All rights reserved

Figure 64A

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Arenas

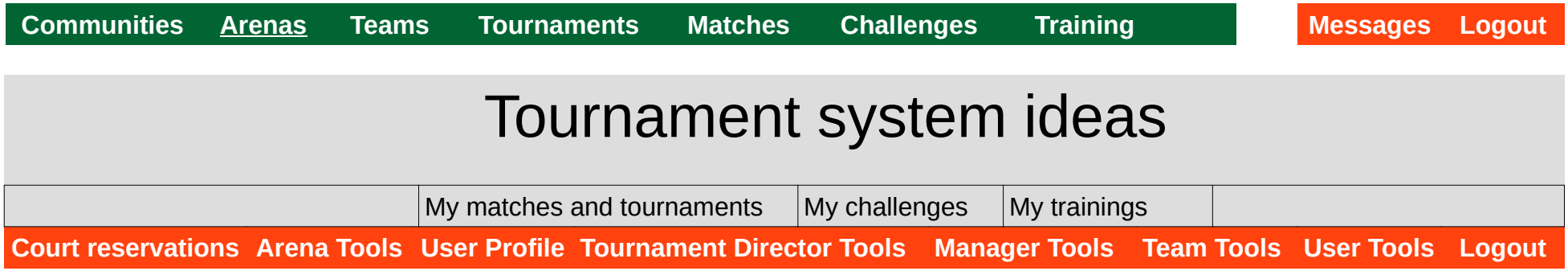
◉	Search arena by keyword:		Search
○	Select an area and find arena		
	Select Country ▼	Select County ▼	Select city ▼
	Select sport ▼	Select discipline ▼	

Change view

Arena	Community name	Place/city	Address	Phone	Team menu
Arena name 1	Community 1	Oslo	Test Address 1	xx-xxxxxxxxx	Enter menu
Arena name 2		Oslo	Test Address 2	xx-xxxxxxxxx	Enter menu
Arena name 3	Community 1	Oslo	Test Address 3	xx-xxxxxxxxx	Enter menu

Copyright Christian Morten Borge, All rights reserved

Figure 64B



Arena	Community name	Place/city	Address	Phone	Team menu
Arena name 1	Community 1	Oslo	Test Address 1	xx-xxxxxxxxx	Enter menu
Arena name 2		Oslo	Test Address 2	xx-xxxxxxxxx	Enter menu
Arena name 3	Community 1	Oslo	Test Address 3	xx-xxxxxxxxx	Enter menu

Copyright Christian Morten Borge, All rights reserved

Figure 65A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Teams

Select Country ▼ Select County ▼ Select city ▼

Select sport ▼ Select discipline ▼ Select age class ▼ Select Skill level ▼

Change view

Team Name	Community	Sport, discipline	Gender	Age Group	Members	Team menu
Team 1	Community 1	Soccer	Women	O20	15	Enter menu
Team 2	Community 1	Soccer	Male	O20	20	Enter menu
Team 3	Community 1	Tennis	Male	O16	4	Enter menu

Copyright Christian Morten Borge, All rights reserved

Figure 65B

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Teams

Select Country ▼ Select County ▼ Select city ▼

Select sport ▼ Select discipline ▼ Select age class ▼ Select Skill level ▼

Submit

☐	Country	☑	Place/City	☑	Sport	☑	Discipline	☑	Community name
☑	Gender	☑	Age group	☑	Skill level	☑	Number of members	☐	Community Street address
								☐	Community phone number

Team Name	Community	Place/City	Sport	Discipline(s)	Gender	Age Group	Skil level	Members	Team menu
Team 1	Community 1	Oslo	Soccer	11-player	Women	O20	2	15	Enter menu
Team 2	Community 1	Oslo	Soccer	11-player	Male	O20	2	20	Enter menu
Team 3	Community 1	Oslo	Soccer	11-player	Male	O16	1	4	Enter menu

Copyright Christian Morten Borge, All rights reserved

Figure 66A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Tournaments

Select Country ▼ Select County ▼ Select city ▼

Open for team/player entry ▼ Soccer ▼ Select discipline ▼

Change view

Sport Discipline	Play dates	Arena(s)	Name	Prizes	Level	Gender	Age	Who is the tournament for?	Details
Soccer 12-player	01.09.2018-05.09.2018	Oslo Test Arena	Test Cup	View	1-7 (Rating 0-3000)	Male	16+	For «Test community 1»	View
Soccer 4-player	06.09.2018-10.09.2018	Oslo Test Arena	Test Cup	View	1-7 (Rating 0-3000)	Male	16+	For «Test community 1»	View

Copyright Christian Morten Borge, All rights reserved

Figure 66B

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Tournaments

Select Country ▼ | Select County ▼ | Select city ▼

Open for team/player entry ▼ | Soccer ▼ | Select discipline ▼

Submit

☑	Sport	☑	Discipline	☑	Gender	☑	Age class	☑	Skill level	☐	Entry period for team/players	☑	Play dates
☑	Who is the tournament for?	☐	Tournament status	☐	If tournament officials entry perod for tournament officials						
☑	Prizes										

Sport Discipline	Play dates	Arena(s)	Name	Prizes	Skill level	Gender	Age	Who is the tournament for?	Details
Soccer 12-player	01.09.2018-05.09.2018	Oslo Test Arena	Test Cup	View	1-7 (Rating 0-3000)	Male	16+	For «Test community 1»	View
Soccer 4-player	06.09.2018-10.09.2018	Oslo Test Arena	Test Cup	View	1-7 (Rating 0-3000)	Male	16+	For «Test community 1»	View

Copyright Christian Morten Borge, All rights reserved

Figure 67A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Website match register

Select Country ▼ Select County ▼ Select city ▼

Open for team/player entry ▼ Soccer ▼ Select discipline ▼

Change view

Arena Playfield	Sport	Discipline	Date Booked session	Tournament Match/Challenge	Match format	Opponent 1 Opponent 2	Menu
Test Arena Playfield 1	Tennis	Singles	14.09.2018 09:00-10:00	Test cup 1 Match 1/Round 1	Best within the session	Test Person 1 Test Person 2	
Test Arena Playfield 1	Tennis	Singles	14.09.2018 11:00-12:00	Test Cup 3 Match 2/Round 3	Best within the session	Test Person 1 Test Person 2	

Copyright Christian Morten Borge, All rights reserved

Figure 67B

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Website match register

Select Country ▼ | Select County ▼ | Select city ▼

Open for team/player entry ▼ | Soccer ▼ | Select discipline ▼

Submit

☑	Sport	☑	Discipline	☑	Gender	☑	Age class	☑	Skill level	☐	Entry period for team/players	☑	Play date and time
☑	Who is the match for?			☐	Tournament status	☐	If tournament officials entry perod for tournament officials						
☑	Tournament details												

Arena Playfield	Sport	Discipline	Date Booked session	Tournament Match/Challenge	Match format	Opponent 1 Opponent 2	Menu
Test Arena Playfield 1	Tennis	Singles	14.09.2018 09:00-10:00	Test cup 1 Match 1/Round 1	Best within the session	Test Person 1 Test Person 2	
Test Arena Playfield 1	Tennis	Singles	14.09.2018 11:00-12:00	Test Cup 3 Match 2/Round 3	Best within the session	Test Person 1 Test Person 2	

Copyright Christian Morten Borge, All rights reserved

Figure 68A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Website challenge register

Select Country ▼ Select County ▼ Select city ▼

Open for team/player entry ▼ Soccer ▼ Select discipline ▼

Change view

Date Time from-to	Sport	Discipline	Who is the challenge for?			Opponent	Match format	Arena Playfield	Enter the challenge
			Gender	Skill level(s)	Age class(es)				
25.09.2018 20:00-21:00	Tennis	Singles	Men	2	17-25	Test Person 1	Best within the session	Test Arena Playfield 1	Enter
26.09.2018 0900-1000	Tennis	Singles	Women	1	17-25	Test Person 5	Best within the session	Test Arena Playfield 2	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 68B

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Website challenge register

Select Country ▼ | Select County ▼ | Select city ▼

Open for team/player entry ▼ | Soccer ▼ | Select discipline ▼

Submit

☑	Sport	☑	Discipline	☑	Match format	☑	Gender	☑	Age class	☑	Skill level	☐	Entry period	☑	Play date and time
☑	Who is the challenge for?			☐	Challenge status?	☐	If tournament officials entry perod for tournament officials								

Date Time from-to	Sport	Discipline	Who is the challenge for?			Opponent	Match format	Arena Playfield	Enter the challenge
			Gender	Skill level(s)	Age class(es)				
25.09.2018 20:00-21:00	Tennis	Singles	Men	2	17-25	Test Person 1	Best within the session	Test Arena Playfield 1	Enter
26.09.2018 0900-1000	Tennis	Singles	Women	1	17-25	Test Person 5	Best within the session	Test Arena Playfield 2	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 69A

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Website training register

Select Country ▼ Select County ▼ Select city ▼

Open for team/player entry ▼ Soccer ▼ All ▼

Change view

Date Time from-to	Sport	Discipline	Who is the training for?			Training partner(s) and trainer	Training program	Arena Playfield	Enter the training
			Gender	Skill level(s)	Age class(es)				
25.09.2018 20:00-21:00	Tennis	Singles	Men	2	17-25	View	View	Test Arena Playfield 1	Enter
26.09.2018 0900-1000	Tennis	Singles	Women	1	17-25	View	View	Test Arena Playfield 2	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 69B

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Website training register

Select Country ▼ | Select County ▼ | Select city ▼

Open for team/player entry ▼ | Soccer ▼ | All ▼

Submit

☑	Sport	☑	Discipline	☑	Training progra	☑	Gender	☑	Age class	☑	Skill level	☐	Entry period	☑	Training date and time
☑	Who is the training for?														

Date Time from-to	Sport	Discipline	Who is the training for?			Training partner(s) and trainer	Training program	Arena Playfield	Enter the training
			Gender	Skill level(s)	Age class(es)				
25.09.2018 20:00-21:00	Tennis	Singles	Men	2	17-25	View	View	Test Arena Playfield 1	Enter
26.09.2018 0900-1000	Tennis	Singles	Women	1	17-25	View	View	Test Arena Playfield 2	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 70A

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

Select community ▼

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Select sport ▼ | Select discipline ▼ | Select age class ▼ | Select skill level ▼ | Select gender ▼

Search team: | Submit

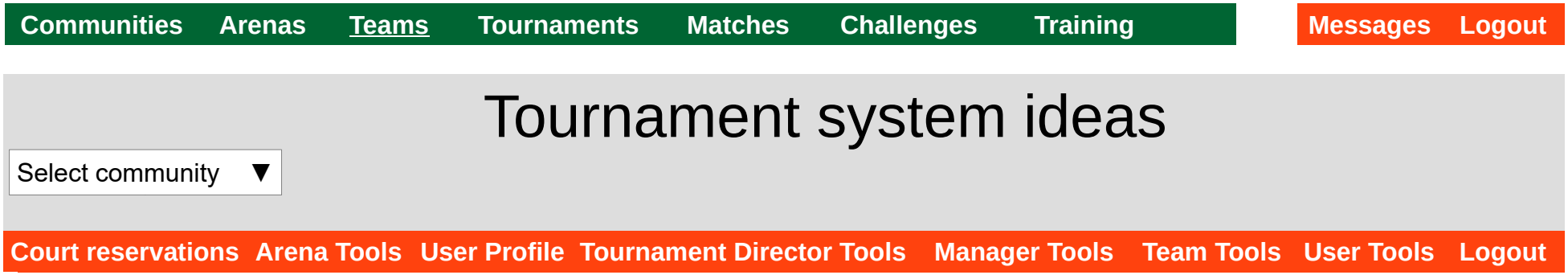
Select country ▼ | Select county ▼ | Select city ▼

Team register

Team Name Community	Sport	Gender/ Age class(es)	Skill level(s)	Address/ Place	Details
Test team 1 Test community 1	Soccer 11-player	Male 26-45	2	Test address 1/ Place	View
Test team 2 Test community 2	Soccer 11-player	Male 26-45	2	Test Address 2/Place	View
Test team 3 Test community 3	Soccer 11-player	Male 26-45	1	Test Address 3/Place	View
Test team 4 Test community 4	Soccer	Male	3	Test Address 4/Place	View

Copyright Christian Morten Borge, All rights reserved

Figure 70B



Team name:	Test Team
Community name:	Test community
Address:	Test Address 1
City:	Oslo
Country:	Norway
Age class(es):	26-45
Skill level(s):	2
Color(s) on team outfit:	Blue
Max number of team members:	30
Current number of team members:	25

Sport	Disciplines	Rank (rating)	
		In website	In community
Soccer	11-player	15 (1705,21)	2 (1500)

Copyright Christian Morten Borge, All rights reserved

Figure 70C

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Select community ▼

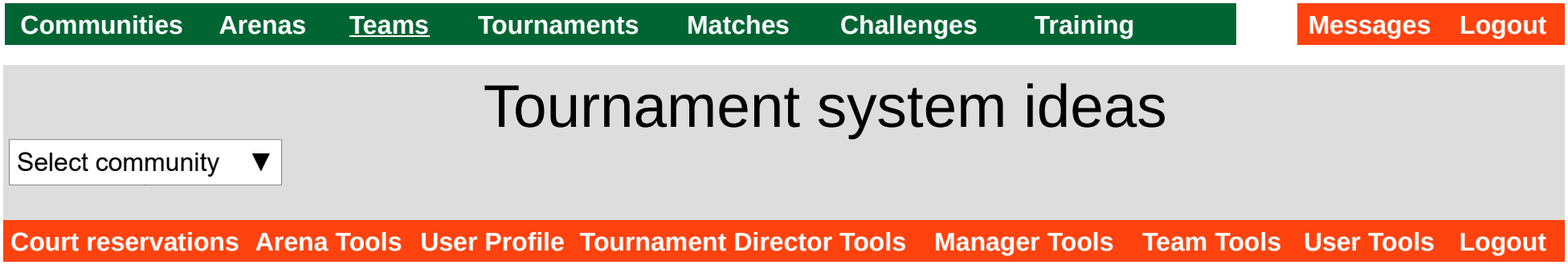
Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Team Profile **Community Profile** **Team members** **Obtain a membership**

Player number	Last name, first name	Primary position	Role(s)	Options	▲
1	Testname, testperson1			Player profile	
2	Testname, testperson2	Left fullback		Player profile	
3	Testname, testperson3	Center Fullback		Player profile	
4	Testname, testperson4	Defender	Team leader	Player profile	
5	Testname, testperson5	Midfielder		Player profile	
6	Testname, testperson6	Center Fullback		Player profile	
7	Testname, testperson7	Left Fullback		Player profile	
8	Testname, testperson8	Right Fullback		Player profile	
9	Testname, testperson9	Wingback	Team leader	Player profile	▼

Copyright Christian Morten Borge, All rights reserved

Figure 70D



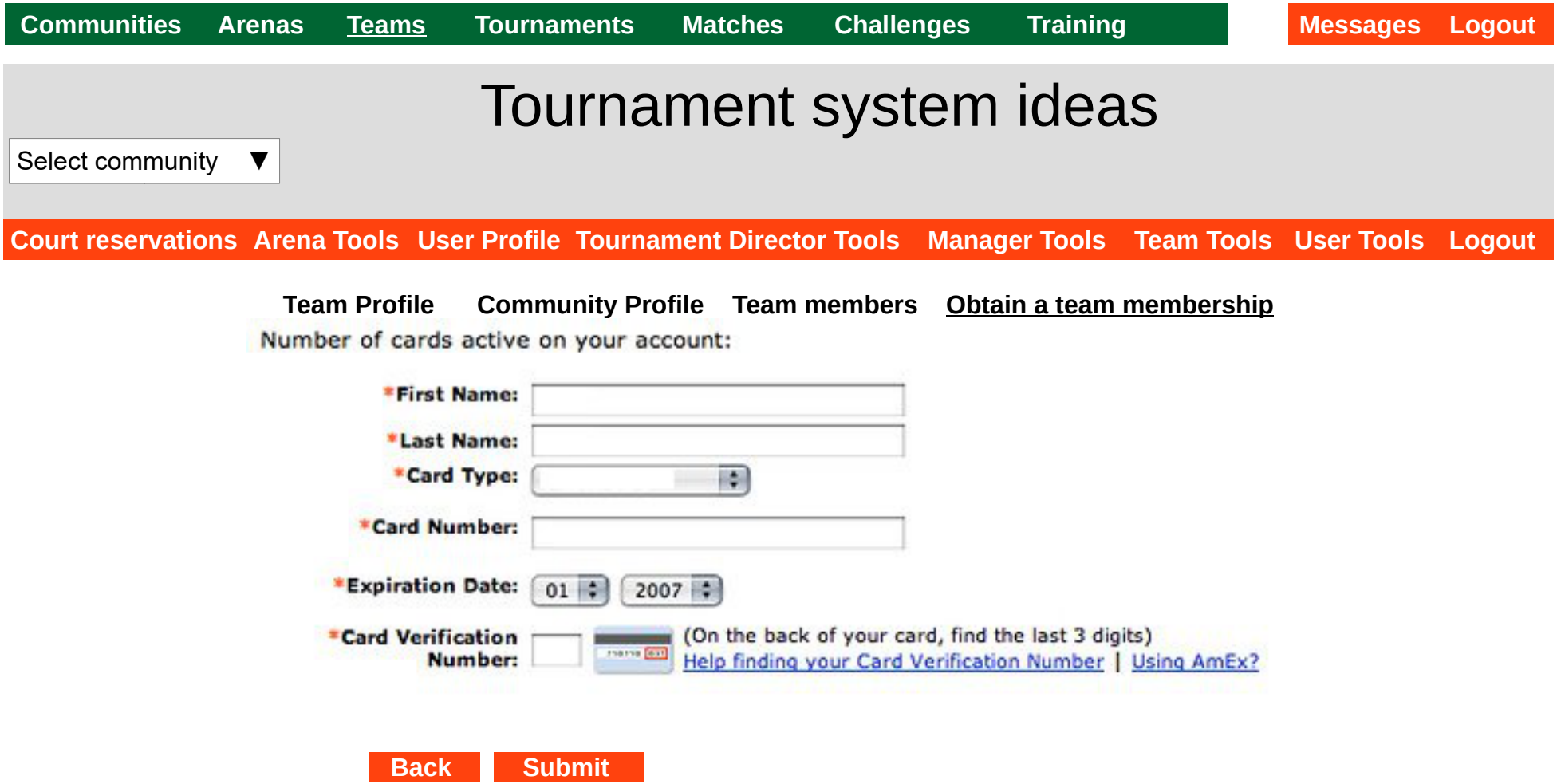
Team Profile **Community Profile** **Team members** **Obtain a team membership**

	Membership	Duration	Requirement	Included	Price in NOK
○	Trial	60 days from today's date		You can participate in trainings of the team for evaluation to become a team member	For free
○	Annual	01.01.2018-31.12.2018	Before you can become an ordinary team member you need to obtain a trial membership for evaluation on trainings, You then need acceptance from a team leader after the evaluation period before you can obtain a regular membership. A team leader can also stop your membership after payment changes on the team is needed.		1100
◉	Quaterly	01.10.2018-31.12.2018			300
○	Annual	01.01.2019-31.12.2019			1200
○	Quaterly	01.01.2019-28.02.2019			320
○	Quaterly	01.03.2019-31.05.2019			320
○	Quaterly	01.06.2019-30.09.2019			320
○	Quaterly	01.10.2019-31.12.2019			320
☑	Include a community membership for the same period for getting an access to other community activities and to get a 30% discount on this team mebership				500
Price on annual team membership					300
Discount on team membership					-90
Sum					710

Submit

Copyright Christian Morten Borge, All rights reserved

Figure 70E



Copyright Christian Morten Borge, All rights reserved

Figure 71A

Copyright Christian Morten Borge, All rights reserved

Figure 71B

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

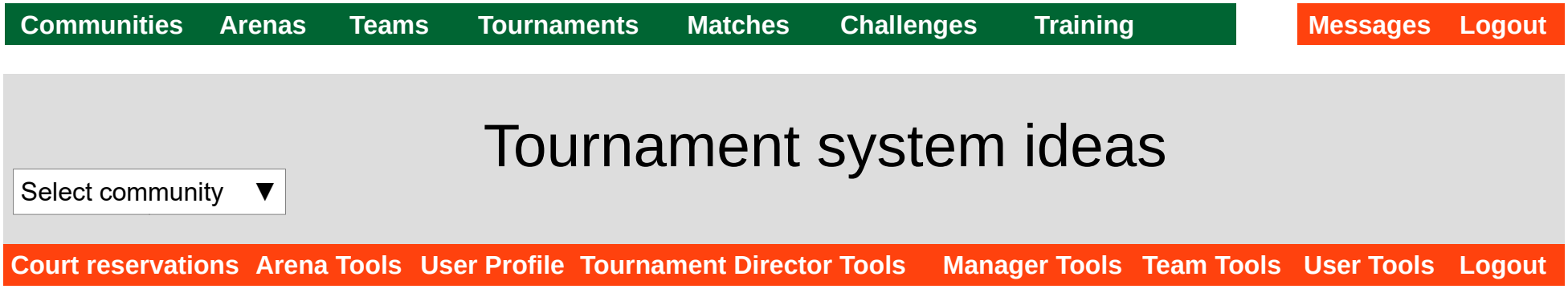
Manage Teams Add a team

Select sport ▼ Select discipline ▼ Select team ▼

Team Name	Sport, discipline	Gender	Age Group	Members	Team menu
Team 1	Soccer	Women	17-25	15	Enter menu
Team 2	Soccer	Male	26-45	20	Enter menu
Team 3	Tennis	Male	17-25	4	Enter menu

Copyright Christian Morten Borge, All rights reserved

Figure 71C



Copyright Christian Morten Borge, All rights reserved

Age classes

Select	Age from	Age to
☐	0	16
☑	17	25
☐	26	45
☐	46	70
☐	All	

Skill level(s)

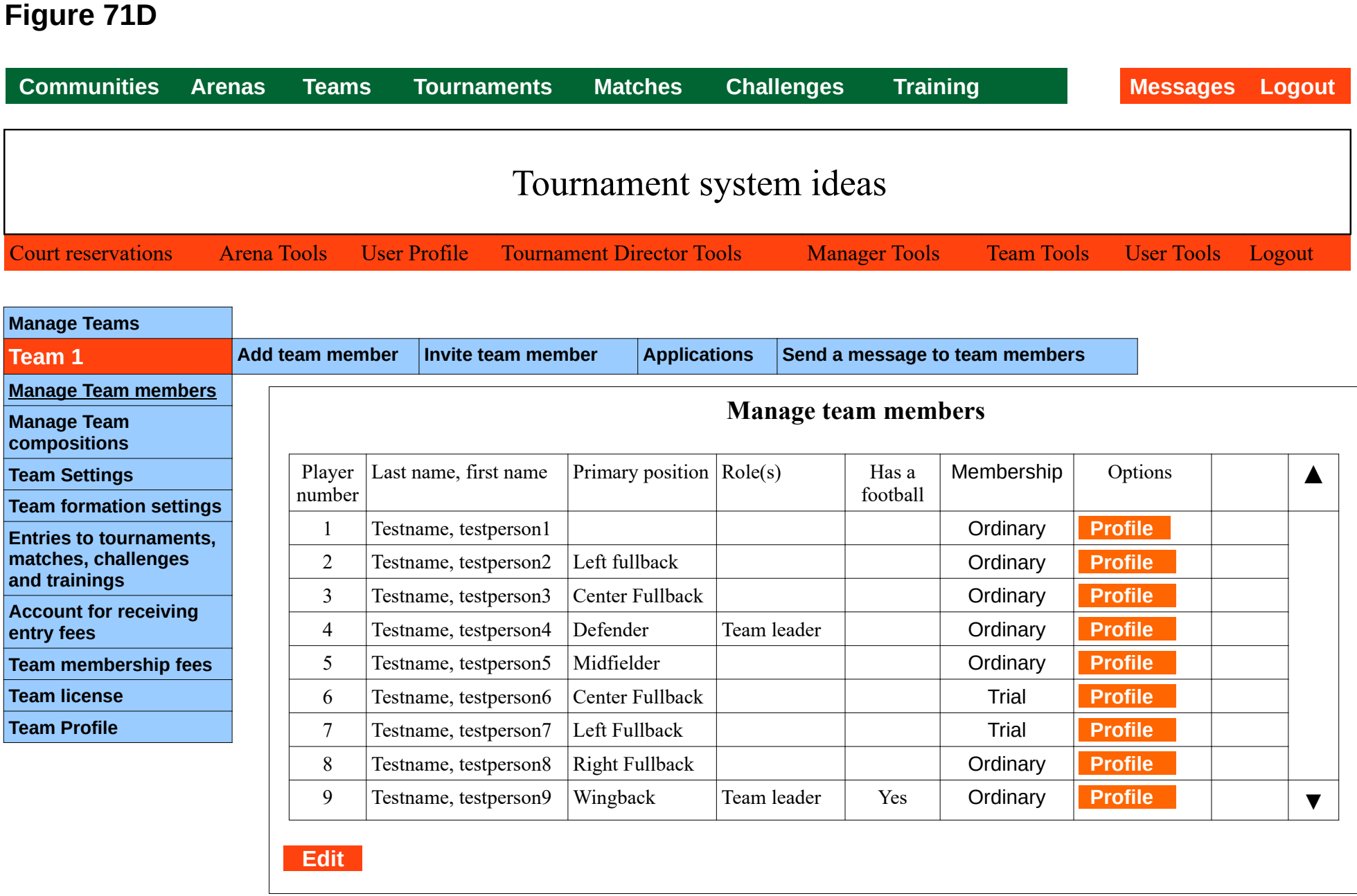
Select	Level	Rating from	Rating to
☐	1	0	1000
☑	2	1001	2000
☐	3	2001	3000
☐	All		

Gender:	Select gender ▼
Set a maximum number of team members:	

Back Submit

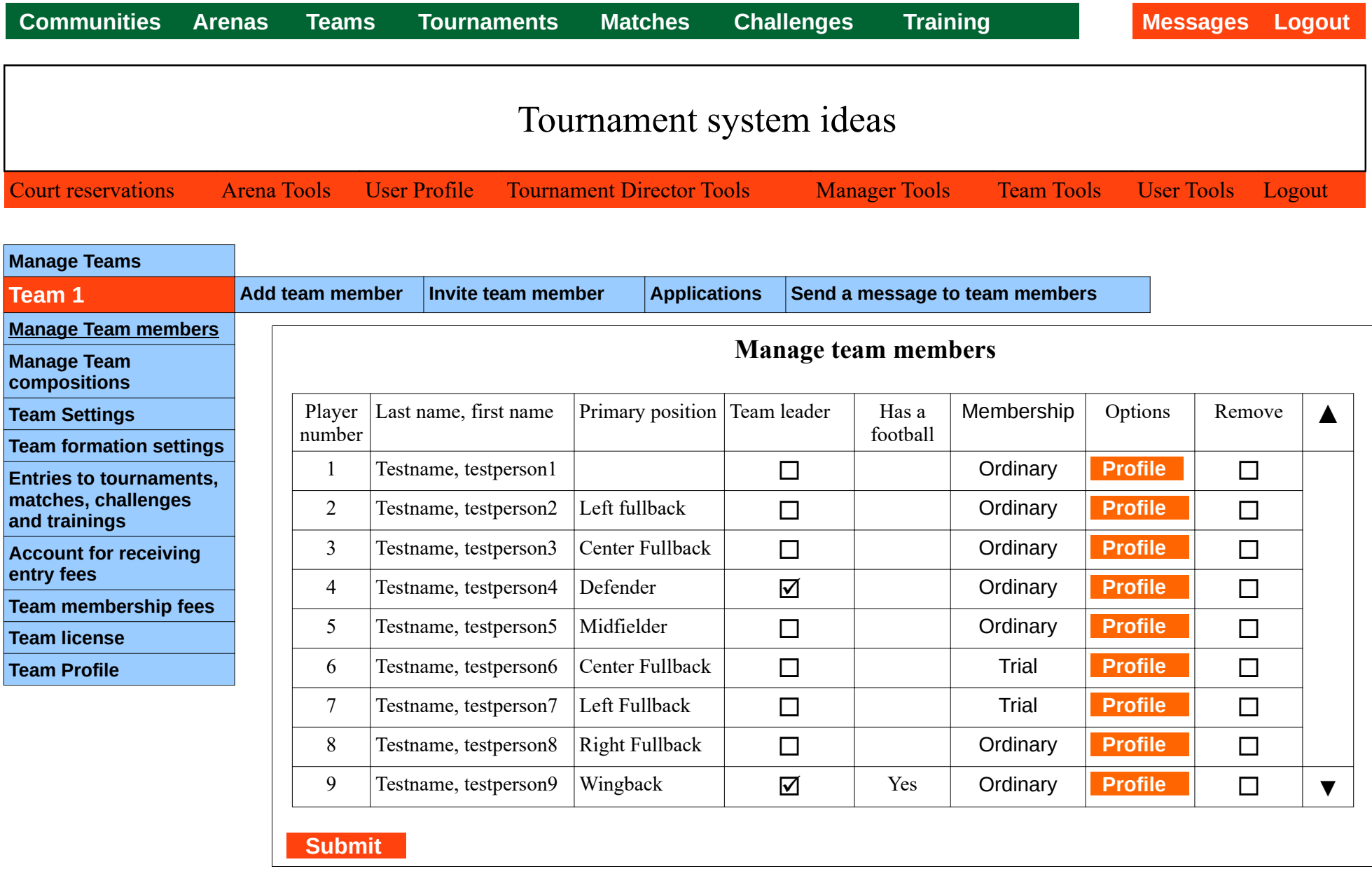
Copyright Christian Morten Borge, All rights reserved

Figure 71D



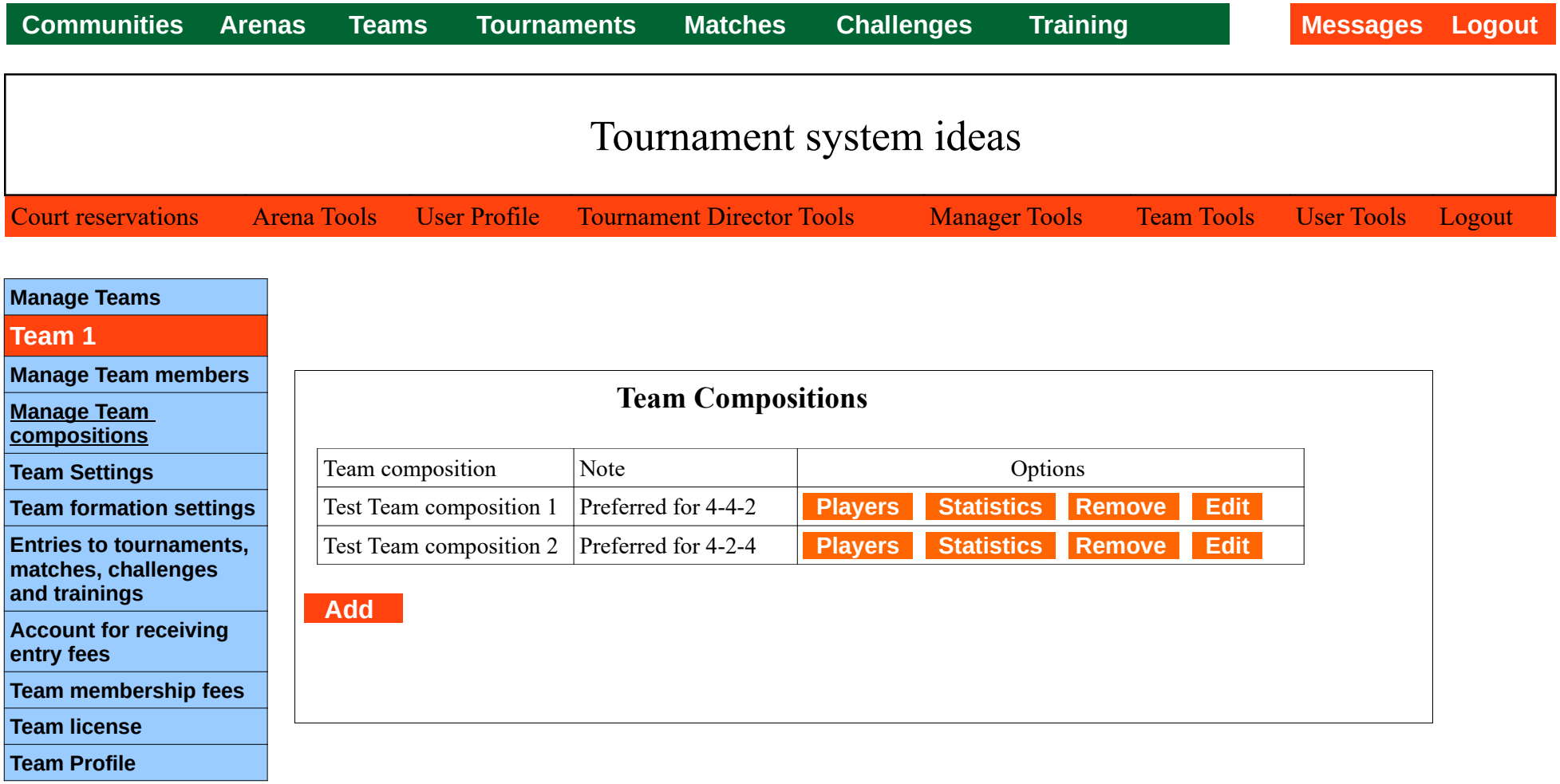
Copyright Christian Morten Borge, All rights reserved

Figure 71E



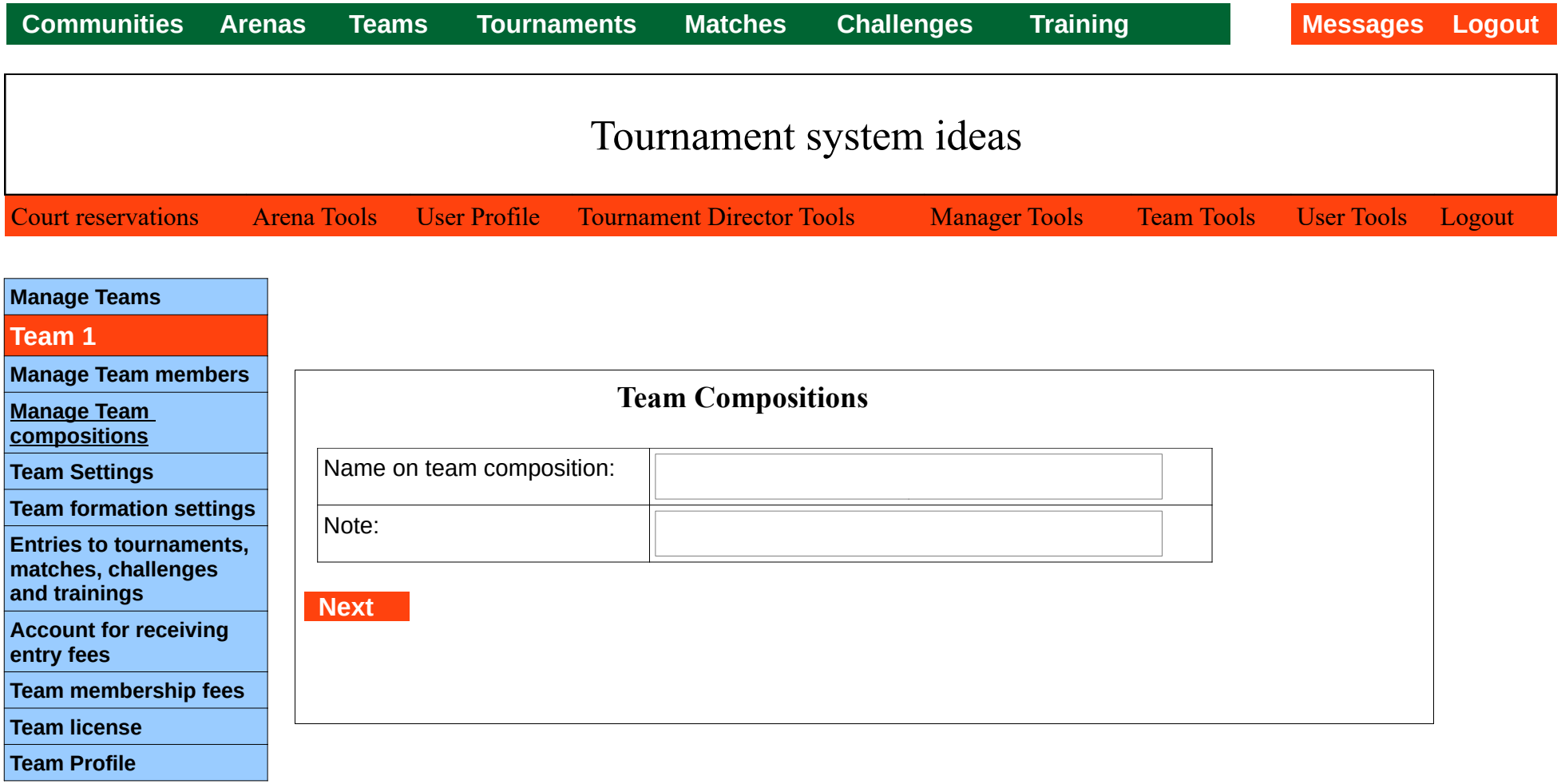
Copyright Christian Morten Borge, All rights reserved

Figure 72A



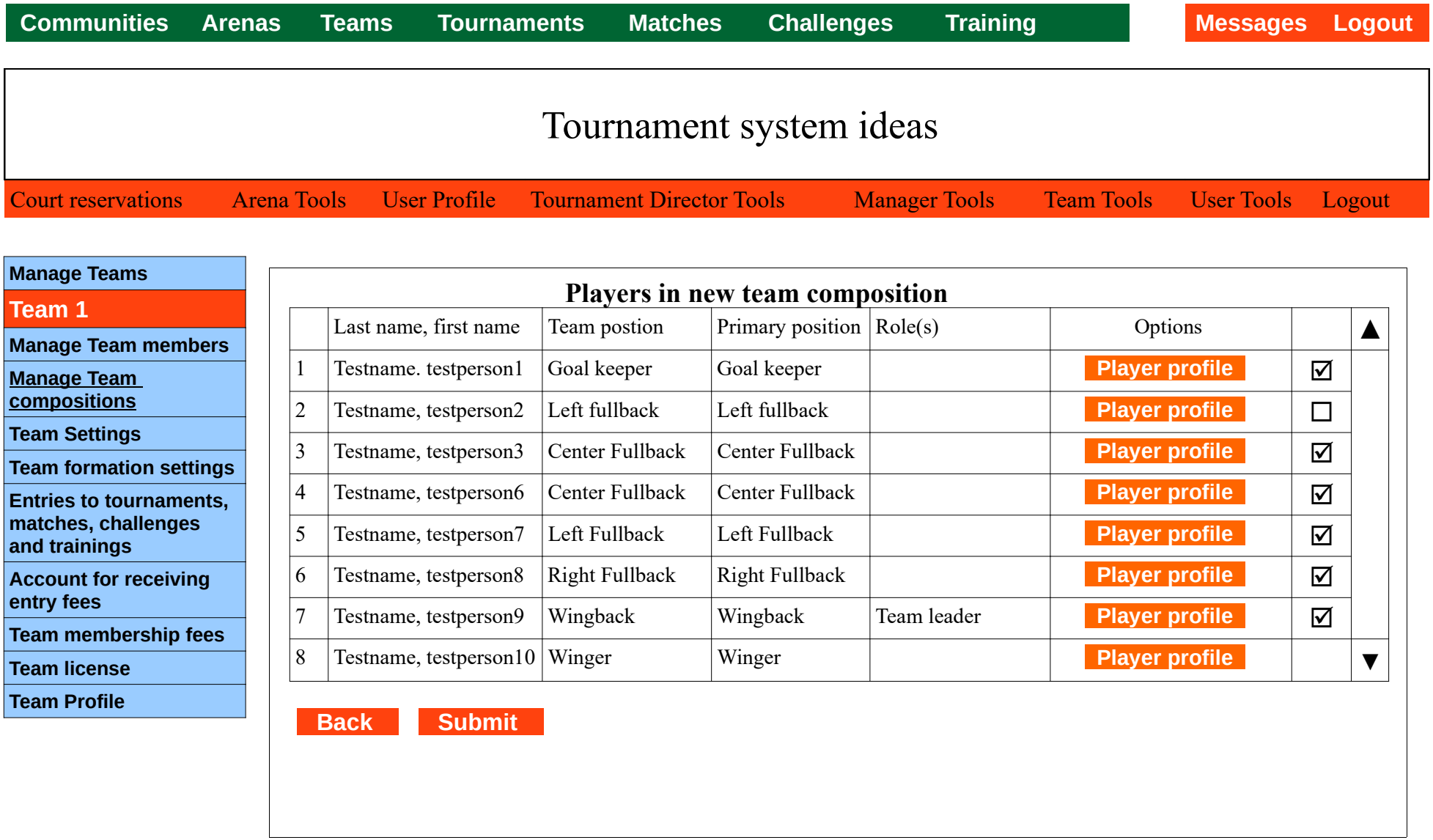
Copyright Christian Morten Borge, All rights reserved

Figure 72B



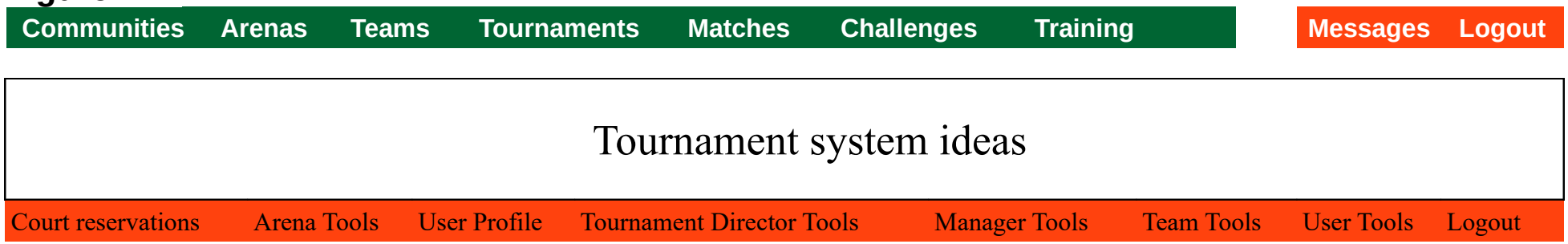
Copyright Christian Morten Borge, All rights reserved

Figure 72C



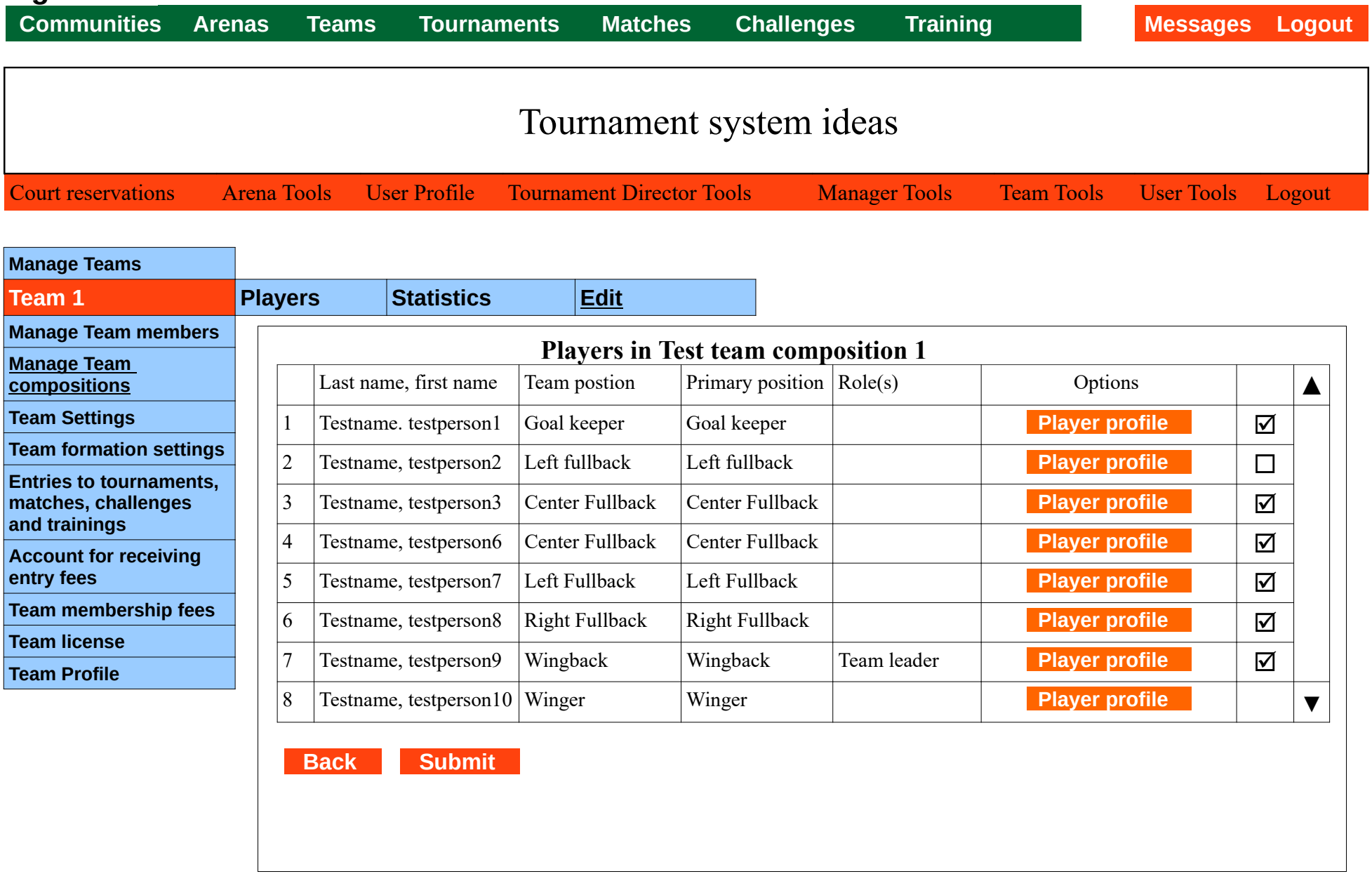
Copyright Christian Morten Borge, All rights reserved

Figure 72D



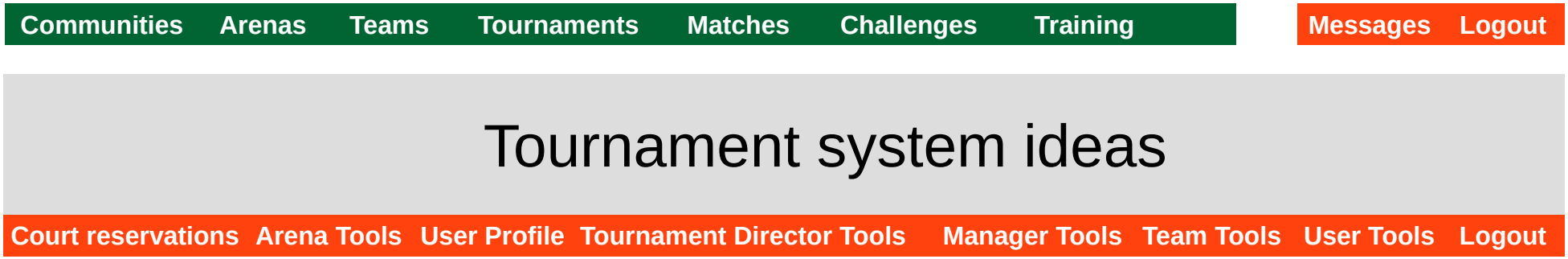
Copyright Christian Morten Borge, All rights reserved

Figure 72E



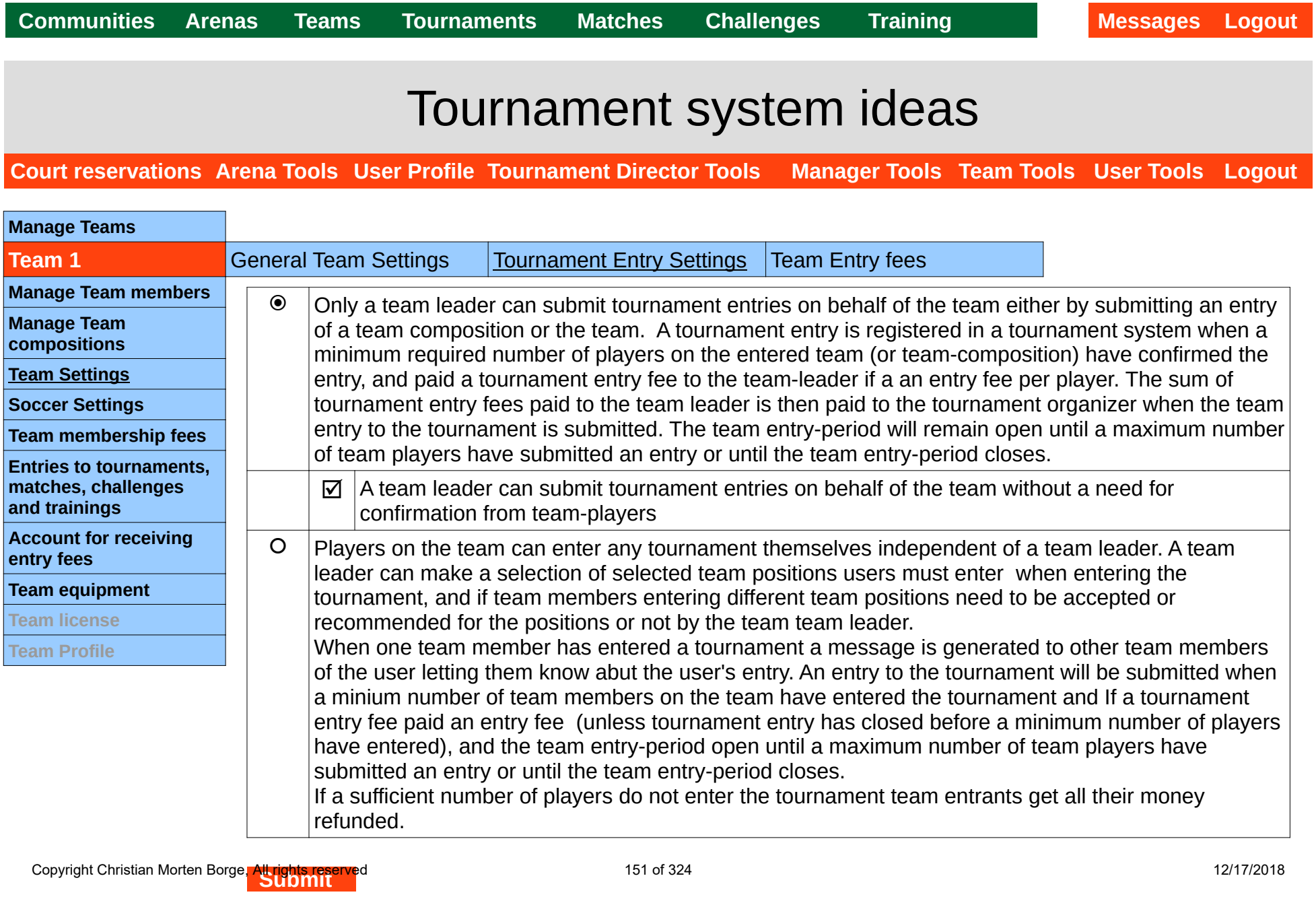
Copyright Christian Morten Borge, All rights reserved

Figure 73A



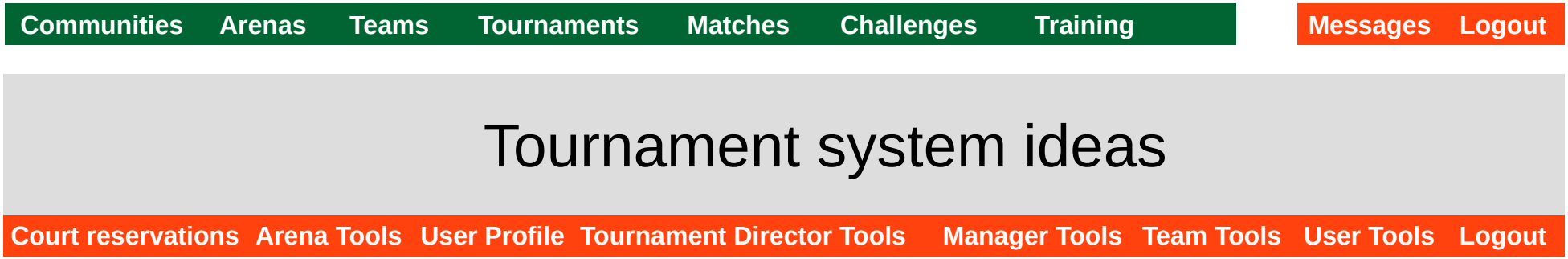
Copyright Christian Morten Borge, All rights reserved

Figure 73B



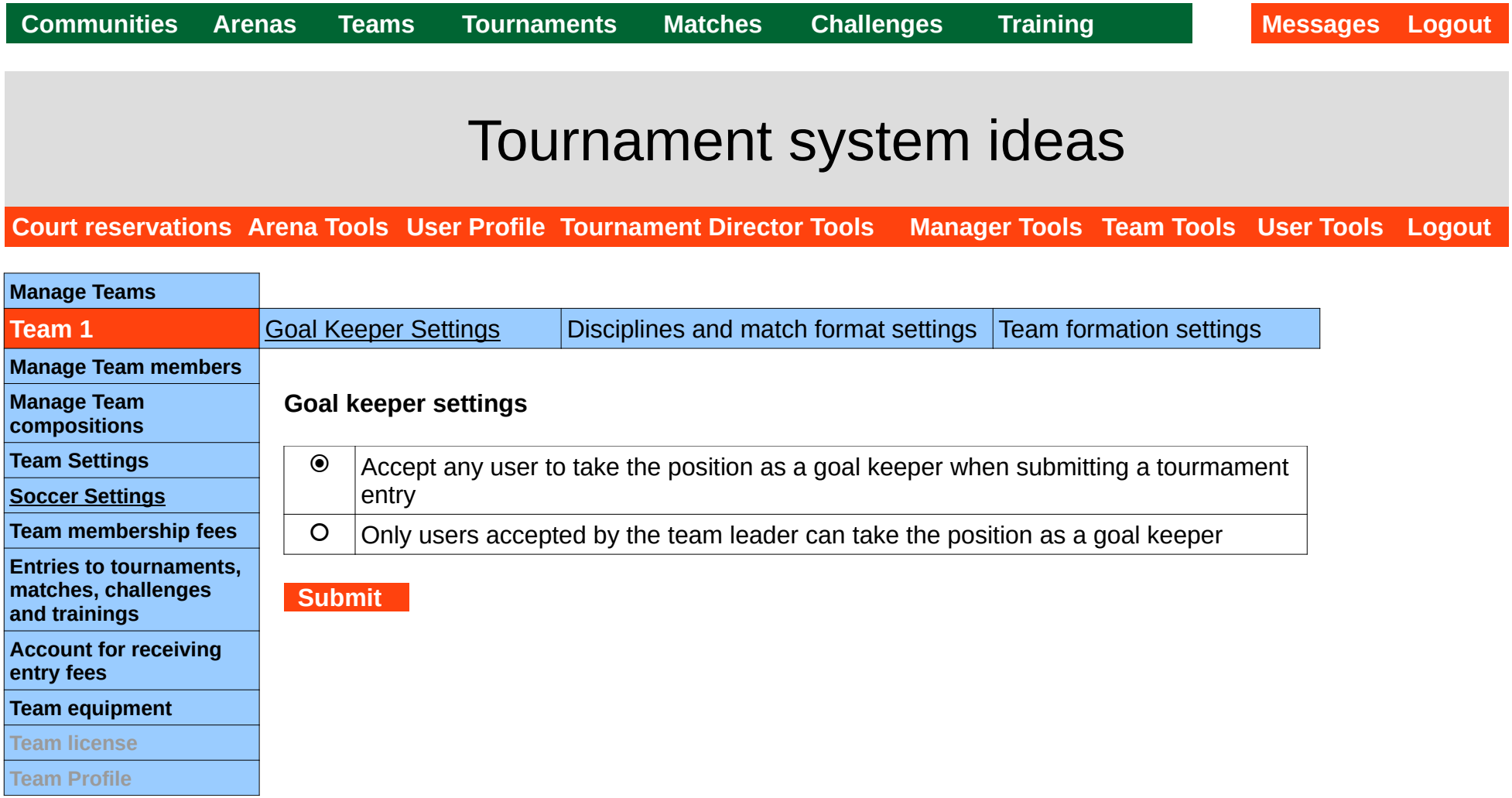
Copyright Christian Morten Borge. All rights reserved

Figure 73C



Copyright Christian Morten Borge, All rights reserved

Figure 74A



Copyright Christian Morten Borge, All rights reserved

Figure 74B

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

- Manage Teams
- Team 1
- Manage Team members
- Manage Team compositions
- Team Settings
- Soccer Settings
- Team membership fees
- Entries to tournaments, matches, challenges and trainings
- Account for receiving entry fees
- Team equipment
- Team license
- Team Profile

Goal Keeper Settings | Disciplines and match format settings | Team formation settings

Set a minimum number of team players required for the team to enter a tournament for different match formats within the sports and discipline(s) of the team

11-player soccer **8-player soccer**

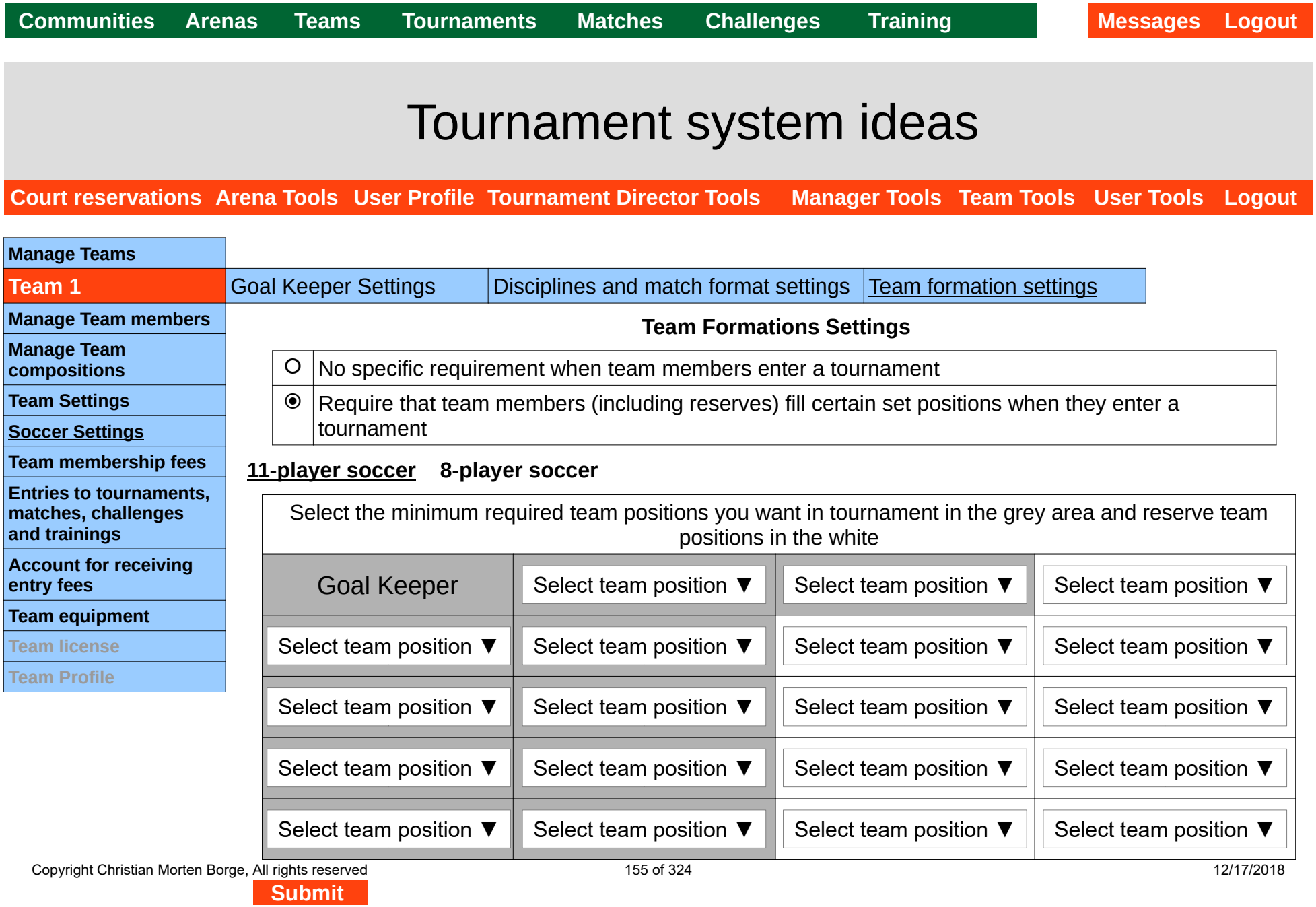
Match format for 11-player soccer	Number of entrants including reserves		Set a minimum number of entered players including a goal keeper for the team to make a tournament entry
	Minimum	Maximum	
Best within a booked session	11	20	
Best within 60 minutes	11	20	
Best within 45 minutes	11	20	
Best within 30 minutes	11		
45 minutes x 2 +30 minutes	11		
45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks	11		

The minimum and maximum number of players to enter a soccer Tournament may be different if looking at soccer rules. Numbers used here may be changed in match formats for the discipline

Submit

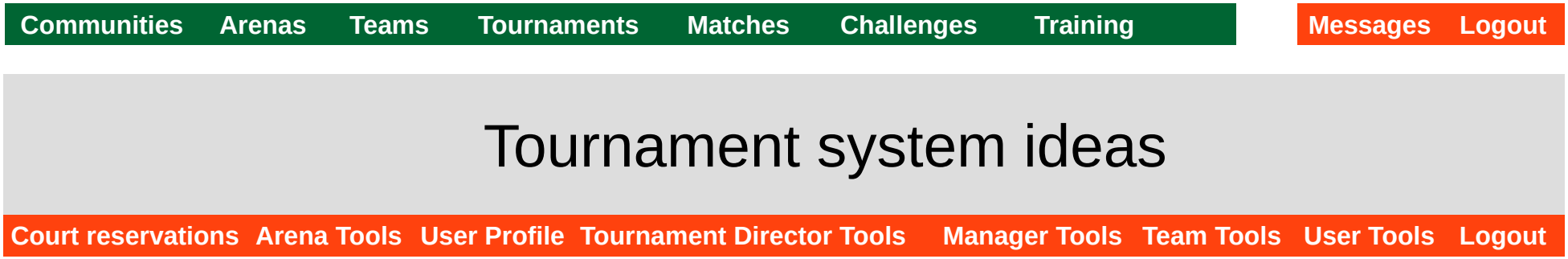
Copyright Christian Morten Borge, All rights reserved

Figure 74C



Copyright Christian Morten Borge, All rights reserved

Figure 75A



Membership	Duration	Price in NOK
Trial membership	60 days from today's date	For free
Annual	01.01.2018-31.12.2018	1100
Quaterly	01.10.2018-31.12.2018	300
Annual	01.01.2019-31.12.2019	1200
Quaterly	01.01.2019-28.02.2019	320
Quaterly	01.03.2019-31.05.2019	320
Quaterly	01.06.2019-30.09.2019	320
Quaterly	01.10.2019-31.12.2019	320

☑	Give users having a membership in the community a discount on a team membership. The user needs an annual membership for a year for getting a discount on an annual team membership the same year, or a quaterly membership for getting a discount on a quaterly membership the same year.	Discount:: 30 %

Edit

Copyright Christian Morten Borge, All rights reserved

Figure 75B

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

- Manage Teams
- Team 1
- Manage Team members
- Manage Team compositions
- Team Settings
- Soccer Settings
- Team membership fees
- Entries to tournaments, matches, challenges and trainings
- Account for receiving entry fees
- Team equipment
- Team license
- Team Profile

Team membership fees

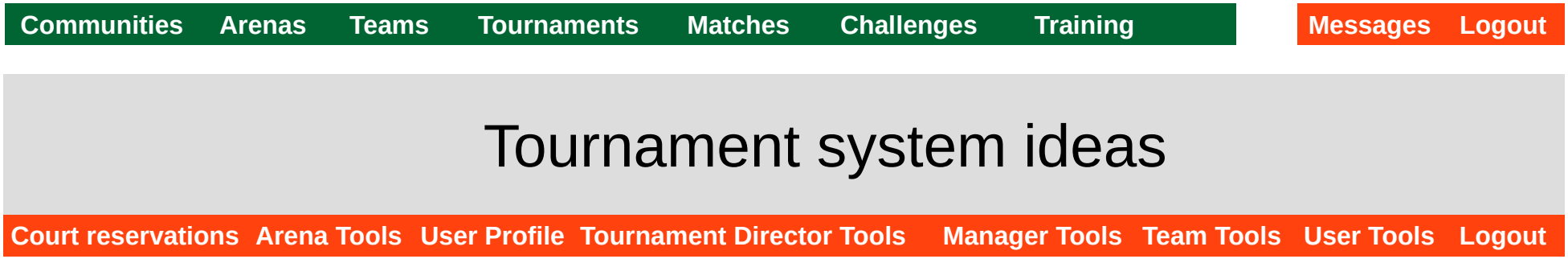
☑	Trial	☑	Annual	☑	Quaterly

Select	Membership	Duration	Price in NOK
	Trial	30 days from todays date	
☑	Annual	01.01.2018-31.12.2018	
☑	Quaterly	01.10.2018-31.12.2018	
☑	Annual	01.01.2019-31.12.2019	
☑	Quaterly	01.01.2019-28.02.2019	
☑	Quaterly	01.03.2019-31.05.2019	
☑	Quaterly	01.06.2019-30.09.2019	
☑	Quaterly	01.10.2019-31.12.2019	

Submit

Copyright Christian Morten Borge, All rights reserved

Figure 76A



Copyright Christian Morten Borge, All rights reserved

Figure 76B

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

- Manage Teams
- Team 1
- Manage Team members
- Manage Team compositions
- Team Settings
- Soccer Settings
- Team membership fees
- Entries to tournaments, matches, challenges and trainings
- Account for receiving entry fees
- Team equipment
- Team license
- Team Profile

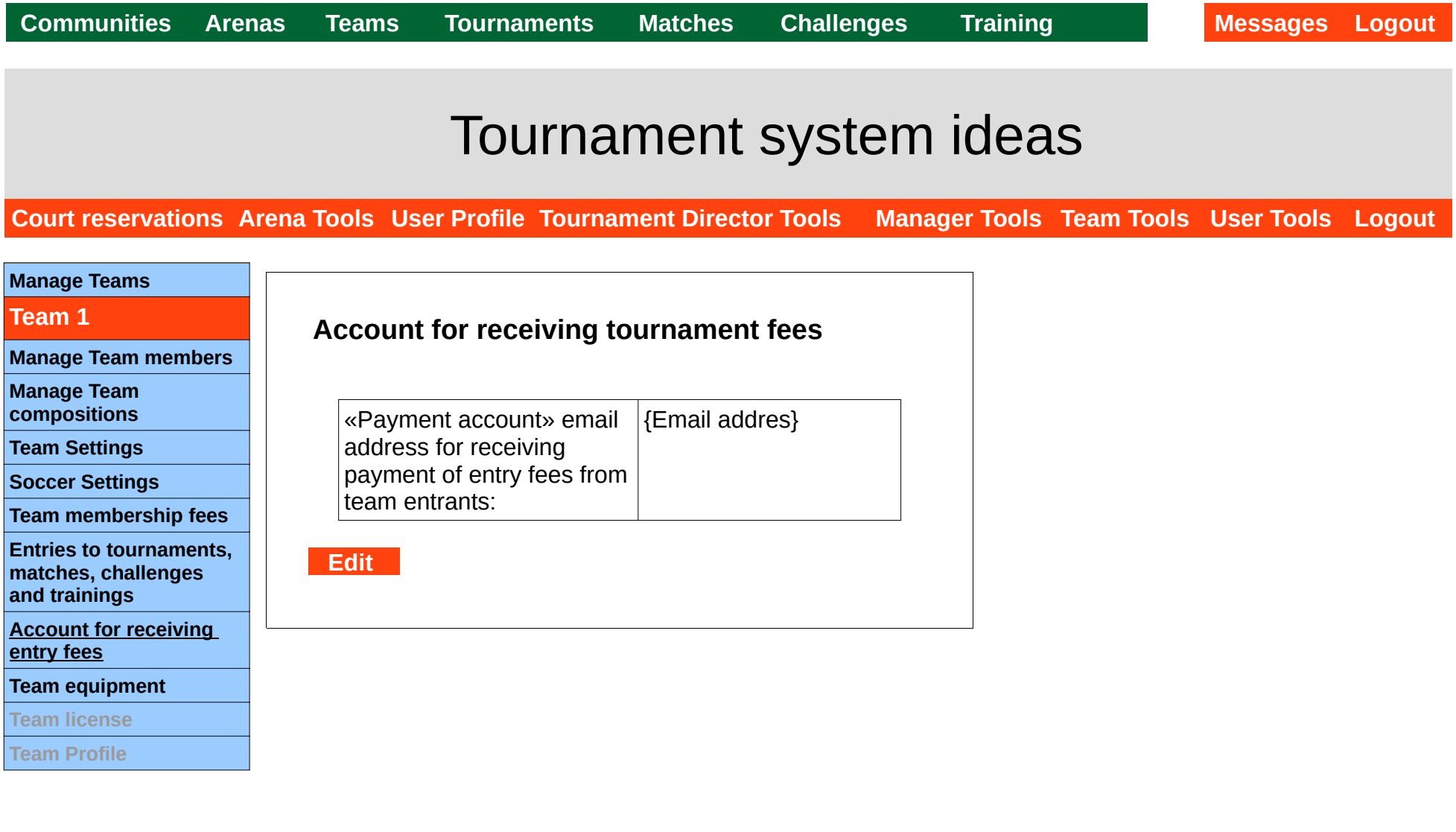
Tournament entry details

Tournament entry fee per team:	550 NOK
Entry fee per team member if 11 team members enters the tournament:	50 NOK
Minimum entry fee per team member if 20 entrants:	27,5 NOK*
Players pay an entry fee of 50 NOK and will get a refund if the final number of entrants exeeds 11, the size of the refund depending on the final number of entrants.	

Team entrant	Position	Payment	Date, Time
Testname, testperson3	Center Fullback	50 NOK	01.09.18 16:55
Testname, testperson4	Defender	50 NOK	02.09.18 18:55
Testname, testperson5	Midfielder	50 NOK	04.09.18 14:55
Total payment:		150 NOK	
Payment missing before the team entry is submitted:		400 NOK	

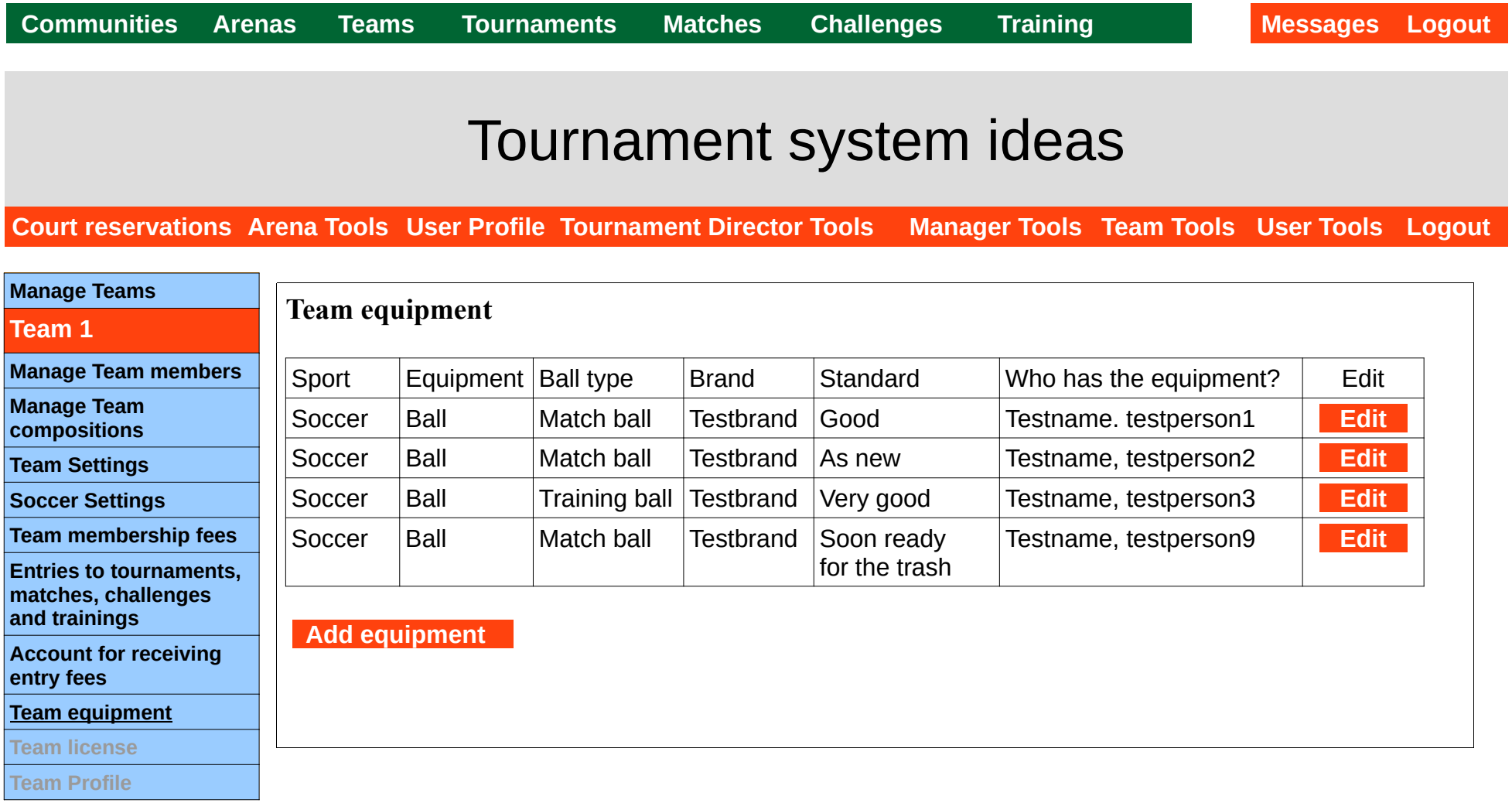
Copyright Christian Morten Borge, All rights reserved

Figure 77



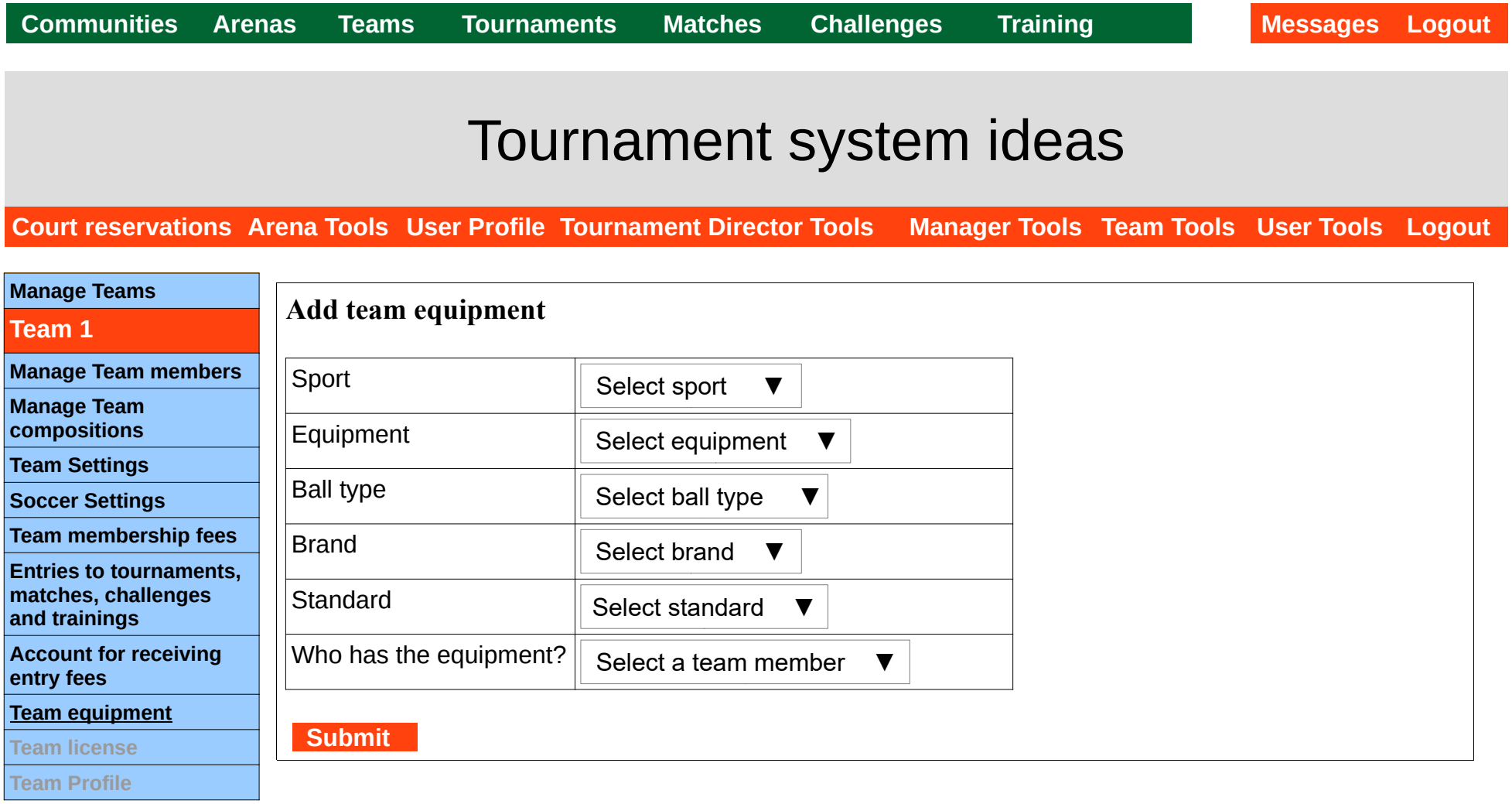
Copyright Christian Morten Borge, All rights reserved

Figure 78



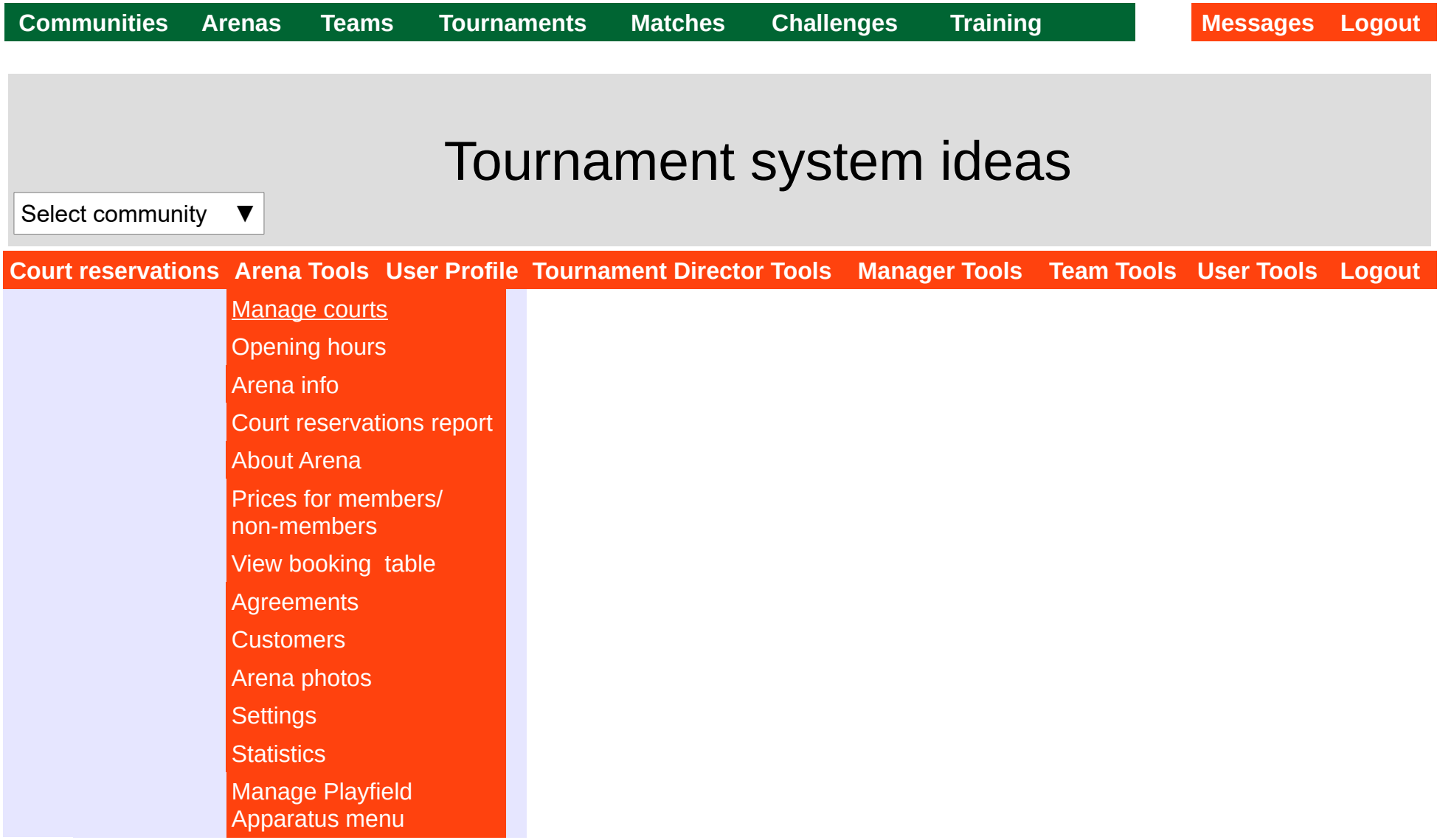
Copyright Christian Morten Borge, All rights reserved

Figure 79



Copyright Christian Morten Borge, All rights reserved

Figure 80A



Copyright Christian Morten Borge, All rights reserved

Figure 80B

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Select community ▼

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

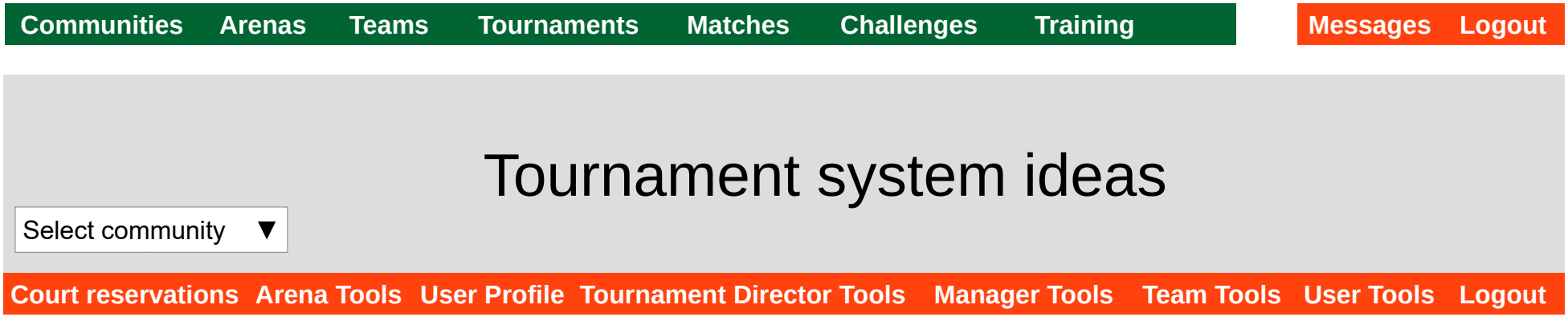
Manage Arena playfields

Playfield name	Sport	Discipline	Standard 1-10*	Access	Online booking	Active	Menu
Test court 1	Tennis	All		Restricted	Yes	✓	Menu ▼
Test court 2	Tennis	All		Open	Yes	X	Menu ▼
Test court 3	Squash	Doubles		Open	Yes	✓	Manage booking intervals
Test court 4	Squash	Singles		Open	Yes	✓	Manage prices
Test court 5	Soccer	All		Open	No	✓	Manage opening hours
Test court 6	Soccer	All		Open	Yes	✓	**Manage playfield apparatus**
Test court 7	Handball	All		Open	Yes	✓	Edit Playfield details

Add court

Copyright Christian Morten Borge, All rights reserved

Figure 80C



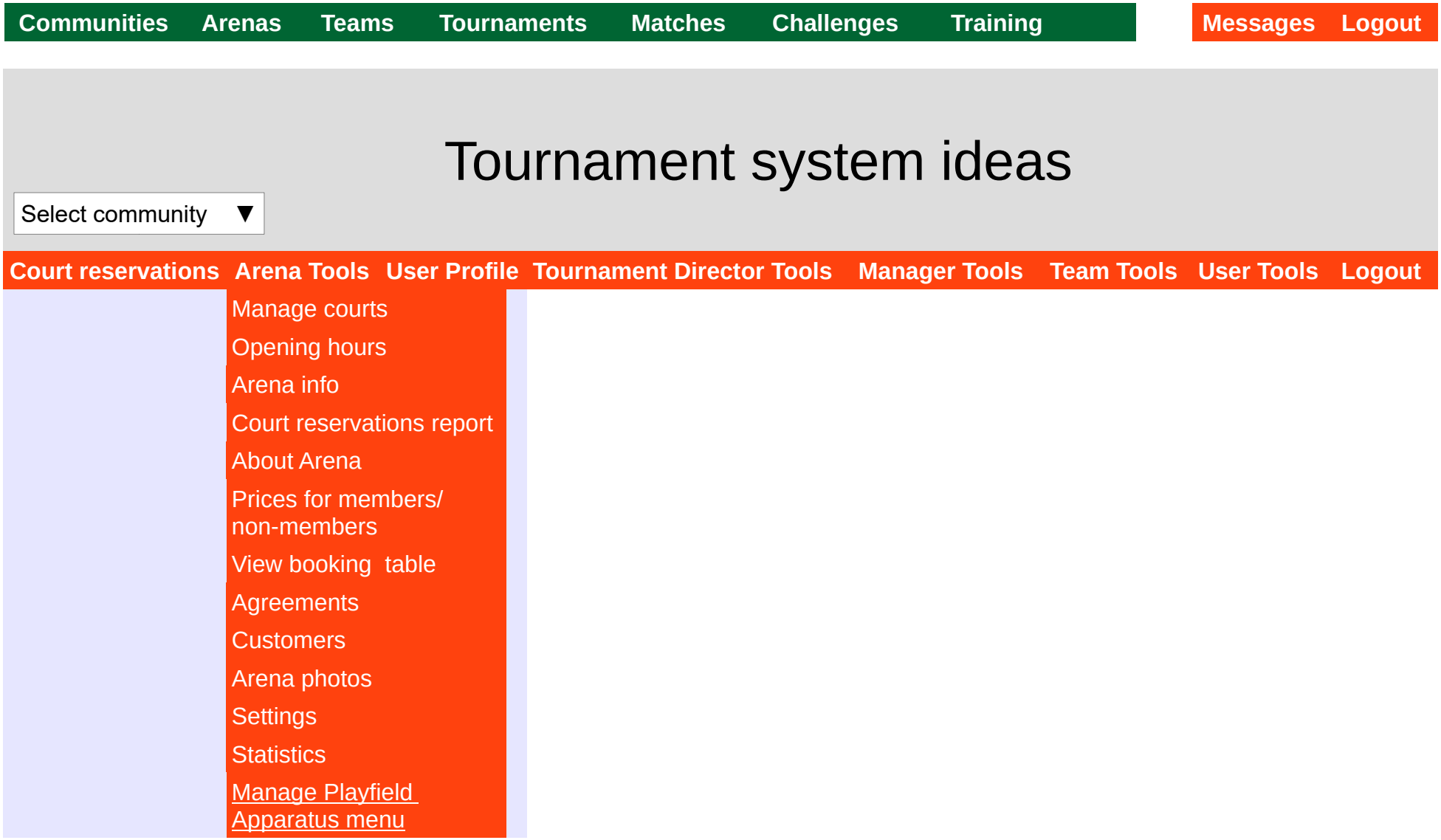
Manage playfield apparatus

Playfield apparatus/ cellphone holder apparatus identification key:	
Manufacturer:	
IP address:	
Mac address;	
Subnet mask:	
Gateway address:	
Web Server Port:	
Connection tested:	{date} {time}
Connection status:	

Edit Test connection

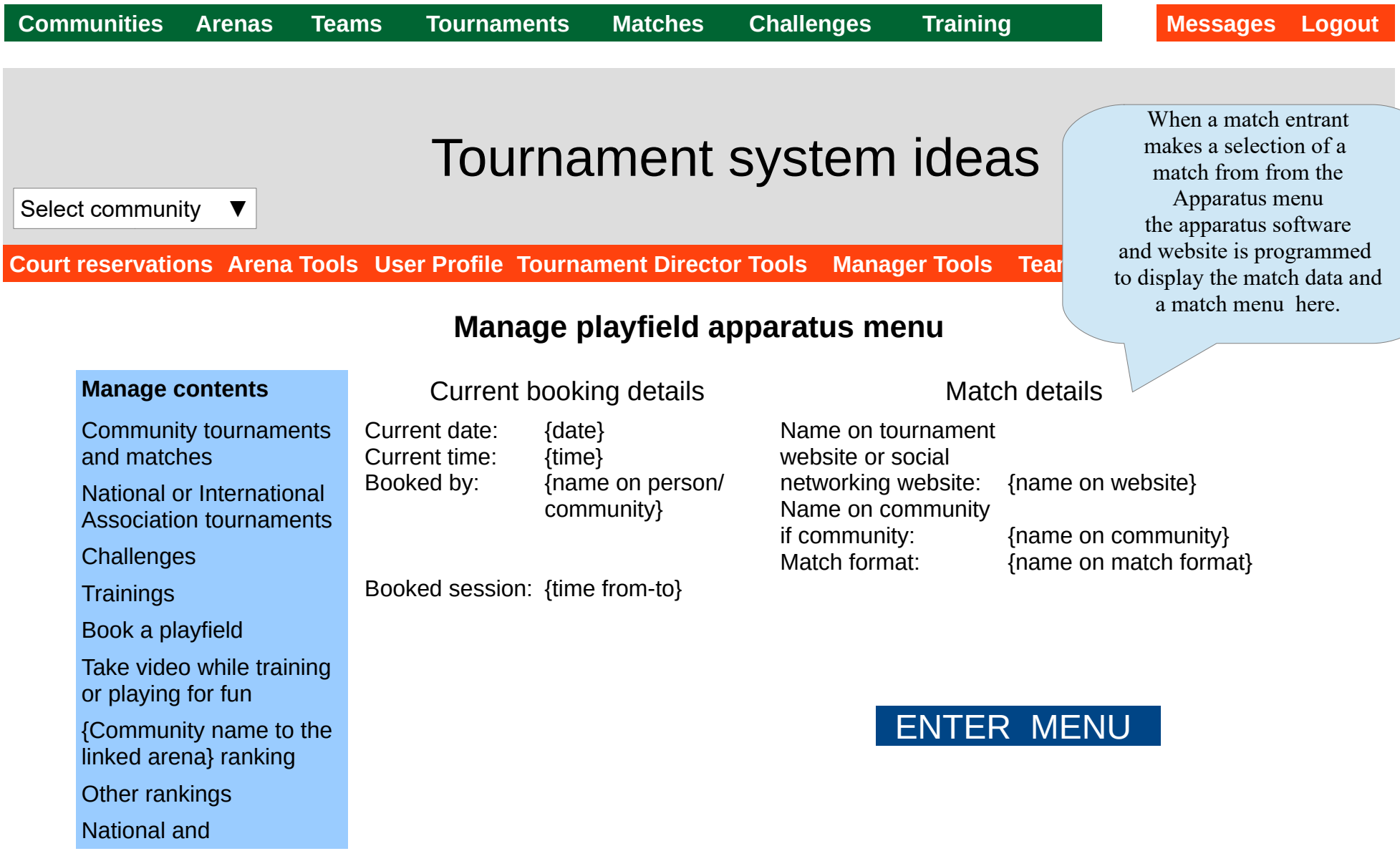
Copyright Christian Morten Borge, All rights reserved

Figure 80D



Copyright Christian Morten Borge, All rights reserved

Figure 80E



Copyright Christian Morten Borge, All rights reserved

International ranking

Match entrants
required to login:
{Match entrant 1}: {Present or Not present}
{Match entrant 2}: {Present or Not present}
{Match entrant 3}: {Present or Not present}
Etc. Etc.

Community tournaments and matches

National or International Association tournaments tournaments and matches

Take video while training or playing for fun

Book a playfield

Challenges

Training

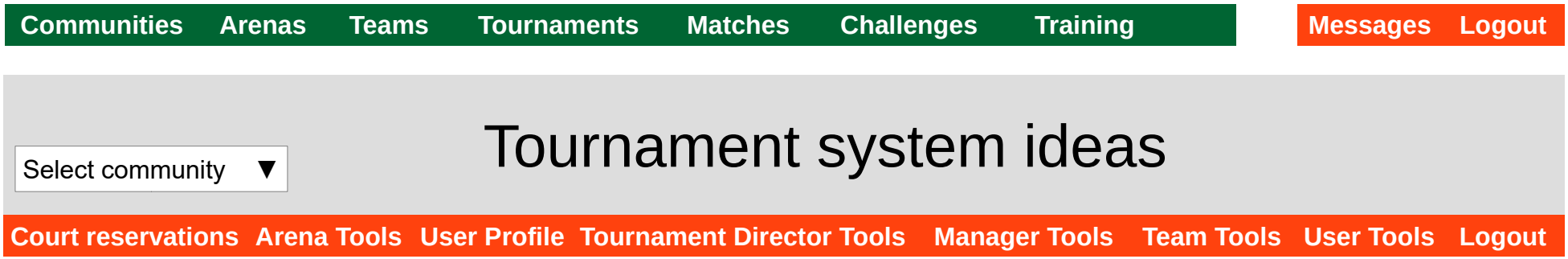
Ranking in different communities

National and International ranking

Sport club ranking

Copyright Christian Morten Borge, All rights reserved

Figure 80F



Manage playfield apparatus menu

Manage contents
Community tournaments and matches
National or International Association tournaments
Challenges
Trainings
Book a playfield
Take video while training or playing for fun
{Community name to the linked arena} ranking
Other rankings

Contents on the apparatus screen when the user selects community tournaments and matches	
If not listed below type the URL/website of the community organizing the tournament you shall play/enter to login:	Go to login
Default list of the 10 most popular social networking websites, dating websites or other websites organizing online tournaments in the country of the user	Website login page

Copyright Christian Morten Borge, All rights reserved

National and International ranking	{Name on website 1}	{Touch screen link to Website login page}
	{Name on website 2}	{Touch screen link to Website login page}
	{Name on website 3}	{Touch screen link to Website login page}
	{Name on website 4}	{Touch screen link to Website login page}
	{Name on website 5}	{Touch screen link to Website login page}
	{Name on website 6}	{Touch screen link to Website login page}
	{Name on website 7}	{Touch screen link to Website login page}
	{Name on website 8}	{Touch screen link to Website login page}
	{Name on website 9}	{Touch screen link to Website login page}
	{Name on website 10}	{Touch screen link to Website login page}

Copyright Christian Morten Borge, All rights reserved

Figure 80G

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Select community ▼

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Manage playfield apparatus menu

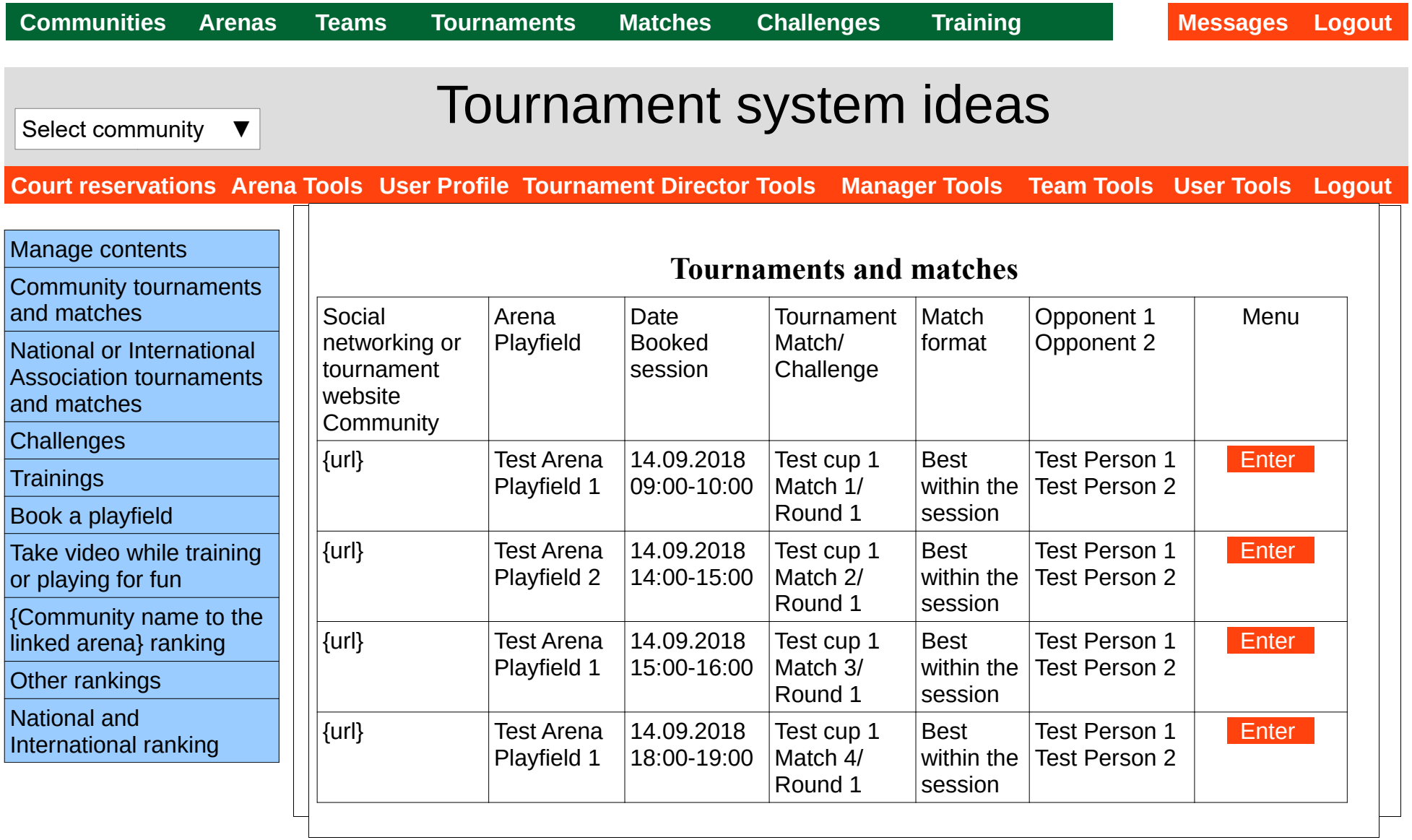
Manage contents
Community tournaments and matches
National or International Association tournaments and matches
Challenges
Trainings
Book a playfield
Take video while training or playing for fun
{Community name to the linked arena} ranking
Other rankings
National and International ranking

Contents on the apparatus screen when the user selects National or International Association tournaments	
If not listed below type the URL/website of the Association tournament you shall play/enter to login:	Go to login
Default list of the International Associations in the sport and the National Association in the country of the user	Website login page
{Name on National Association}	{Touch screen link to the Association login page}
{Name on International Association}	{Touch screen link to the Association login page}

Edit Add

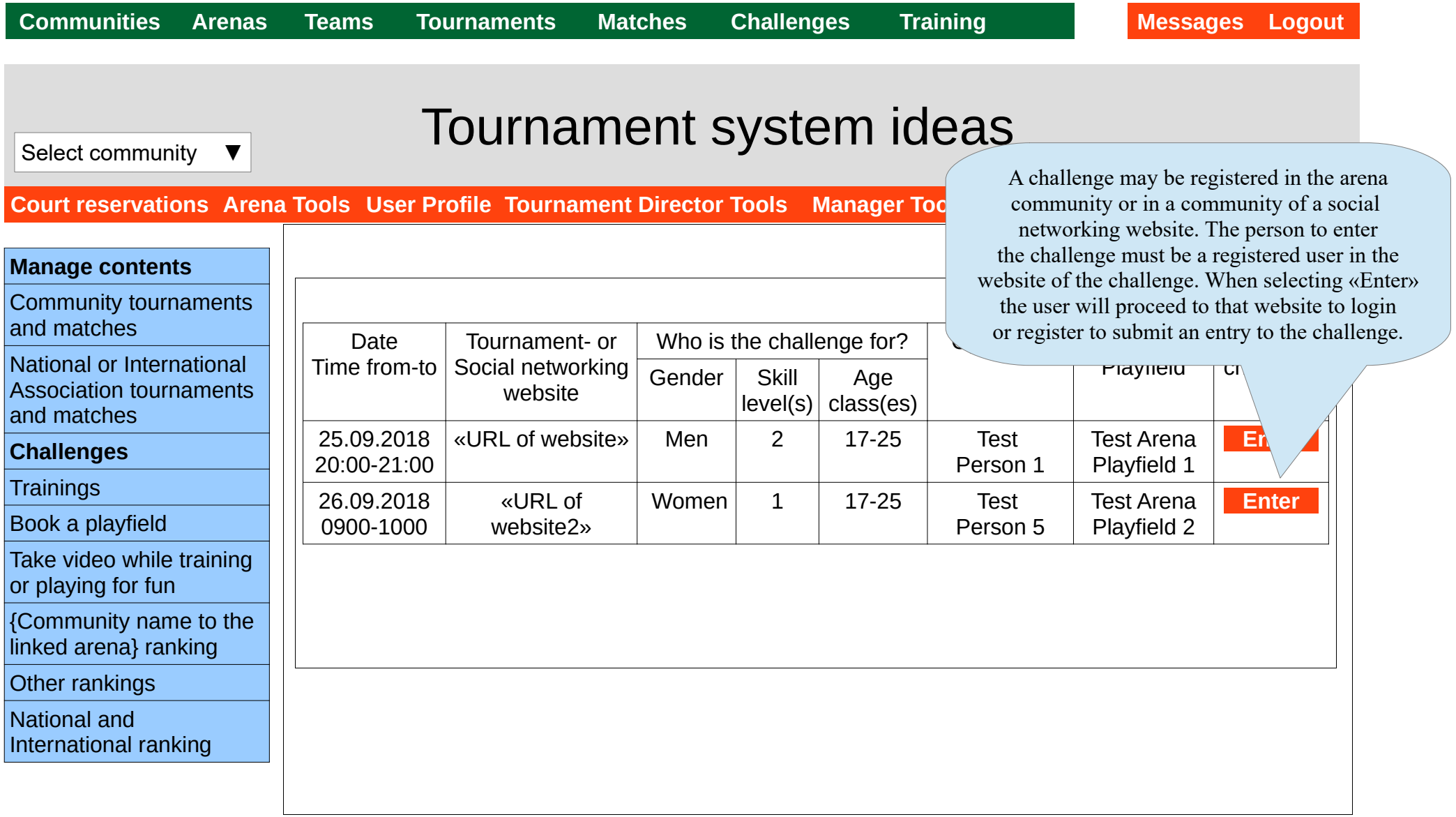
Copyright Christian Morten Borge, All rights reserved

Figure 80H



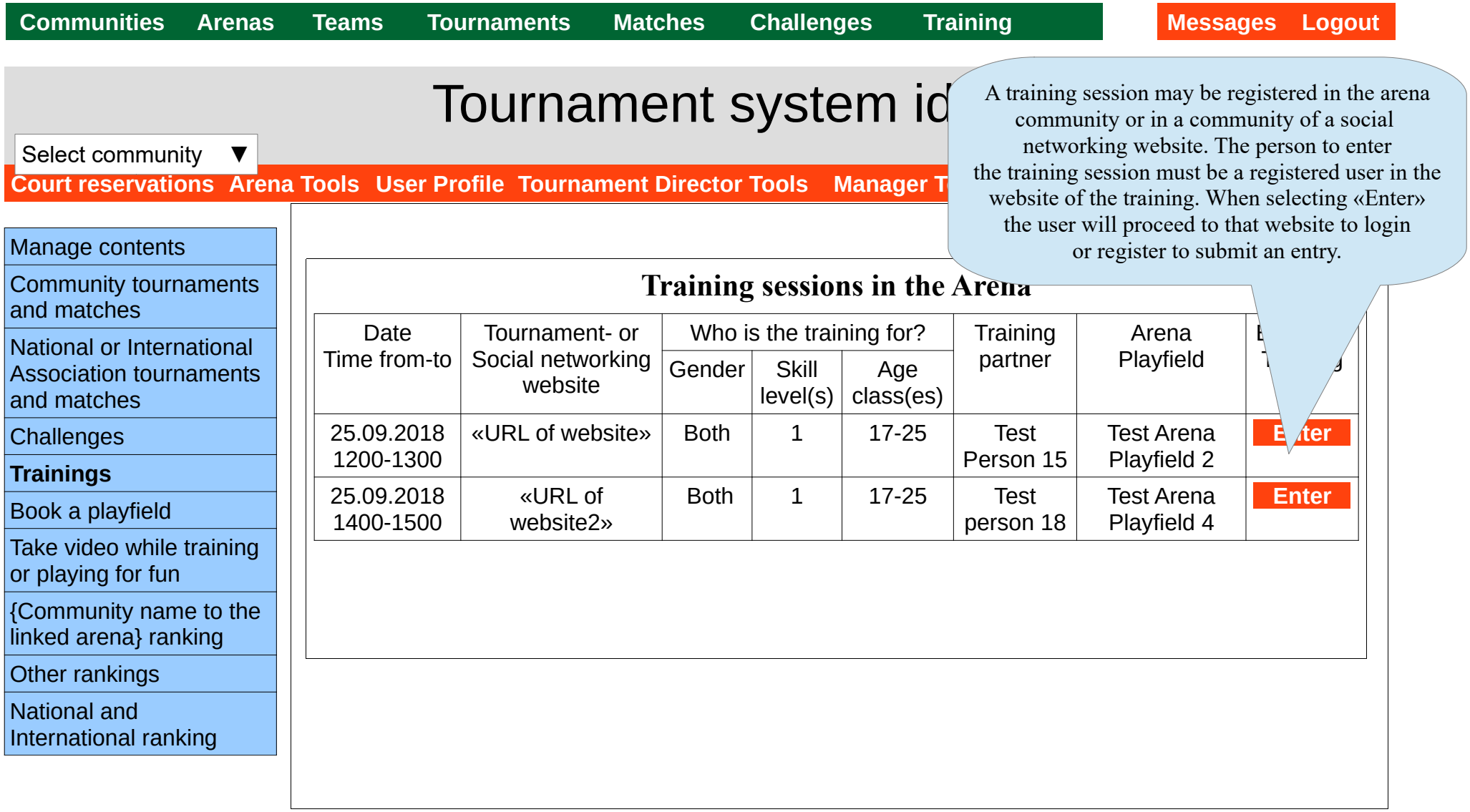
Copyright Christian Morten Borge, All rights reserved

Figure 80i



Copyright Christian Morten Borge, All rights reserved

Figure 80J



Copyright Christian Morten Borge, All rights reserved

Figure 80K

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Select community ▼

Tournament system ideas

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Manage playfield apparatus menu

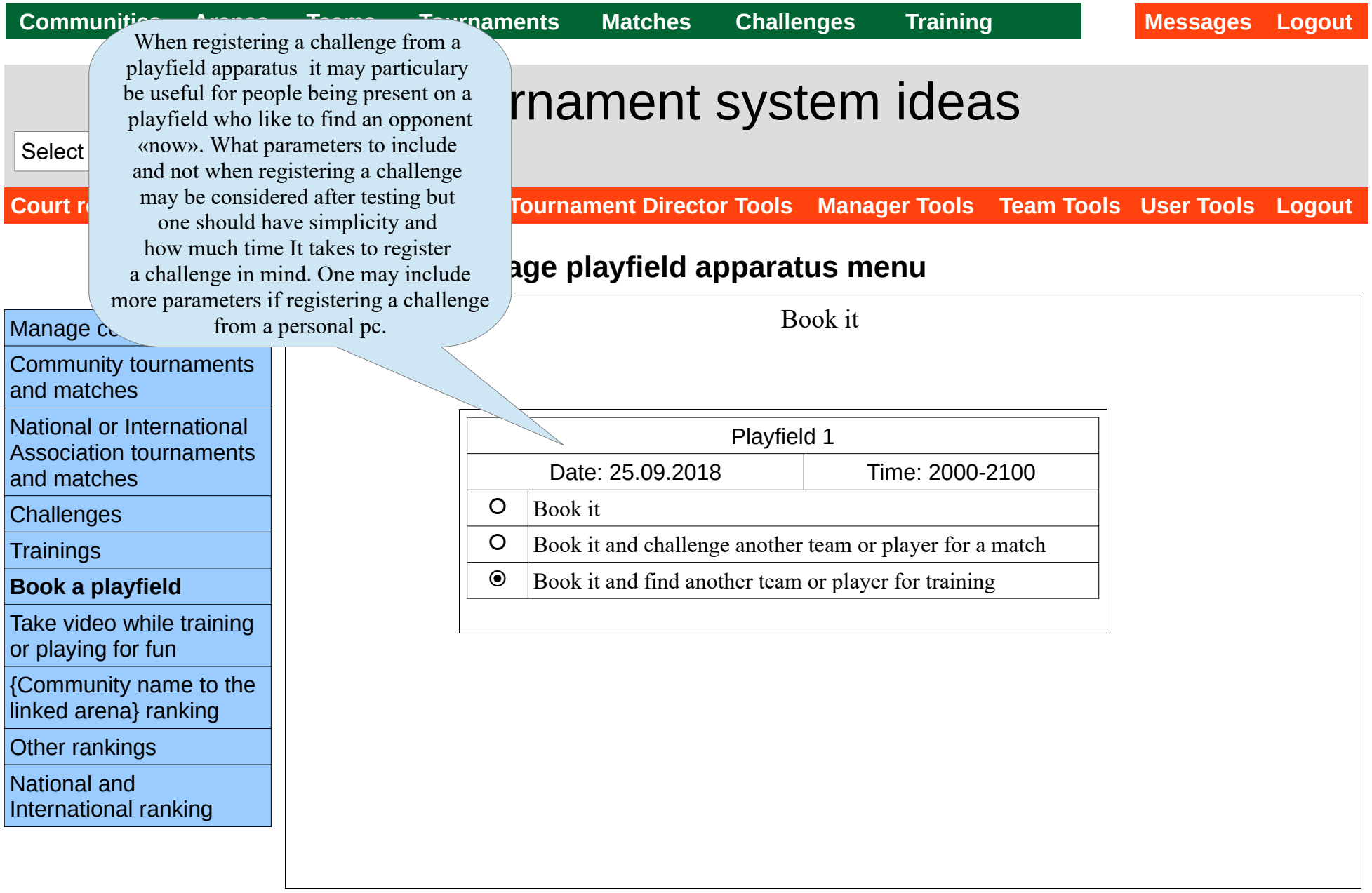
- Manage contents
- Community tournaments and matches
- National or International Association tournaments and matches
- Challenges
- Trainings
- **Book a playfield**
- Take video while training or playing for fun
- {Community name to the linked arena} ranking
- Other rankings
- National and International ranking

Prior day | Next day

Time	Playfield 1	Playfield 2	Playfield 3	Playfield 4	
0900-1000	Reserved	Book it	Book it	Book it	
1000-1100	Reserved	Reserved	Reserved	Book it	
1100-1200	Reserved	Reserved	Reserved	Reserved	
1200-1300	Reserved	Book it	Challenge	Training	
1300-1400	Reserved	Reserved	Reserved	Reserved	
1400-1500	Reserved	Training	Book it	Book it	
1500-1600	Book it	Reserved	Reserved	Book it	
1600-1700	Book it	Book it	Book it	Reserved	
1700-1800	Reserved	Reserved	Reserved	Challenge	
1800-1900	Challenge	Reserved	Book it	Reserved	
1900-2000	Reserved	Book it	Reserved	Book it	
2000-2100	Book it	Reserved	Book it	Reserved	
2100-2200	Reserved	Challenge	Reserved	Reserved	
2200-2300	Reserved	Reserved	Book it	Book it	

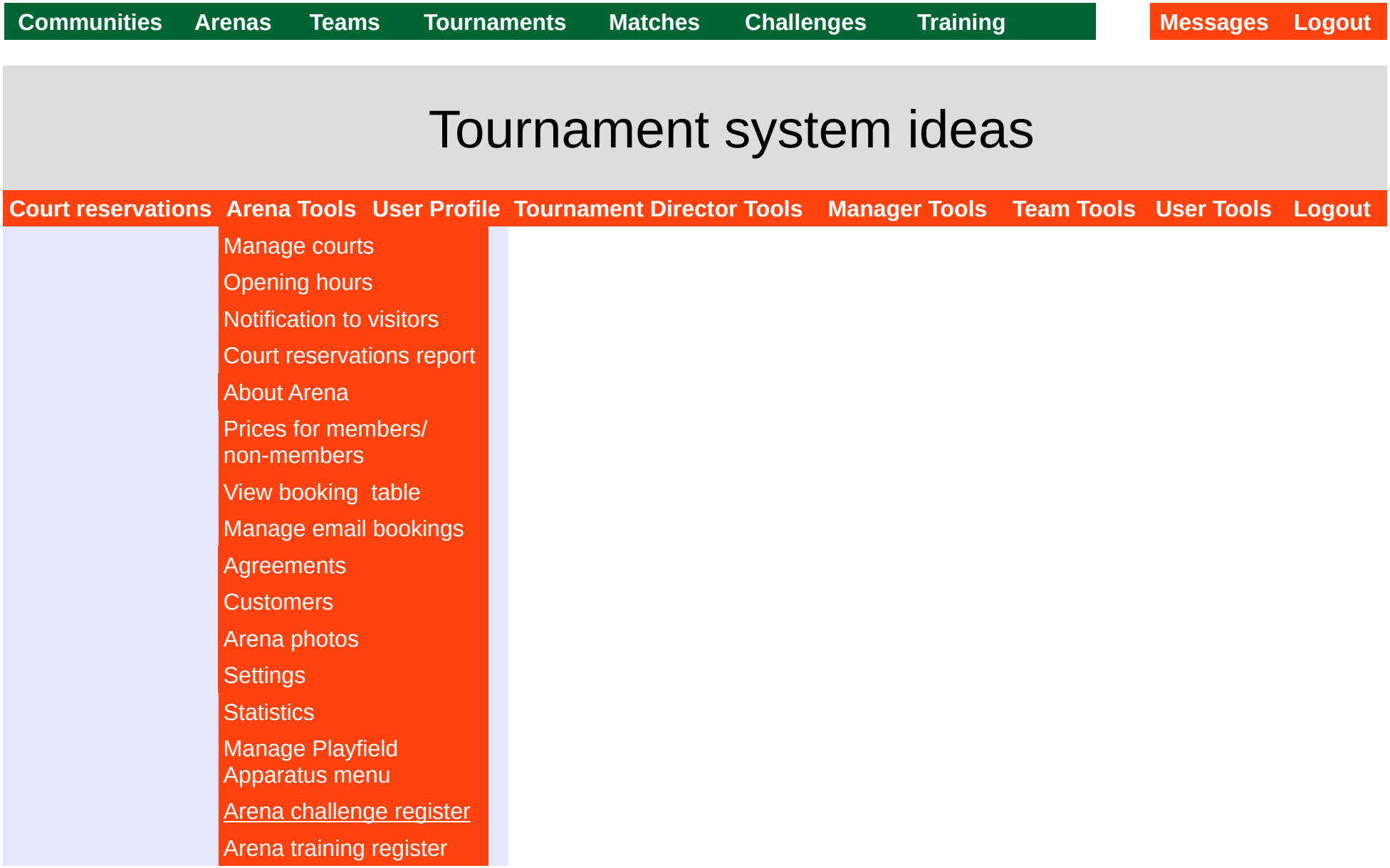
Copyright Christian Morten Borge, All rights reserved

Figure 80L



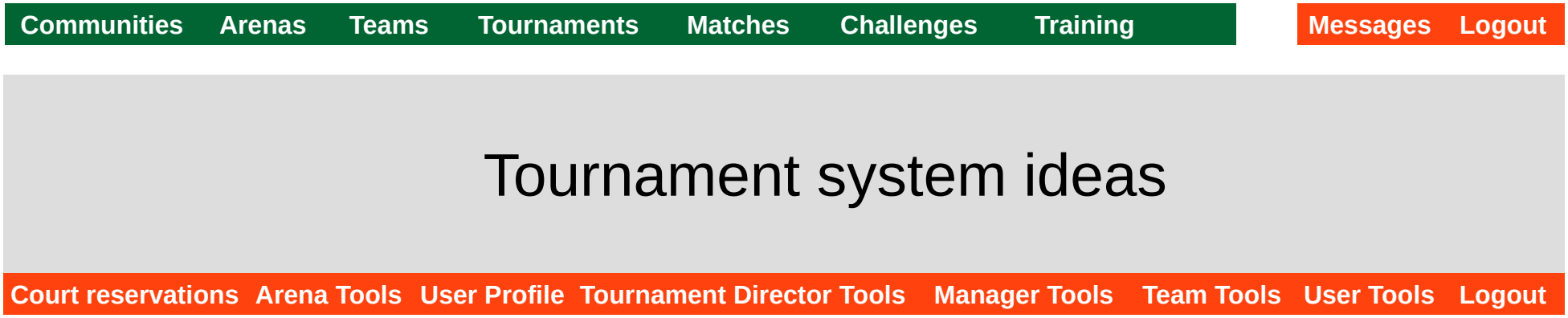
Copyright Christian Morten Borge, All rights reserved

Figure 80M



Copyright Christian Morten Borge, All rights reserved

Figure 80N

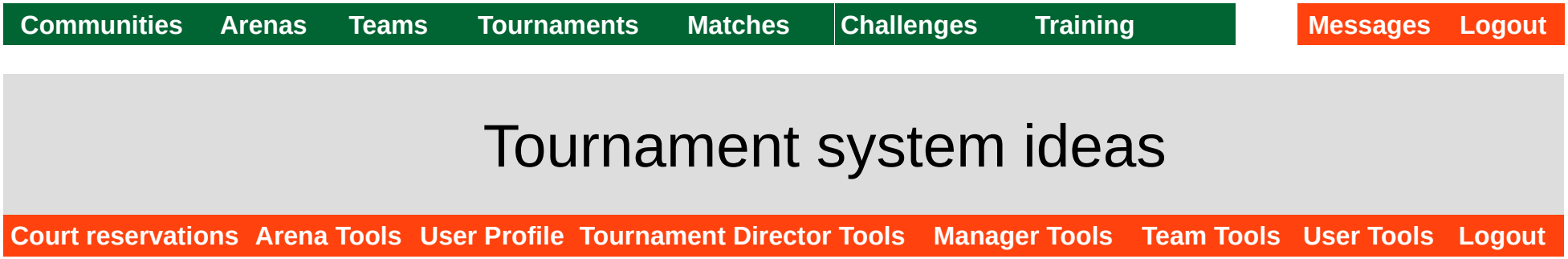


Arena Challenge register

Date Time from-to	Tournament- or Social networking website	Who is the challenge for?			Opponent	Match format	Arena Playfield	Enter the challenge
		Gender	Skill level(s)	Age class(es)				
25.09.2018 20:00-21:00	«URL of website»	Men	2	17-25	Test Person 1	Best within the session	Test Arena Playfield 1	Enter
26.09.2018 0900-1000	«URL of website2»	Women	1	17-25	Test Person 5	Best within the session	Test Arena Playfield 2	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 80o

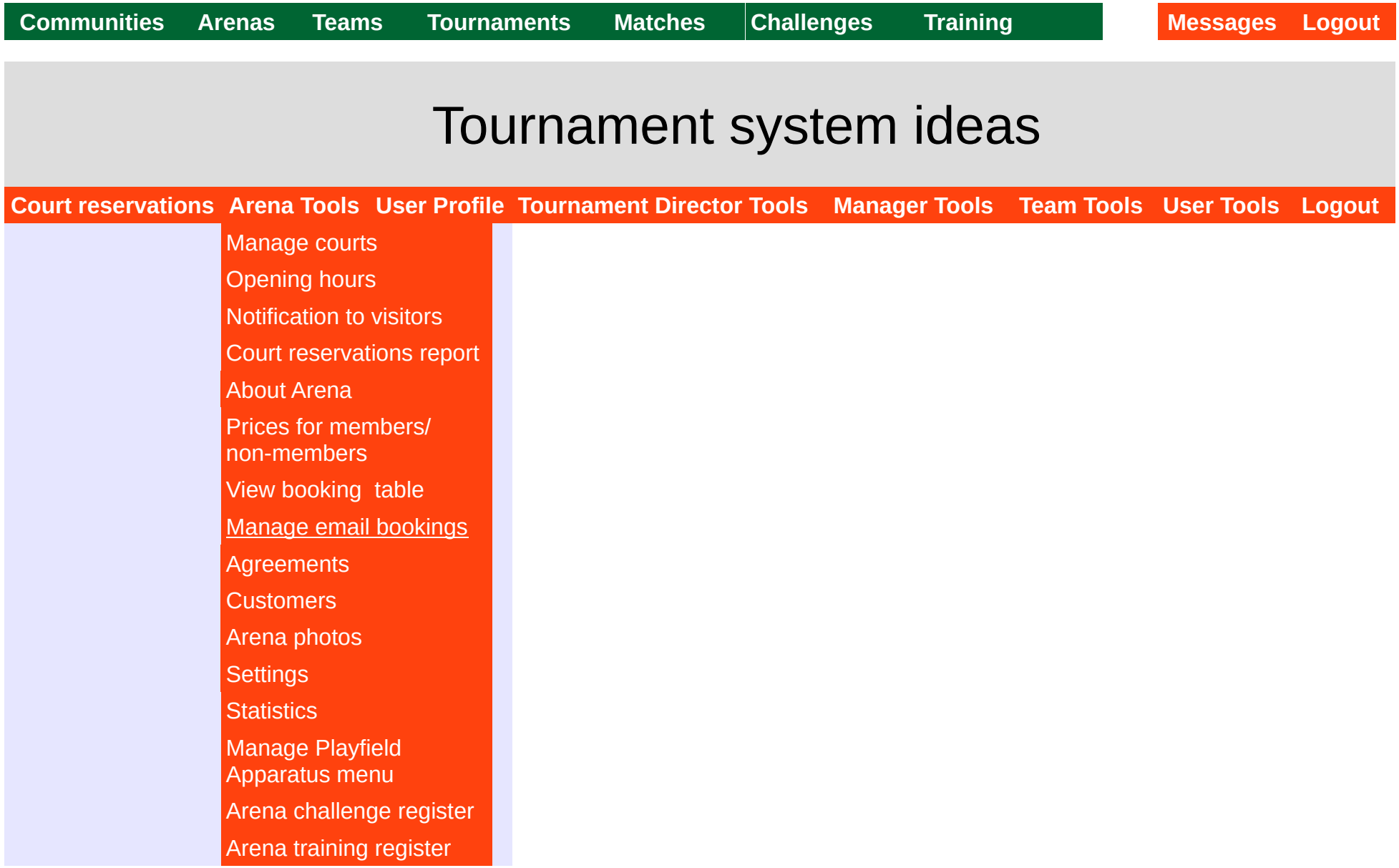


Arena training register

Date Time from-to	Tournament- or Social networking website	Arena Playfield	Who is the training for?			Training partner	Enter the Training
			Gender	Skill level(s)	Age class(es)		
25.09.2018 1200-1300	«URL of website»	Test Arena Playfield 1	Both	1	17-25	Test Person 15	Enter
25.09.2018 1400-1500	«URL of website2»	Test Arena Playfield 1	Both	1	17-25	Test person 18	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 81A



Copyright Christian Morten Borge, All rights reserved

Figure 81B

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Email bookings **Email bookings archive**

From Tournament or Social Networking website User/team/community	Sport/Discipline	Type	Date/time received	Due date/time	Status	History	Move
{url} Test user	Tennis/Singles	Challenge	16.09.2018 14:55	22.09.2018 14:55	User awaiting offer/response	Details	Move to archive

Copyright Christian Morten Borge, All rights reserved

Figure 81C

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Email bookings **Email bookings archive** **Details**

History	Date/Time	Details
Email booking request received		View
Email booking offer sent to user		View
Email offer accepted and paid for		View

Challenge details and desired booking time

Sport: Tennis
Discipline: Singles
Match format: Best within the session
Users submitting results: At least one player
Users required to login on apparatus for entering the challenge: Both players
Age class from: 17
Age class to: 25
Single level(s): 2
Gender: Both
Duration of the desired session: 60 minutes
Desired booking time(s):

Copyright Christian Morten Borge, All rights reserved

Date	Desired time between					
	Option 1		Option 2		Option 3	
	From	To	From	To	From	To
20.09.2018	1700	1900	2100	2200		
21.09.2018	1700	2200				
22.09.2018	1000	1400	1600	1800	1900	2200

Reply

Copyright Christian Morten Borge, All rights reserved

Figure 81D

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Tournament system ideas

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Reply to the booking inquiry

◉	Set details for a session and respond to the person

Cost		Date	Time (HH:MM)	
Currency	Amount		From	To
Select currency ▼				

○	Decline because of busy playfields and suggest other times:

Date	**Option 1** HH:MM		Option 2		Option 3	
	From	To	From	To	From	To

Copyright Christian Morten Borge, All rights reserved

Cost	
Currency	Amount
Select currency ▼	

Offer expiry date:	

Payment methods:	-Enter {url} to pay -Send payment to email address. -Pay by cellphone

Submit

Copyright Christian Morten Borge, All rights reserved

Figure 81E

Communities Arenas Teams Tournaments Matches | Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Email bookings **Email bookings archive** **Details**

History	Date/Time	Details
Email booking request received		View
Email booking offer sent to user		View
Email offer accepted and paid for		View

Details of email booking offer sent to user

Duration of the session: 60 minutes
Date: 20.09.2018
From time: 17:00
To time: 18:00
Cost: NOK 200
Payment due date: 17.09.2018
Date and time on given offer: 15.09.2018

Copyright Christian Morten Borge, All rights reserved

Figure 81F

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Email bookings **Email bookings archive** **Details**

History	Date/Time	Details
Email booking request received		View
Email booking offer sent to user		View
Email offer accepted and paid for		View

Details of email booking offer paid for

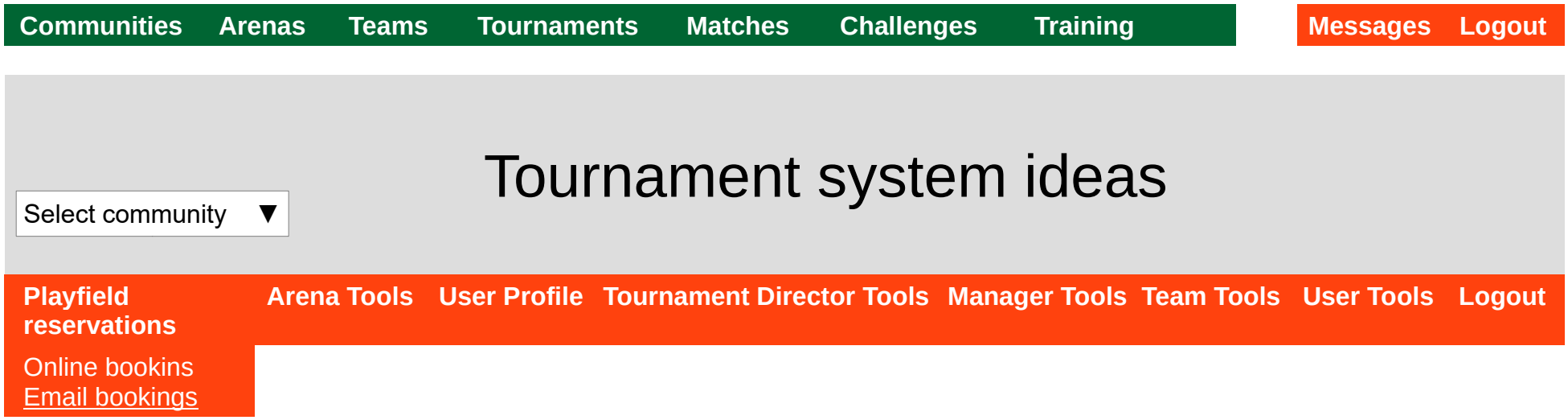
Duration of the session: 60 minutes
Date: 20.09.2018
From time: 17:00
To time: 18:00
Cost: NOK 200
Payment due date: 17.09.2018
Date and time on given offer: 15.09.2018
Payment date and time: 16.09.2018 17:56

Paid by	
✔	Pay by credit card
	Pay by cellphone
	Send payment to email address.

Copy details to textfile to add the challenge in another website

Copyright Christian Morten Borge, All rights reserved

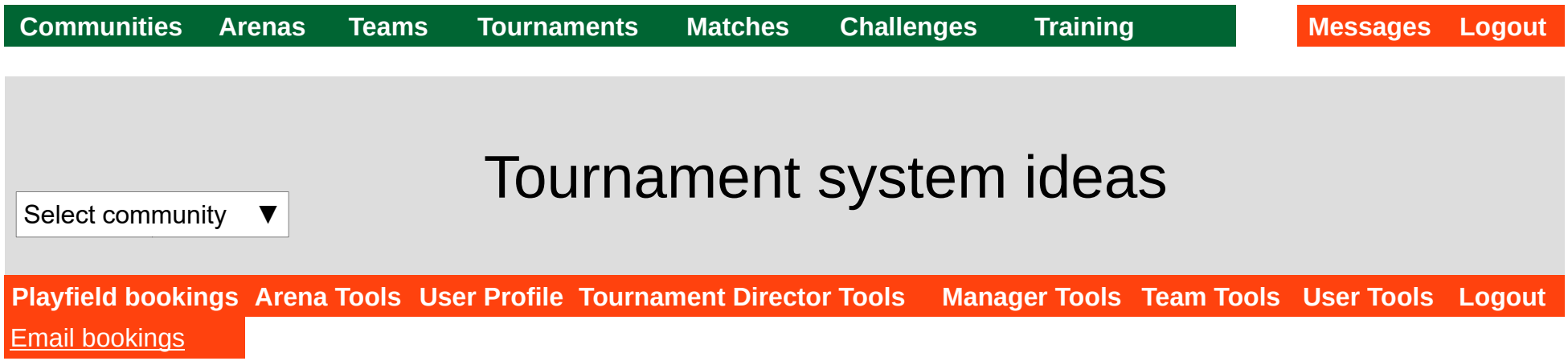
Figure 81G



To Arena	Sport/Discipline	Type	Date/time sent	Due date	Status	History	Move
Test Arena	Tennis/Singles	Challenge	16.09.2018 14:55	22.09.2018 14:55	Awaiting response from Arena	Details	Move to archive

Copyright Christian Morten Borge, All rights reserved

Figure 81H



Copyright Christian Morten Borge, All rights reserved

Gender: Both
Duration of the desired session: 60 minutes
Desired booking time(s):

Date	Desired time between					
	Option 1		Option 2		Option 3	
	From	To	From	To	From	To
20.09.2018	1700	1900	2100	2200		
21.09.2018	1700	2200				
22.09.2018	1000	1400	1600	1800	1900	2200

Copyright Christian Morten Borge, All rights reserved

Figure 81i

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Select community ▼

Playfield bookings Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Email bookings

Email bookings **Email bookings archive** **Details**

History	Date/Time	Details
Email booking request sent		View
Email booking offer received from arena		View
Email offer accepted and paid for		View

Details of email booking offer received from Arena

Duration of the session: 60 minutes
Date: 20.09.2018
From time: 17:00
To time: 18:00
Cost: NOK 200
Payment due date: 17.09.2018
Date and time on given offer: 15.09.2018

Payment methods:

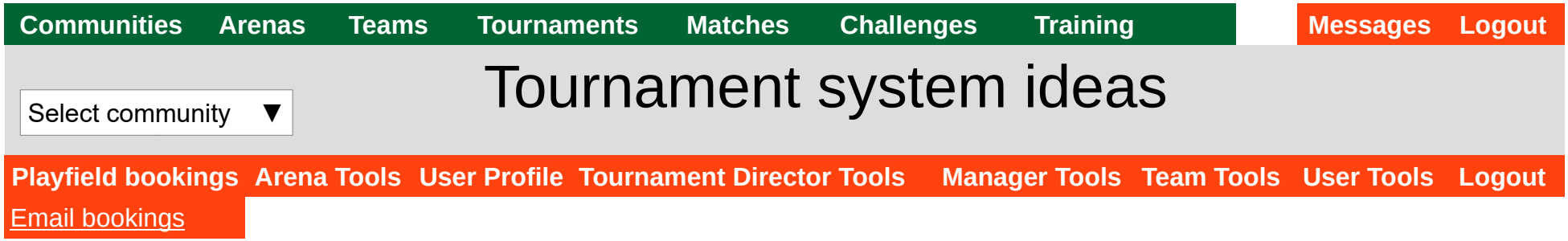
Copyright Christian Morten Borge, All rights reserved

◉	Pay by credit card
○	Pay by cellphone
○	Send payment to email address.

Submit

Copyright Christian Morten Borge, All rights reserved

Figure 81J



Copyright Christian Morten Borge, All rights reserved

Figure 81K

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

My matches and tournaments | My challenges | My trainings

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Challenge register

Select Country ▼ Select County ▼ Select city ▼

Date Time from-to	Tournament- or Social networking website	Who is the challenge for?			Opponent	Match format	Arena Playfield	Enter the challenge
		Gender	Skill level(s)	Age class(es)				
25.09.2018 20:00-21:00	«URL of website»	Men	2	17-25	Test Person 1	Best within the session	Test Arena Playfield 1	Enter
26.09.2018 0900-1000	«URL of website2»	Women	1	17-25	Test Person 5	Best within the session	Test Arena Playfield 2	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 81L

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

	My matches and tournaments	My challenges	My trainings	

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

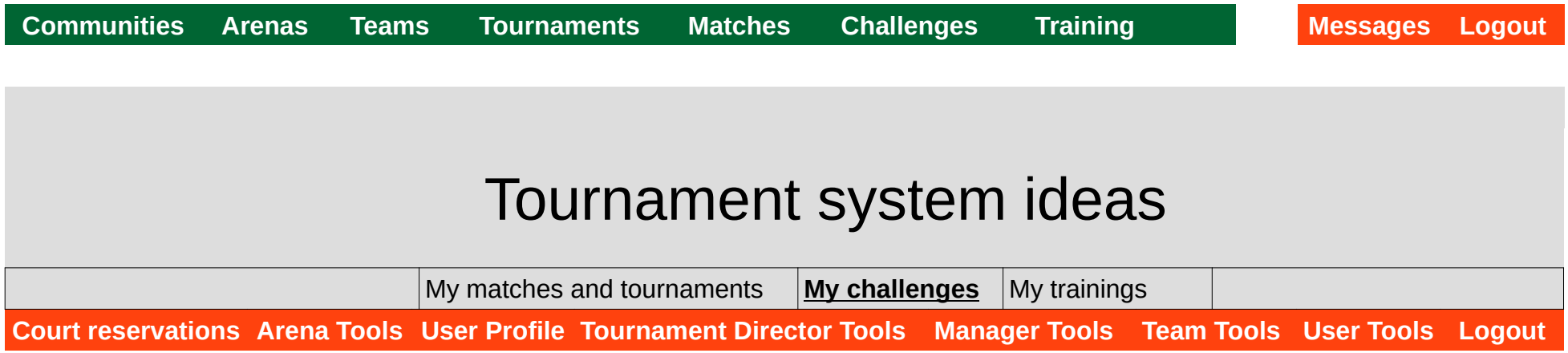
Training register

Select Country ▼ Select County ▼ Select city ▼

Date Time from-to	Tournament- or Social networking website	Arena Playfield	Who is the training for?			Training partner	Enter the Training
			Gender	Skill level(s)	Age class(es)		
25.09.2018 1200-1300	«URL of website»	Test Arena Playfield 1	Both	1	17-25	Test Person 15	Enter
25.09.2018 1400-1500	«URL of website2»	Test Arena Playfield 1	Both	1	17-25	Test person 18	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 81M



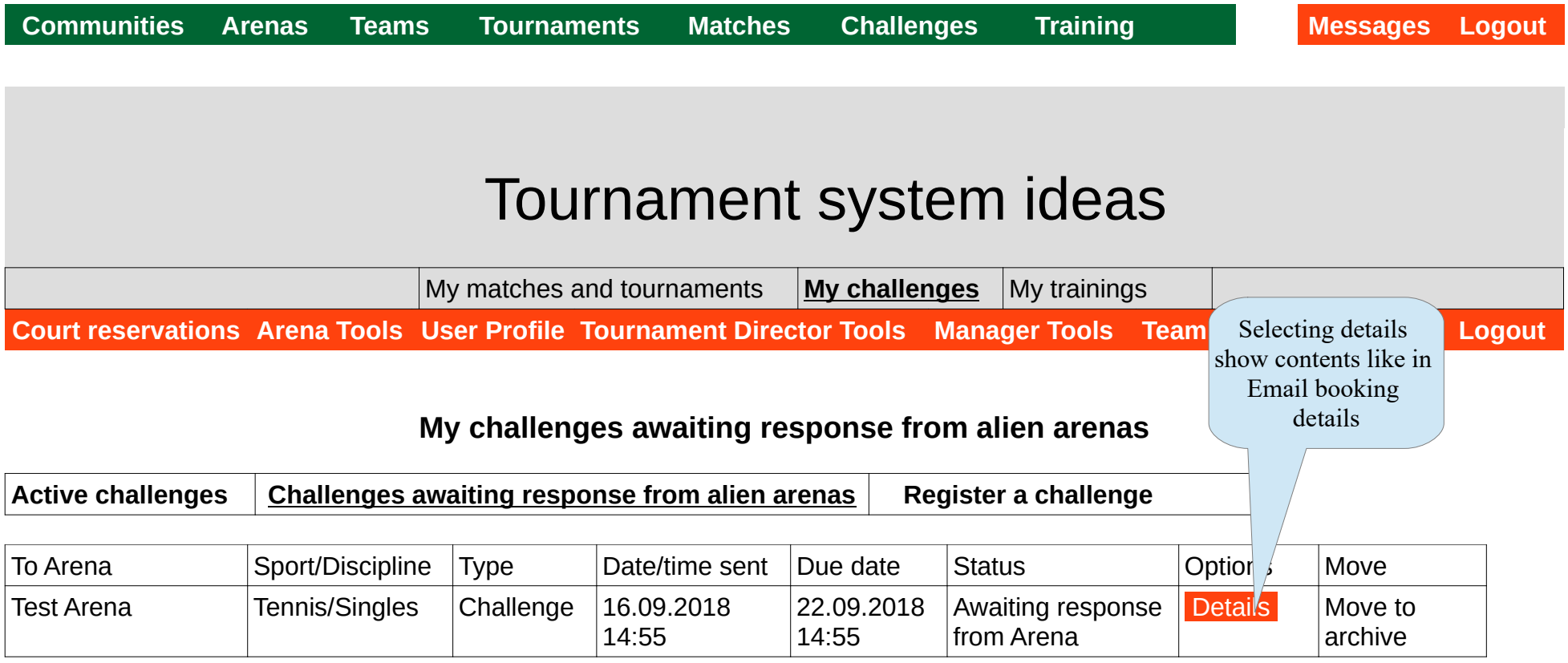
My active challenges

Active challenges	Challenges awaing response from alien arenas	Register a challenge

Date Time from-to	Tournament- or Social networking website	Who is the challenge for?			Opponent	Match format	Arena Playfield	Enter the challenge
		Gender	Skill level(s)	Age class(es)				
25.09.2018 20:00-21:00	«URL of website»	Men	2	17-25	Test Person 1	Best within the session	Test Arena Playfield 1	Enter
26.09.2018 0900-1000	«URL of website2»	Women	1	17-25	Test Person 5	Best within the session	Test Arena Playfield 2	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 81N



Copyright Christian Morten Borge, All rights reserved

Figure 82A

Tournaments

Open for team/player entry ▼ | Soccer ▼ | All ▼

Sport Discipline	Play dates	Location	Name	Prizes	Level	Gender	Age	Type	Details
Soccer 12-player	01.09.2018- 05.09.2018	Oslo Test Arena	Test Cup	View	1-7 (Rating 0-3000)	Male	16+	Website tournament	Enter
Soccer 4-player	06.09.2018- 10.09.2018	Oslo Test Arena	Test Cup	View	1-7 (Rating 0-3000)	Male	16+	For «Test community 1»	Enter

Back

Copyright Christian Morten Borge, All rights reserved

Figure 82B

Tournament details

Tournament details	Match time-schedule(s)	Location of matches	Entrants	Tournament time-schedule	Result(s)

Tournament director:	Test Person1
Sport:	Soccer
Discipline:	11-player
Tournament format: (tournament schedule)	Regular
Sports circle(s):	Website
Gender(s):	Male
Skill level(s):	1
Age class(es):	
Maximum number of entrants:	8
Current number of entrants:	3
Entry fee:	500 NOK
Status:	Entry for teams/ team players

Copyright Christian Morten Borge, All rights reserved

Figure 82C

Tournament entrants

Tournament details	Match time-schedule(s)	Location of matches	Entrants	Tournament time-schedule	Result(s)

Team	Community	Team color(s)	Team members			Entry status	Details
			Min	Max	Now		
Test Team	Test Community	Blue	11	22	15	Complete	View
Test Team 2	Test Community 2	Green	11	22	7	Ongoing	View
Test Team 3	Test Community 3	Yellow	11	22	10	Ongoing	View

Copyright Christian Morten Borge, All rights reserved

Figure 82D

Your team leader has submitted an entry to a tournament

Your position on the team: Defender

Please select matches to confirm the dates and times you can play

Select	Matches		Date/time from-to	Arena/Playfield	Team members			
					Min	Max	Now	
☐	Match 1, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 1	11	22	15	View
☐	Match 2, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 2	11	22	7	View
☐	Match 3, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 3	11	22	9	View
☐	Match 4, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 4	11	22	10	View
☐	Match 1, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 1	11	22	11	View
☐	Match 2, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 2	11	22	10	View
☐	Match 3, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 3	11	22	12	View
☐	Match 4, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 4	11	22	8	View
☐	Match 1, Round 3	1 st and 2 nd place	18.10.2018 17:00-18:00	Test Arena/Playfield 1	11	22	10	View
☐	Match 2, Round 3	3 rd and 4 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 2	11	22	14	View
☐	Match 3, Round 3	5 th and 6 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 3	11	22	14	View

Copyright Christian Morten Borge, All rights reserved

☐	Match 4, Round 3	7 th and 8 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 4	11	22	12	View

Back Submit

Figure 82E

Your team leader has submitted an entry to a tournament

Your position on the team: Any

Please select matches to confirm the dates and times you can play

Select	Matches		Date/time from-to	Arena/Playfield	Team members			
					Min	Max	Now	
☐	Match 1, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 1	11	22	15	View
☐	Match 2, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 2	11	22	7	View
☐	Match 3, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 3	11	22	9	View
☐	Match 4, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 4	11	22	10	View
☐	Match 1, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 1	11	22	11	View
☐	Match 2, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 2	11	22	10	View
☐	Match 3, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 3	11	22	12	View
☐	Match 4, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 4	11	22	8	View
☐	Match 1, Round 3	1 st and 2 nd place	18.10.2018 17:00-18:00	Test Arena/Playfield 1	11	22	10	View
☐	Match 2, Round 3	3 rd and 4 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 2	11	22	14	View
☐	Match 3, Round 3	5 th and 6 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 3	11	22	14	View

Copyright Christian Morten Borge, All rights reserved

☐	Match 4, Round 3	7 th and 8 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 4	11	22	12	View

Back Submit

Figure 82F

Matches

Edit table

Matches		Date/time from-to	Arena/Playfield	Team member entrants
Match 1, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 1	View
Match 2, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 2	View
Match 3, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 3	View
Match 4, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 4	View
Match 1, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 1	View
Match 2, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 2	View
Match 3, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 3	View
Match 4, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 4	View
Match 1, Round 3	1 st and 2 nd place	18.10.2018 17:00-18:00	Test Arena/Playfield 1	View
Match 2, Round 3	3 rd and 4 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 2	View
Match 3, Round 3	5 th and 6 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 3	View
Match 4, Round 3	7 th and 8 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 4	View

Copyright Christian Morten Borge, All rights reserved

Figure 82G

Matches

☑	Country	☑	City

Submit changes

Matches		Date/time from-to	Arena/Playfield	Country	City	Team member entrants
Match 1, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 1	Norway	Oslo	View
Match 2, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 2	Norway	Oslo	View
Match 3, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 3	Norway	Oslo	View
Match 4, Round 1		16.10.2018 17:00-18:00	Test Arena/Playfield 4	Norway	Oslo	View
Match 1, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 1	Norway	Oslo	View
Match 2, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 2	Norway	Oslo	View
Match 3, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 3	Norway	Oslo	View
Match 4, Round 2		17.10.2018 17:00-18:00	Test Arena/Playfield 4	Norway	Oslo	View
Match 1, Round 3	1 st and 2 nd place	18.10.2018 17:00-18:00	Test Arena/Playfield 1	Norway	Oslo	View
Match 2, Round 3	3 rd and 4 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 2	Norway	Oslo	View
Match 3, Round 3	5 th and 6 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 3	Norway	Oslo	View
Match 4, Round 3	7 th and 8 th place	18.10.2018 17:00-18:00	Test Arena/Playfield 4	Norway	Oslo	View

Copyright Christian Morten Borge, All rights reserved

Team members Team wear

Selections:
-Submit a tournament entry for a team as a team leader with no specific setting for team formation
-Submit the team entry without a need for confirmation from players
-Team setting: Team members entering the tournament shall play all matches in the tournament

Name	Required Position	Primary position	Can take position as goal keeper	Entry by	Date/Time	Confirmed by	Date/Time
Test player 1	No	Forward		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 2	No	Defender	Yes	Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 3	No	Goal Keeper		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 4	No	Defender	Yes	Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 5	No	Defender		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 6	No	Midfielder		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 7	No	Midfielder		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 8	No	Midfielder		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 9	No	Defender	Yes	Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 10	No	Forward		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 11	No	Forward		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 12	No	Forward		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 13	No	Midfielder		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58
Test player 14	No	Midfielder		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58

Copyright Christian Morten Borge, All rights reserved

Test player 15		Forward		Team leader	10.10.18 19:58	Team leader	10.10.18 19:58

Team members Team wear

Selections:
-Submit a tournament entry for a team as a team leader with no specific setting for team formation
-Submit the team entry and require a confirmation from players
-Team setting: Team members entering the tournament shall play all matches in the tournament

Name	Required Position	Primary position	Can take position as goal keeper	Entry by	Date/Time	Confirmed by	Date/Time
Test player 1	No	Forward		Team leader	10.10.18 19:58	Team member	12.10.18 17:55
Test player 2	No	Defender	Yes	Team leader	10.10.18 19:58		
Test player 3	No	Goal Keeper		Team leader	10.10.18 19:58		
Test player 4	No	Defender	Yes	Team leader	10.10.18 19:58	Team member	11.10.18 12:51
Test player 5	No	Defender		Team leader	10.10.18 19:58	Team member	13.10.18 18:25
Test player 6	No	Midfielder		Team leader	10.10.18 19:58	Team member	12.10.18 17:05
Test player 7	No	Midfielder		Team leader	10.10.18 19:58		
Test player 8	No	Midfielder		Team leader	10.10.18 19:58	Team member	12.10.18 11:58
Test player 9	No	Defender	Yes	Team leader	10.10.18 19:58	Team member	12.10.18 11:02
Test player 10	No	Forward		Team leader	10.10.18 19:58		
Test player 11	No	Forward		Team leader	10.10.18 19:58		
Test player 12	No	Forward		Team leader	10.10.18 19:58	Team member	11.10.18 01:25
Test player 13	No	Midfielder		Team leader	10.10.18 19:58	Team member	11.10.18 23:25
Test player 14	No	Midfielder		Team leader	10.10.18 19:58		
Test player 15		Forward		Team leader	10.10.18 19:58	Team member	12.10.18 17:09

Copyright Christian Morten Borge, All rights reserved

Submit a tournament entry for a team with pre-set team formation settings

Selections:
-Submit a tournament entry for a team as a team leader with no specific setting for team formation
-Send a request to team members to confirm that they want to play the tournament and submit the entry when a sufficient number of team players have confirmed that they want to play

Name	Required Position	Primary position	Can take position as goal keeper	Confirmed	Date/Time
Test player 1		Forward		Yes	
Test player 2		Defender	Yes	Yes	
Test player 3		Goal Keeper			
Test player 4		Defender	Yes		
Test player 5		Defender		Yes	
Test player 6		Midfielder		Yes	
Test player 7		Midfielder			
Test player 8		Midfielder			
Test player 9		Defender	Yes	Yes	
Test player 10		Forward			
Test player 11		Forward			
Test player 12		Forward		Yes	
Test player 13		Midfielder			
Test player 14		Midfielder		Yes	
Test player 15		Forward		Yes	

Copyright Christian Morten Borge, All rights reserved

Team members **Team wear**

Name	Required Position	Confirmed/ Not confirmed	Date/Time
	Goal keeper	Confirmed	
	Defender	Confirmed	
	Defender	Not confirmed	
	Defender		
	Defender		
	Midfielder		
	Midfielder		
	Forward		
	Forward		
	Forward		

Copyright Christian Morten Borge, All rights reserved

Submit a tournament entry as a team leader for a team with a selected composition of the team

Team members **Team wear**

Name	Required Position	Confirmed/ Not confirmed	Date/Time
	Goal keeper	Confirmed	
	Defender	Confirmed	
	Defender	Not confirmed	
	Defender		
	Defender		
	Midfielder		
	Midfielder		
	Forward		
	Forward		
	Forward		

Copyright Christian Morten Borge, All rights reserved

Team members **Team wear**

Main team wear	Color if opponent uses the same color
{color}	{color}
Photo	Photo

✔	Team members will bring their own numbered team shirt in the team main color and if other required team garments the other garments (see Team wear details)

✔	Team members will bring their own extra team shirt in {secondary color} and if other required team garments the other garments (see Team wear details)

Copyright Christian Morten Borge, All rights reserved

Matches Match equipment

Matches	Playing for	Opponent 1	Opponent 2	Other details
Match 1, Round 1				Equipment Team wear
Match 2, Round 1				Equipment Team wear
Match 3, Round 1				Equipment Team wear
Match 4, Round 1				Equipment Team wear
Match 1, Round 2				Equipment Team wear
Match 2, Round 2				Equipment Team wear
Match 3, Round 2				Equipment Team wear
Match 4, Round 2				Equipment Team wear
Match 1, Round 3	1 st and 2 nd place			Equipment Team wear
Match 2, Round 3	3 rd and 4 th place			Equipment Team wear
Match 3, Round 3	5 th and 6 th place			Equipment Team wear
Match 4, Round 3	7 th and 8 th place			Equipment Team wear

Copyright Christian Morten Borge, All rights reserved

Matches Match equipment

Matches	Playing for	Opponent 1	Opponent 2	Other details
Match 1, Round 1				Equipment Team wear
Match 2, Round 1				Equipment Team wear
Match 3, Round 1				Equipment Team wear
Match 4, Round 1				Equipment Team wear
Match 1, Round 2				Equipment Team wear
Match 2, Round 2				Equipment Team wear
Match 3, Round 2				Equipment Team wear
Match 4, Round 2				Equipment Team wear
Match 1, Round 3	1 st and 2 nd place			Equipment Team wear
Match 2, Round 3	3 rd and 4 th place			Equipment Team wear
Match 3, Round 3	5 th and 6 th place			Equipment Team wear
Match 4, Round 3	7 th and 8 th place			Equipment Team wear

Copyright Christian Morten Borge, All rights reserved

Matches **Match equipment**

Required match equipment	Who will bring it?
Match Ball	
Reserve Match Ball	
Ball pump	

Copyright Christian Morten Borge, All rights reserved

Figure 46 -

Enter a tournament-When no team or team member has entered the tournament

Enter the tournament

Select community ▼ [1]	Select team ▼ [2]

○[3]	Submit an entry as a team player on the team
○[4]	Submit a tournament entry for a team as a team leader with no specific setting for team formation
◉[5]	Submit a tournament entry for a team with pre-set team formation settings
○[6]	Submit a tournament entry as a team leader for a team with a selected composition of the team — Select team composition ▼ [7]

Only display option 4, 5, 6 (and 7) for Team leaders

Table 1

Last name, First name	Primary position	Phone no.	Select

Text bubble 1
Only show table if:
a) A team leader has made the selection of option 4 list all team members in table 1
b) If a team leader has made the selection 6 list all team members in The composition here.

◉[8]	Send a request to team members to confirm that they want to play the tournament and submit the entry when a sufficient number of team players have confirmed that they want to play
○[9]	Submit the team entry without a need for a confirmation from players

Back [10] Next [11]

Copyright Christian Morten Borge, All rights reserved

Figure 46 -

Enter a tournament-When no team or team member has entered the tournament

Select community ▼ [1]	Select team ▼ [2]

○[3]	Submit an entry as a team player on the team	
○[4]	Submit a tournament entry for a team as a team leader with no specific setting for team formation without a need for a confirmation from players	
	Submit a tournament entry for a team as a team leader with no specific setting for team formation and send a request to team members to confirm that they want to play the tournament and submit the entry when a sufficient number of team players have confirmed that they want to play	
◉[5]	Submit a tournament entry for a team with pre-set team formation settings without a need for a confirmation from players	
	Submit a tournament entry for a team with pre-set team formation settings and send a request to team members to confirm that they want to play the tournament and submit the entry when a sufficient number of team players have confirmed that they want to play	
○[6]	Submit a tournament entry as a team leader for a team with a selected composition of the team without a need for a confirmation from players	Select team composition ▼ [7]
○[6]	Submit a tournament entry as a team leader for a team with a selected composition of the team and send a request to team members to confirm that they want to play the tournament and submit the entry when a sufficient number of team players have confirmed that they want to play	Select team composition ▼ [7]

Only display option 4, 5, 6 (and 7) for Team leaders

Table 1

Last name, First name	Primary position	Phone no.	Select

Text bubble 1
Only show table if:
a) A team leader has made the selection of option 4 list all team members in table 1
b) If a team leader has made the selection 6 list all team members in The composition here.

Back [10] Next [11]

Copyright Christian Morten Borge, All rights reserved

Figure 43A

Enter the tournament

Team wear

Main team wear	Color if opponent uses the same color
{color}	{color}
Photo	Photo

✔	Team members will bring their own numbered team shirt in the team main color and if other required team garments the other garments (see Team wear details)

✔	Team members will bring their own extra team shirt in {secondary color} and if other required team garments the other garments (see Team wear details)

Team entry fee:	400[26]NOK[27]

Back[28] Next[29]

Copyright Christian Morten Borge, All rights reserved

Enter the tournament

Pay for the entry/entries

○[14]	Team members shall pay for the entry.
◉	I will pay for the team entry

Back Submit

Copyright Christian Morten Borge, All rights reserved

Enter the tournament

Team wear

Main team color:			Select color ▼	
◉[14]	Team members will bring their own numbered team shirt in the team main color and if other required team garments the other garments (see Team wear details)			
○[15]	Require players to bring the following garment if not having a specific team outfit			
	☑[16]	T-shirt/Sweater/Training top/Training Jersey Vest	{main color}	
	☐[18]	Select garment 2 ▼ [19]	Select color ▼	+
○	Require that team members bring their own jersey vest in the main team color			
Main team wear photo:		Browse		Upload
Team wear photo:		Photo	Delete	

Copyright Christian Morten Borge, All rights reserved

Secondary team color (color if opponent uses the same color in a match)			Select color ▼	
◉14	Team members will bring their own extra team shirt in {secondary color} and if other required team garments the other garments (see Team wear details)			
○15	Require players to bring one or more garments in specific colors to the match			
	☑16	T-shirt/Sweater/Training top/Training Jersey Vest	{secondary color}	
	☐18	Select garment 2 ▼ 19	Select color ▼	+
○	Require that team members bring their own jersey vest in the secondary team color			
Secondary team wear photo:		Browse		Upload

Team wear photo:	Photo	Delete

Copyright Christian Morten Borge, All rights reserved

◉[12]	One team member will bring the team's numbered team kits.			
○[14]	Team members will bring their own numbered team shirt			
○[15]	Require players to bring a garment in a specific color to the match if not having a specific team outfit, or if the Opponent's team main color is the same as your team's main color			
	☑[16]	T-shirt/Sweater/Training top/Training Jersey Vest	Select main color ▼[16]	Select color ▼[17]
	☐[18]	Select garment ▼[19]	Select color ▼[20]	Select color ▼[21] + [22]
○[23]	One team member will bring the team's jersey vests in the selected color: Select color ▼[24]			
☑[25]	One team member will bring an extra team kit in another color if the Opponent's team main color is the same as your team's main color			

Team entry fee:	400[26] NOK[27]

Back[28] Next[29]

Copyright Christian Morten Borge, All rights reserved

Figure 44A

Enter matches as a team player

Match/ Round	Date/Time	Arena Name/City/Playfield	Entrants			Enter
			Min	Max	Now	
1/1	15.11.2018/1800-1900	Test Arena/Oslo/Playfield 1	11	20	5	Enter
2/1	15.11.20.18/1800-1900	Test Arena/Oslo/Playfield 2	11	20	7	Enter
3/1	15.11.20.18/1800-1900	Test Arena/Oslo/Playfield 3	11	20	5	Enter
4/1	15.11.20.18/1800-1900	Test Arena/Oslo/Playfield 4	11	20	4	Enter
1/2	15.11.20.18/2000-2100	Test Arena/Oslo/Playfield 1	11	20	5	Enter
2/2	15.11.20.18/2000-2100	Test Arena/Oslo/Playfield 2	11	20	7	Enter
1/3	16.11.20.18/1800-1900	Test Arena/Oslo/Playfield 1	11	20	7	Enter

Match/ Round	Date/Time	Arena Name/City/Playfield	Cost
1/1	15.11.2018/1800-1900	Test Arena/Oslo/Playfield 1	
2/1	15.11.20.18/1800-1900	Test Arena/Oslo/Playfield 2	
		SUM	25 NOK

Back Submit

Figure 44A – when setting is a special team formation and team players are required to enter specific positions

Enter match as a team player

Copyright Christian Morten Borge, All rights reserved

Position	Min Required positions in grey	
Goal keeper	Testname, Testperson1	○ Enter
Defender	○ Enter	○ Enter
Defender	◉ Enter	○ Enter
Defender	○ Enter	○ Enter
Defender	Testname, testperson5	○ Enter
Midfielder	○ Enter	○ Enter
Midfielder	Testname, testperson9	○ Enter
Forward	Testname, testperson2	○ Enter
Forward	○ Enter	○ Enter
Forward	○ Enter	○ Enter
Forward	Testname, testperson9	○ Enter

Entry fee:	25 NOK
Details:	Cost of booking the playfield for an hour divided on all entrants (550 NOK/22)

I will bring	Required equipment
✔	Match ball
☐	Reserve Match ball
☐	Ball Pump
☐	Extra team kit if the opponent has a same color on the team outfit
☑	My team outfit, or if a team member has an outfit kit for the team the team outfit kit
☑	Football shoes

Back **Submit**

Figure 44A – If team setting is no special requirement with regard to team positions
Enter match as a team player

Copyright Christian Morten Borge, All rights reserved

Select a preferred position ▼

	Name on entrant	Preferred position	Equipment		Name on entrant	Preferred position	Equipment
1	Test name 1	Forward	Match Ball, Ball pump	12			
2	Test name 2	Defender		13			
3	Test name 3	Defender		14			
4	Test name 4	None		15			
5				16			
6				17			
7				18			
8				19			
9				20			
10				21			
11				22			

Entry fee:	25 NOK
Details:	Cost of booking the playfield for an hour divided on all entrants (550 NOK/22)

I will bring	Required equipment
✔	Match ball
☐	Reserve Match ball
☐	Ball Pump
☐	Extra team kit if the opponent has a same color on the team outfit
☑	My team outfit, or if a team member has an outfit kit for the team the team outfit kit
☑	Football shoes

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 44B

Enter matches as a team player

Match/Round	Date Time	Place	Team positions	Team entrants
1/1	28.09.2018 19:00-20:00	Test Arena Test Address 1, Oslo		View
2/1	29.09.2018 19:00-20:00	Test Arena Test Address 1, Oslo		View
3/1	01.10.2018 18:00-19:00	Test Arena Test Address 1, Oslo		View
4/1	02.10.2018 20:00-21:00	Test Arena Test Address 1, Oslo		View
1/2	03.10.2018 18:00-19:00	Test Arena Test Address 1, Oslo		View
2/2	10.10.2018 18:00-19:00	Test Arena Test Address 1, Oslo		View
1/3	11.10.2018 19:00-20:00	Test Arena Test Address 1, Oslo		View

Back Submit

Copyright Christian Morten Borge, All rights reserved

Match/Round	Date Time	Team	
1/1	28.09.2018 19:00-20:00		
2/1	29.09.2018 19:00-20:00		
3/1	01.10.2018 18:00-19:00		
4/1	02.10.2018 20:00-21:00		
1/2	03.10.2018 18:00-19:00		
2/2	10.10.2018 18:00-19:00		
1/3	11.10.2018 19:00-20:00		

Figure 45

Copyright Christian Morten Borge, All rights reserved

Team player entrants

Match/Round	Last name, First name	Team position
1/1		
2/1		
3/1		
4/1		
1/2		
2/2		
1/3		

Back

Copyright Christian Morten Borge, All rights reserved

Figure 50

User entries

Tournament name	Sport/Discipline	Community name Team name	Entrants		Tournament details	Options	
			Required	Now			
Test Tournament	Soccer/11-player	Test Community Test Team	11	10	View	Confirm entry	Delete

Back

Copyright Christian Morten Borge, All rights reserved

Enter a team challenge

◉	Submit an entry for a team as a team leader if team leader for a team	Select team ▼
○	Submit an entry as a team player on a team	Select team ▼

Required team wear for team members:

◉	A team member will bring the team's numbered team kits. See photo			Main color:	Blue
○	Team members will bring their own numbered team shirt				
○	Require players to bring a garment in a specific color to the match				
	☑	T-shirt/Sweater/Training top/Training Jersey Vest	Select main color ▼	Select color ▼	
	☐	Select garment ▼	Select color ▼	Select color ▼	+
○	A team member will bring the team's jersey vests in the selected color:			Select color ▼	

Back Next

Copyright Christian Morten Borge, All rights reserved

Enter a team challenge

	Number of entrants now	Minium required number of entrants before the team entries is submitted	Maximum number of entrants	Color on T-shirt/Sweater/Training top/Training Jersey Vest:	Enter one of the teams
Team A	4	11	20	White/Grey/Yellow	◉
Team B	7	11	20	Dark Blue/Black/Dark Green	○
		22	40		

Entry fee:	25 NOK
Details:	Cost of booking the playfield for an hour divided on all entrants (550 NOK/22)

I will bring	Required equipment	Entrants bringing match ball(s)	Entrant bringing number of balls
✔	Match ball	Test User 1	1
☐	Ball Pump		
☐	Reserve Match ball		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Enter a team challenge

Back Submit

Copyright Christian Morten Borge, All rights reserved

Copyright Christian Morten Borge, All rights reserved

Figure 43

Enter a team tournament

◉	Submit an entry for a team as a team leader
○	Submit an entry as a team player

Back Next

Copyright Christian Morten Borge, All rights reserved

Figure 44A

Enter matches as a team player

Match/Round	Date Time	Place	Select team position for at least one match	Team entrants
1/1			Select team position ▼	View
2/1			Select team position ▼	View
3/1			Select team position ▼	View
4/1			Select team position ▼	View
1/2			Select team position ▼	View
2/2			Select team position ▼	View
1/3			Select team position ▼	View

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 44B

Enter matches as a team player

Match/Round	Date Time	Place	Team positions	Team entrants
1/1	28.09.2018 19:00-20:00	Test Arena Test Address 1, Oslo		View
2/1	29.09.2018 19:00-20:00	Test Arena Test Address 1, Oslo		View
3/1	01.10.2018 18:00-19:00	Test Arena Test Address 1, Oslo		View
4/1	02.10.2018 20:00-21:00	Test Arena Test Address 1, Oslo		View
1/2	03.10.2018 18:00-19:00	Test Arena Test Address 1, Oslo		View
2/2	10.10.2018 18:00-19:00	Test Arena Test Address 1, Oslo		View
1/3	11.10.2018 19:00-20:00	Test Arena Test Address 1, Oslo		View

Back Submit

Copyright Christian Morten Borge, All rights reserved

Match/Round	Date Time	Team	
1/1	28.09.2018 19:00-20:00		
2/1	29.09.2018 19:00-20:00		
3/1	01.10.2018 18:00-19:00		
4/1	02.10.2018 20:00-21:00		
1/2	03.10.2018 18:00-19:00		
2/2	10.10.2018 18:00-19:00		
1/3	11.10.2018 19:00-20:00		

Copyright Christian Morten Borge, All rights reserved

Figure 45

Team player entrants

Match/Round	Last name, First name	Team position
1/1		
2/1		
3/1		
4/1		
1/2		
2/2		
1/3		

Back

Copyright Christian Morten Borge, All rights reserved

Figure 46

Select a team

Select community ▼	Select team ▼	Select team composition ▼

Last name, First name	Primary position	Phone no.	Select

◉	Send a request to team members to confirm that they want to play the tournament and submit the entry when a sufficient number of team players have confirmed that they want to play
○	Submit the team entry without a need for a confirmation from players

Back **Submit**

Copyright Christian Morten Borge, All rights reserved

Figure 50

User entries

Tournament name	Sport/Discipline	Community name Team name	Entrants		Tournament details	Options	
			Required	Now			
Test Tournament	Soccer/11-player	Test Community Test Team	11	10	View	Confirm entry	Delete

Back

Copyright Christian Morten Borge, All rights reserved

Figure 85A

<table>
<tr><td colspan="4">Apparatus Menu</td></tr>
<tr><td colspan="2">Current booking details</td><td colspan="2">Match details</td></tr>
<tr><td rowspan="3">Current date:
Current time:
Booked by:

Booked session:</td><td rowspan="3">{date}
{time}
{name on person/ community}

{time from-to}</td><td>Name on tournament website or social networking website:
Name on community if community:
Match format:</td><td>{name on website}

{name on community}
{name on match format}</td></tr>
<tr><td colspan="2">ENTER MENU</td></tr>
<tr><td>Match entrants required to login:
{Match entrant 1}:
{Match entrant 2}:
{Match entrant 3}:
Etc.</td><td>{Present or Not present}
{Present or Not present}
{Present or Not present}
Etc.</td></tr>
<tr><td colspan="2">Community tournaments and matches</td><td colspan="2">National or International Association tournaments</td></tr>
<tr><td colspan="2">Challenges</td><td colspan="2">Trainings</td></tr>
<tr><td colspan="2">Take video while training or playing for fun</td><td colspan="2">Book a playfield</td></tr>
<tr><td colspan="2">National and International ranking</td><td colspan="2">Sport club ranking</td></tr>
<tr><td colspan="2">Other ranking</td><td colspan="2">Rules</td></tr>
</table>

Copyright Christian Morten Borge, All rights reserved

Figure 85B

Community tournaments, matches and challenges	
If not listed below type the URL/website of the community organizing the tournament you shall play/enter to login:	Go to login
Default list of the 10 most popular social networking websites, dating websites or other websites organizing online tournaments in the country of the user	Website login page
{Name on website 1}	{Touch screen link to Website login page}
{Name on website 2}	{Touch screen link to Website login page}
{Name on website 3}	{Touch screen link to Website login page}
{Name on website 4}	{Touch screen link to Website login page}
{Name on website 5}	{Touch screen link to Website login page}
{Name on website 6}	{Touch screen link to Website login page}
{Name on website 7}	{Touch screen link to Website login page}
{Name on website 8}	{Touch screen link to Website login page}
{Name on website 9}	{Touch screen link to Website login page}
{Name on website 10}	{Touch screen link to Website login page}

Copyright Christian Morten Borge, All rights reserved

Figure 85C

National or International Association tournaments	
If not listed below type the URL/website of the Association tournament you shall play/enter to login:	Go to login
Default list of the International Associations in the sport and the National Association in the country of the user	Website login page
{Name on National Association}	{Touch screen link to the Association login page}
{Name on International Association}	{Touch screen link to the Association login page}

Copyright Christian Morten Borge, All rights reserved

Figure 85F

Training sessions							
Date Time from-to	Tournament- or Social networking website	Who is the training for?			Training partner	Arena Playfield	Enter the Training
		Gender	Skill level(s)	Age class(es)			
25.09.2018 1200-1300	«URL of website»	Both	1	17-25	Test Person 15	Test Arena Playfield 2	Enter
25.09.2018 1400-1500	«URL of website2»	Both	1	17-25	Test person 18	Test Arena Playfield 4	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 85G

Tournament and Match register						
Social networking or tournament website Community	Arena Playfield	Date Booked session	Tournament Match/Challenge	Match format	Opponent 1 Opponent 2	Menu
{url}	Test Arena Playfield 1	14.09.2018 09:00-10:00	Test cup 1 Match 1/Round 1	Best within the session	Test Person 1 Test Person 2	Enter
{url}	Test Arena Playfield 2	14.09.2018 14:00-15:00	Test cup 1 Match 2/Round 1	Best within the session	Test Person 1 Test Person 2	Enter
{url}	Test Arena Playfield 1	14.09.2018 15:00-16:00	Test cup 1 Match 3/Round 1	Best within the session	Test Person 1 Test Person 2	Enter
{url}	Test Arena Playfield 1	14.09.2018 18:00-19:00	Test cup 1 Match 4/Round 1	Best within the session	Test Person 1 Test Person 2	Enter

Copyright Christian Morten Borge, All rights reserved

Figure 85H

Challenge register						
Social networking or tournament website Community	Arena Playfield	Date Booked session	Challenge	Match format	Opponent 1 Opponent 2	Menu
{url}	Test Arena Playfield 1	14.09.2018 11:00-12:00	Challenge	Best within the session	Test Person 1 Test Person 2	Enter
{url}	Test Arena Playfield 1	14.09.2018 20:00-21:00	Challenge	Best within the session	Test Person 1 Test Person 2	Enter

Copyright Christian Morten Borge, All rights reserved

Manage playfield apparatus menu

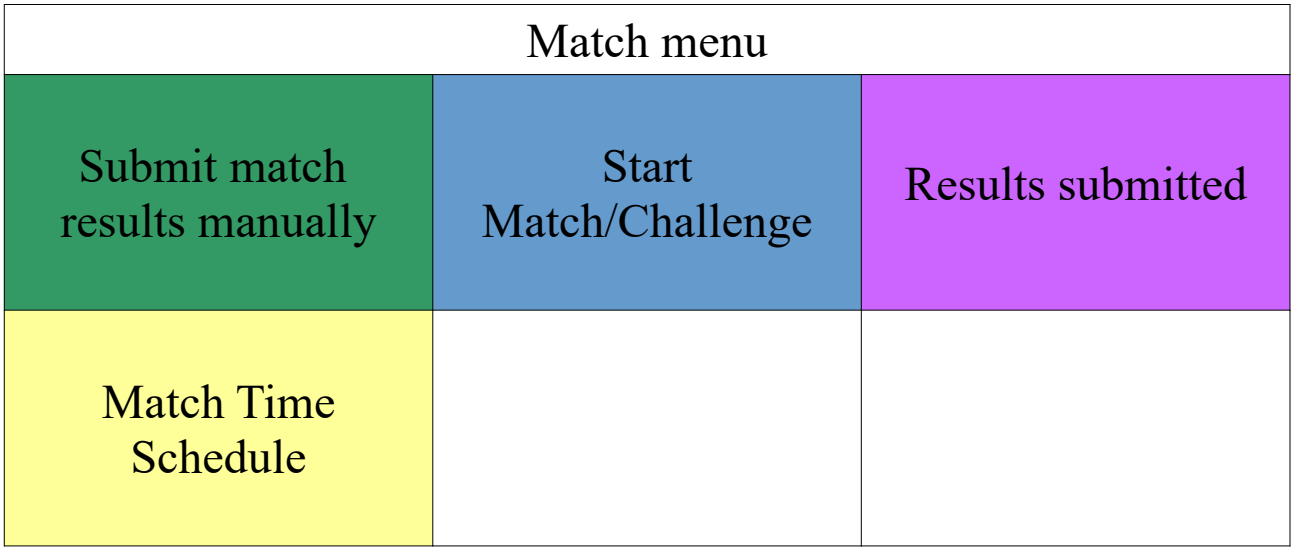


Figure 85D

Book a playfield or enter a challenge or training

Copyright Christian Morten Borge, All rights reserved

Prior day Next day

Time	Playfield 1	Playfield 2	Playfield 3	Playfield 4	
0900-1000	Reserved	Book it	Book it	Book it	
1000-1100	Reserved	Reserved	Reserved	Book it	
1100-1200	Reserved	Reserved	Reserved	Reserved	
1200-1300	Reserved	Book it	Challenge	Training	
1300-1400	Reserved	Reserved	Reserved	Reserved	
1400-1500	Reserved	Training	Book it	Book it	
1500-1600	Book it	Reserved	Reserved	Book it	
1600-1700	Book it	Book it	Book it	Reserved	
1700-1800	Reserved	Reserved	Reserved	Challenge	
1800-1900	Challenge	Reserved	Book it	Reserved	
1900-2000	Reserved	Book it	Reserved	Book it	
2000-2100	Book it	Reserved	Book it	Reserved	
2100-2200	Reserved	Challenge	Reserved	Reserved	
2200-2300	Reserved	Reserved	Book it	Book it	

Figure 85E

Copyright Christian Morten Borge, All rights reserved

Book it

Playfield 1	
Date: 25.09.2018	Time: 2000-2100
○	Book it
○	Book it and challenge another team or player for a match
◉	Book it and find another team or player for training

Copyright Christian Morten Borge, All rights reserved

Figure 86A (see also 80K)

Communities | Arenas | Teams | Tournaments | Matches | Challenges | Training | Messages | Logout

Select community ▼

Tournament system ideas

Court reservations | Arena Tools | User Profile | Tournament Director Tools | Manager Tools | Team Tools | User Tools | Logout

Manage playfield apparatus menu

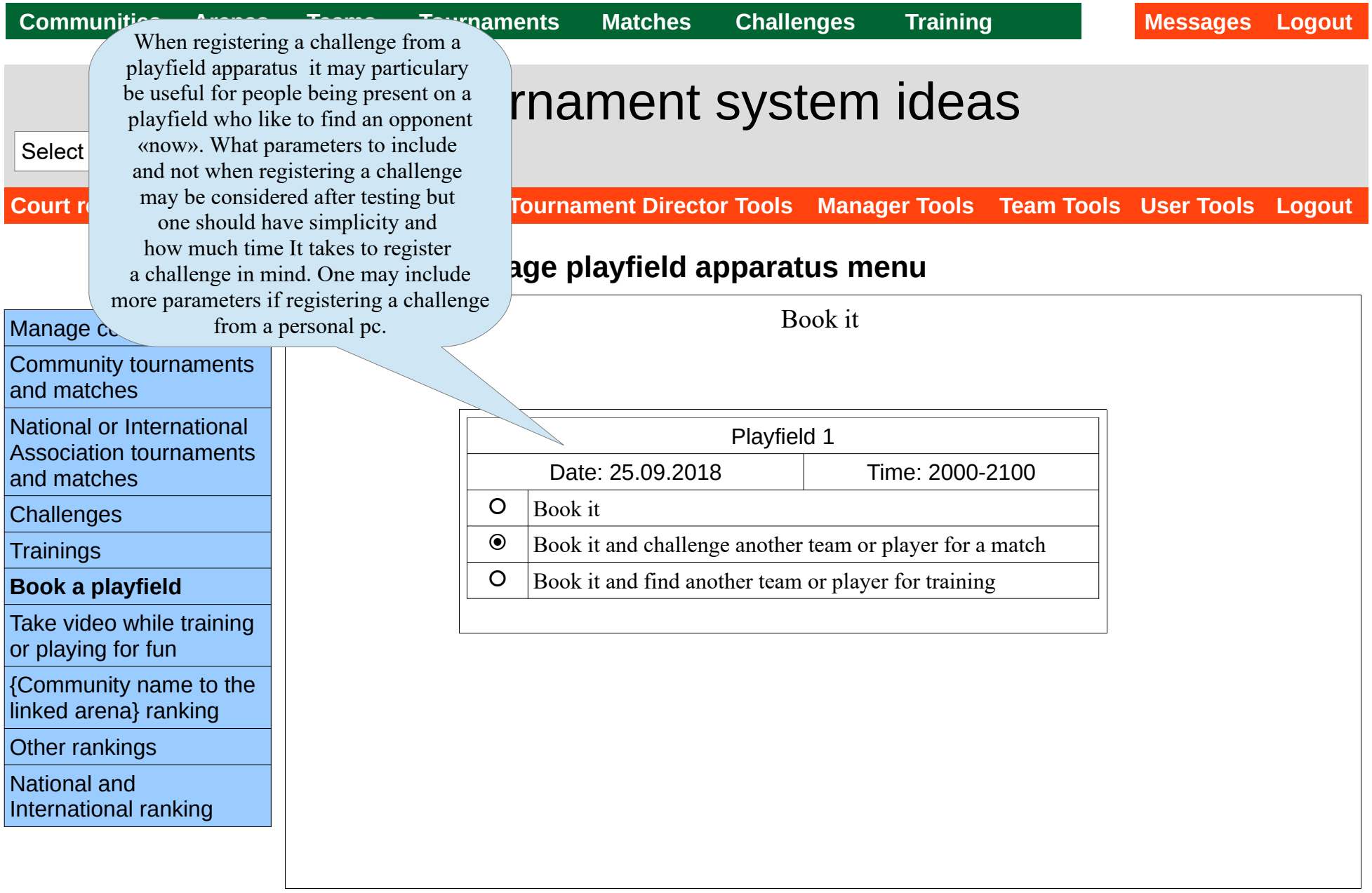
- Manage contents
- Community tournaments and matches
- National or International Association tournaments and matches
- Challenges
- Trainings
- **Book a playfield**
- Take video while training or playing for fun
- {Community name to the linked arena} ranking
- Other rankings
- National and International ranking

Prior day | Next day

Time	Playfield 1	Playfield 2	Playfield 3	Playfield 4	
0900-1000	Reserved	Book it	Book it	Book it	
1000-1100	Reserved	Reserved	Reserved	Book it	
1100-1200	Reserved	Reserved	Reserved	Reserved	
1200-1300	Reserved	Book it	Challenge	Training	
1300-1400	Reserved	Reserved	Reserved	Reserved	
1400-1500	Reserved	Training	Book it	Book it	
1500-1600	Book it	Reserved	Reserved	Book it	
1600-1700	Book it	Book it	Book it	Reserved	
1700-1800	Reserved	Reserved	Reserved	Challenge	
1800-1900	Challenge	Reserved	Book it	Reserved	
1900-2000	Reserved	Book it	Reserved	Book it	
2000-2100	Book it	Reserved	Book it	Reserved	
2100-2200	Reserved	Challenge	Reserved	Reserved	
2200-2300	Reserved	Reserved	Book it	Book it	

Copyright Christian Morten Borge, All rights reserved

Figure 86B



Copyright Christian Morten Borge, All rights reserved

Figure 86C

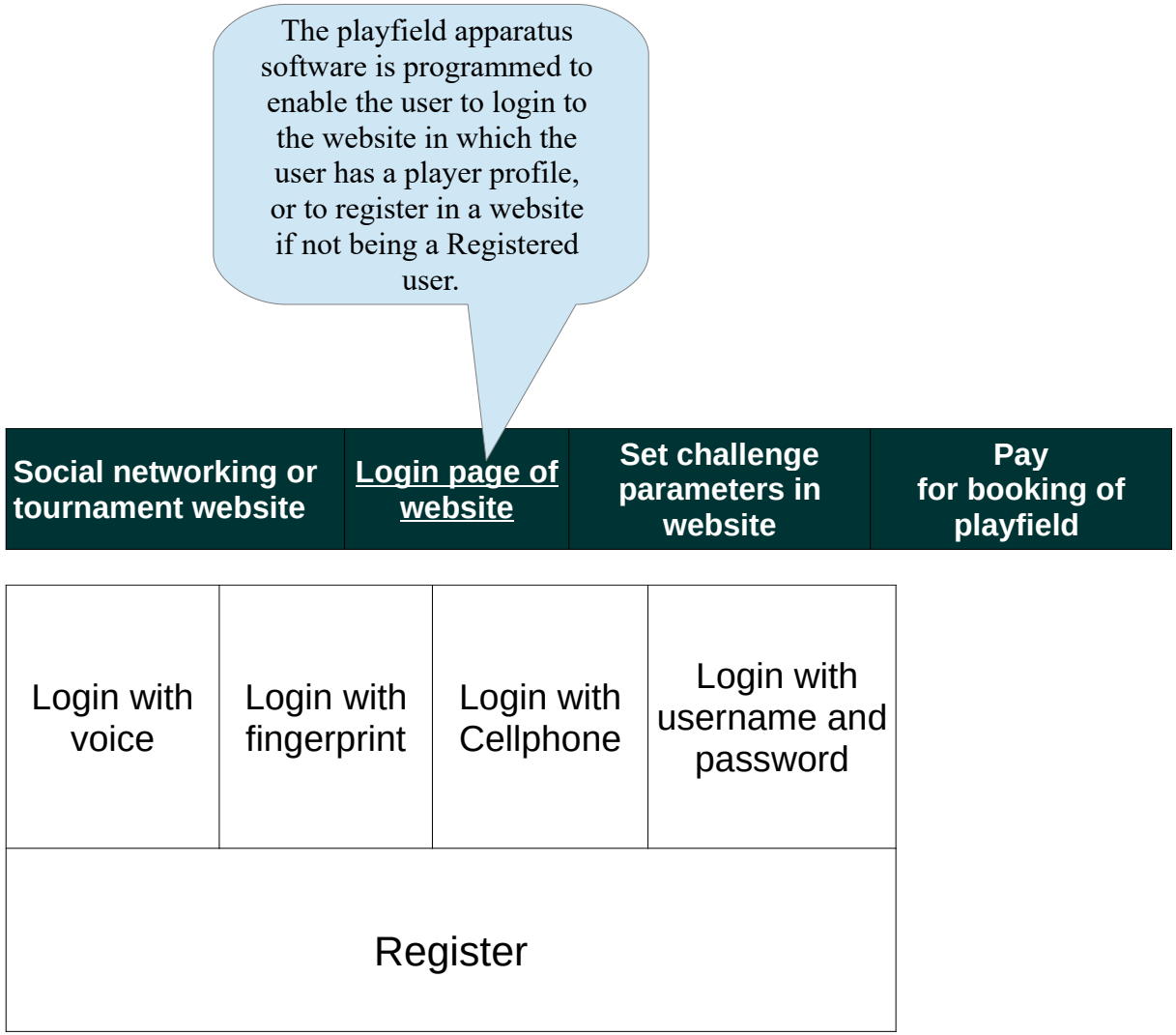
Social networking or tournament website	Login page of website	Set challenge parameters	Pay for booking of playfield

◉	Challenge someone with your player profile in the commmunity of this arena
○	Challenge someone with your player profile in another social networking website or tournament website
	Http://

Back Next

Copyright Christian Morten Borge, All rights reserved

Figure 86D



Copyright Christian Morten Borge, All rights reserved

Figure 86E

Social networking or tournament website	Login page of website	Set challenge parameters	Pay for booking of playfield

Sport:	Tennis
Discipline:	Select discipline ▼
Match format:	Best within the session
Users submitting results:	At least one player
Users required to login on apparatus for entering the challenge:	Both players
Equipment:	Each player brings at least two balls and their own racket

Age classes

Select	Age from	Age to
☐	0	16
☑	17	25
☐	26	45
☐	46	70
☐	All	

Skill level(s)

The user will enter
A webpage of the social
Networking or tournament
Website to register a
Challenge parameters
Having an interface
That can speak with
The playfield
Apparatus software.

Copyright Christian Morten Borge, All rights reserved

Select	Level	Rating from	Rating to
☐	1	0	1000
☑	2	1001	2000
☐	3	2001	3000
☐	All		

Gender:

○	Male
○	Female
◉	Both

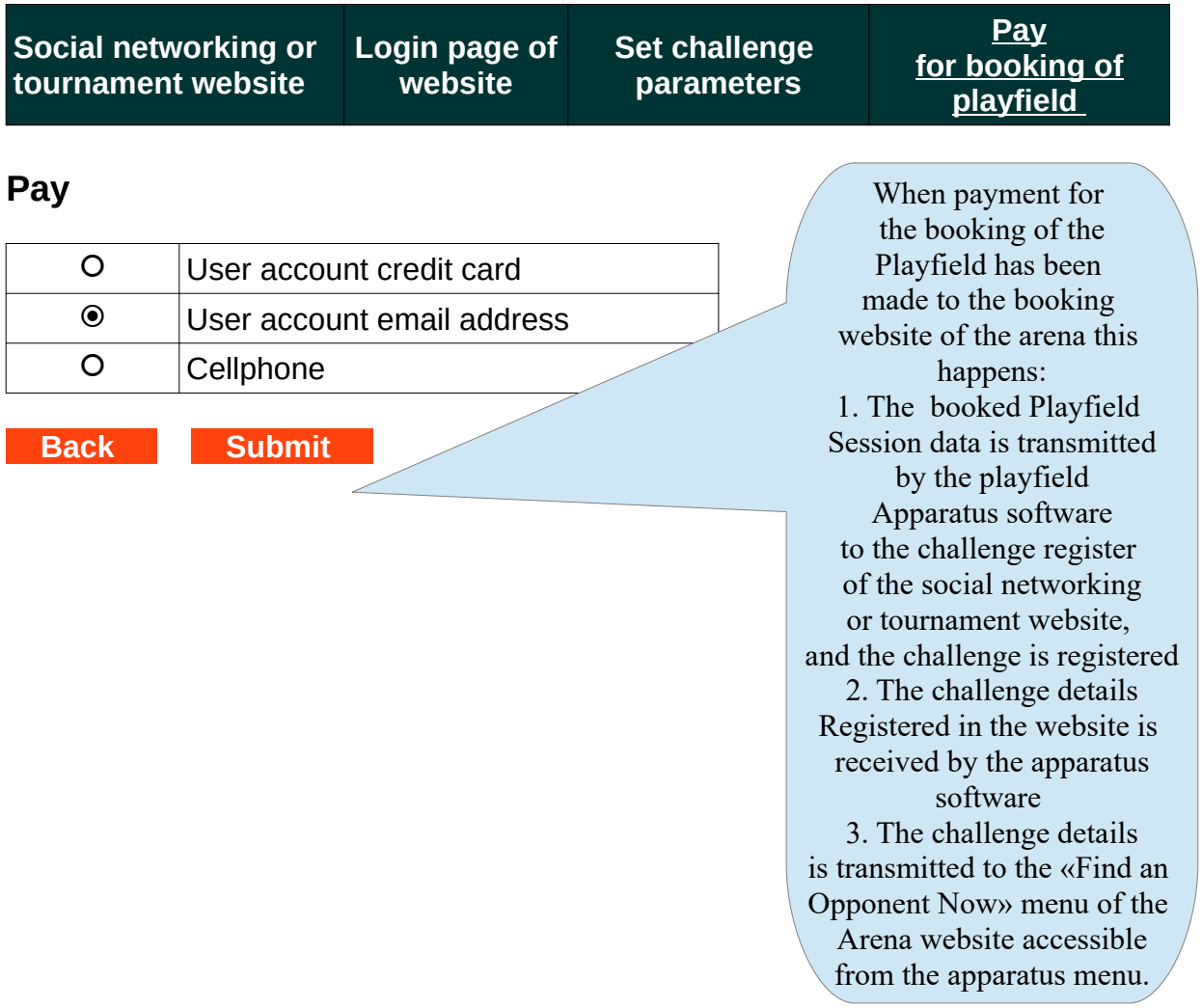
Payment for booking of playfield (money lost if no opponent)

○	I pay
◉	Split payment equally. I pay for booking of the playfield and the opponent pays me when entering the challenge (requires that you have an account for receiving payments registered in your tournament user account)

Back **Go to payment**

Copyright Christian Morten Borge, All rights reserved

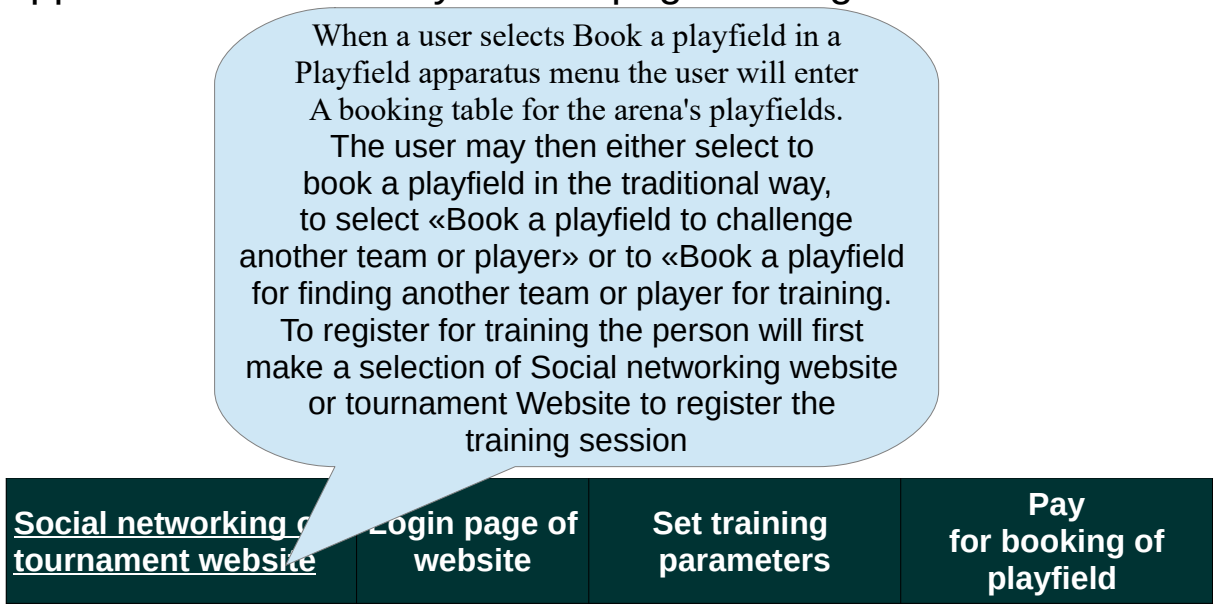
Figure 86F



Copyright Christian Morten Borge, All rights reserved

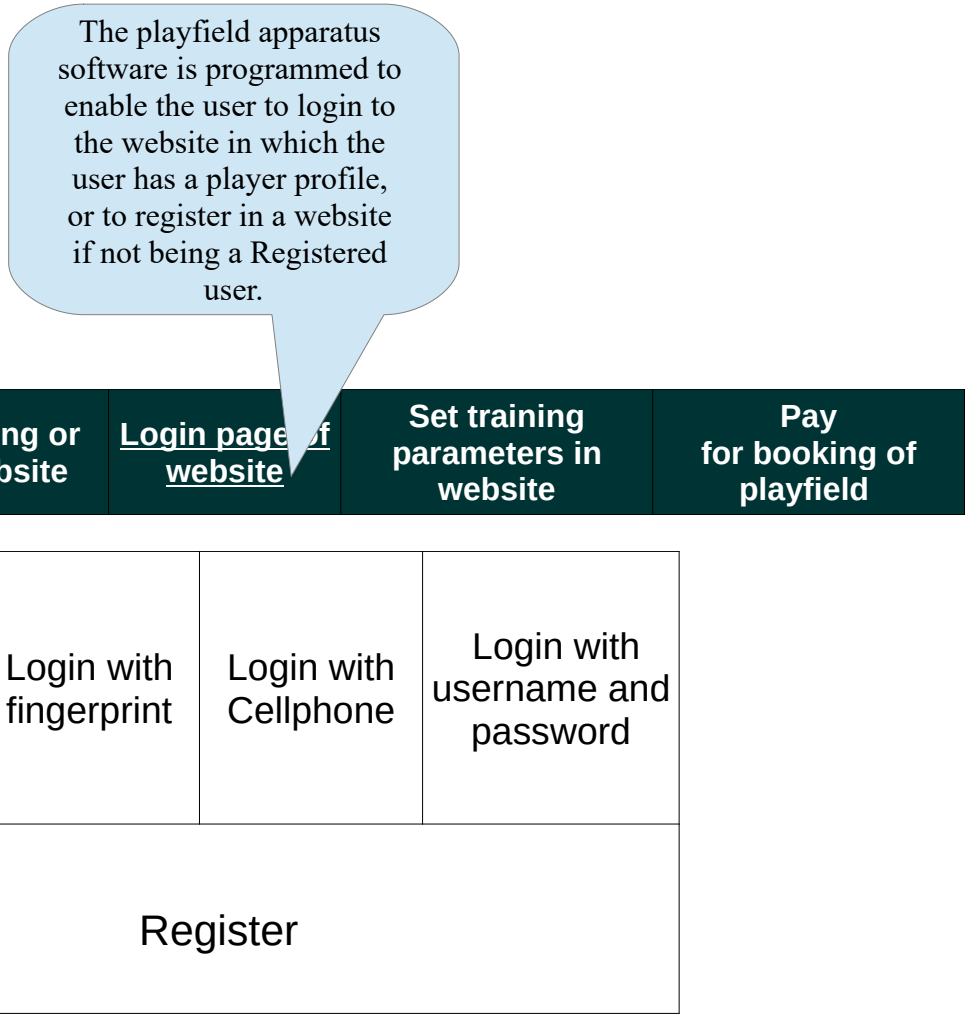
Figure 86G

After selecting «Book it and find another player for training» from a Booking table in a playfield apparatus the user may enter a page looking like this



Copyright Christian Morten Borge, All rights reserved

Figure 86H



Copyright Christian Morten Borge, All rights reserved

Figure 86i

Social networking or tournament website	Login page of website	Set training parameters	Pay for booking of playfield

Sport:	Tennis
Equipment:	Each player brings at least two balls and their own racket

Age classes

Select	Age from	Age to
☐	0	16
☐	17	25
☐	26	45
☐	46	70
☑	All	

Skill level(s)

Select	Level	Rating from	Rating to
☐	1	0	1000
☑	2	1001	2000

The user will enter A webpage of the social Networking or tournament Website to register training parameters Having an interface That can speak with The playfield Apparatus software.

Copyright Christian Morten Borge, All rights reserved

☐	3	2001	3000
☐	All		

Gender:

○	Male
○	Female
◉	Both

Payment for booking of playfield (money lost if no opponent)

○	I pay
◉	Split payment equally. I pay for booking of the playfield and the opponent pays me when entering the challenge (requires that you have an account for receiving payments registered in your tournament user account)

Back **Go to payment**

Copyright Christian Morten Borge, All rights reserved

Figure 86J

Social networking or tournament website	Login page of website	Set training parameters	Pay for booking of playfield

Pay

○	User account credit card
◉	User account email address
○	Cellphone

Back Submit

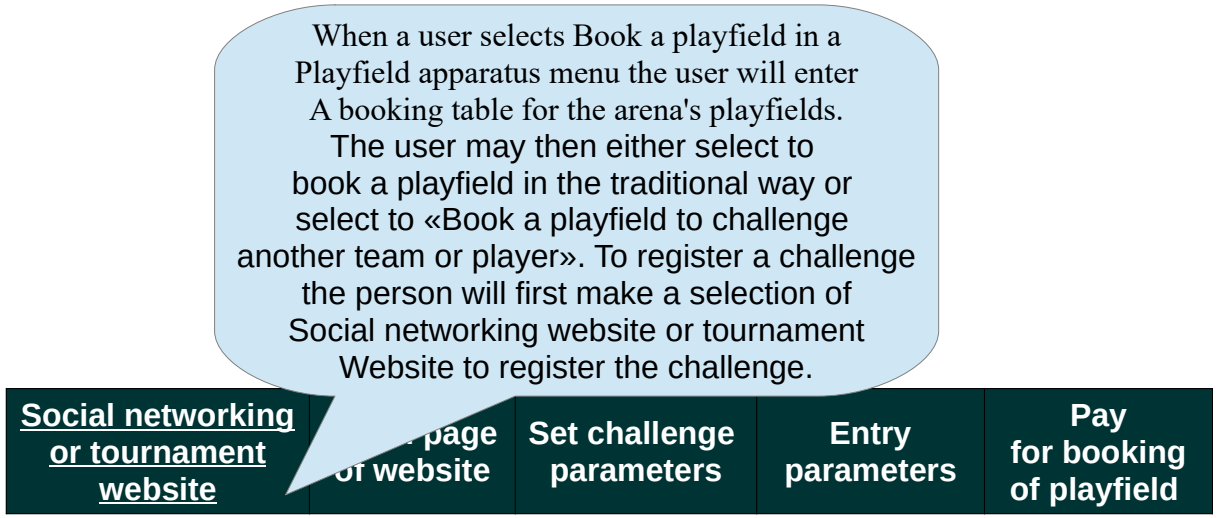
When payment for the booking of the Playfield has been made to the booking website of the arena this happens:
1. The booked Playfield Session data is transmitted by the playfield Apparatus software to the training register of the social networking or tournament website, and the training session is registered
2. The training details registered in the website is received by the apparatus software
3. The training session details is transmitted to the «Find someone to train with Now» menu of the Arena website accessible from the apparatus menu.

Legge til roller
men blir det da for mye å registrere fra en bane?
Tenke mer over dette,

Copyright Christian Morten Borge, All rights reserved

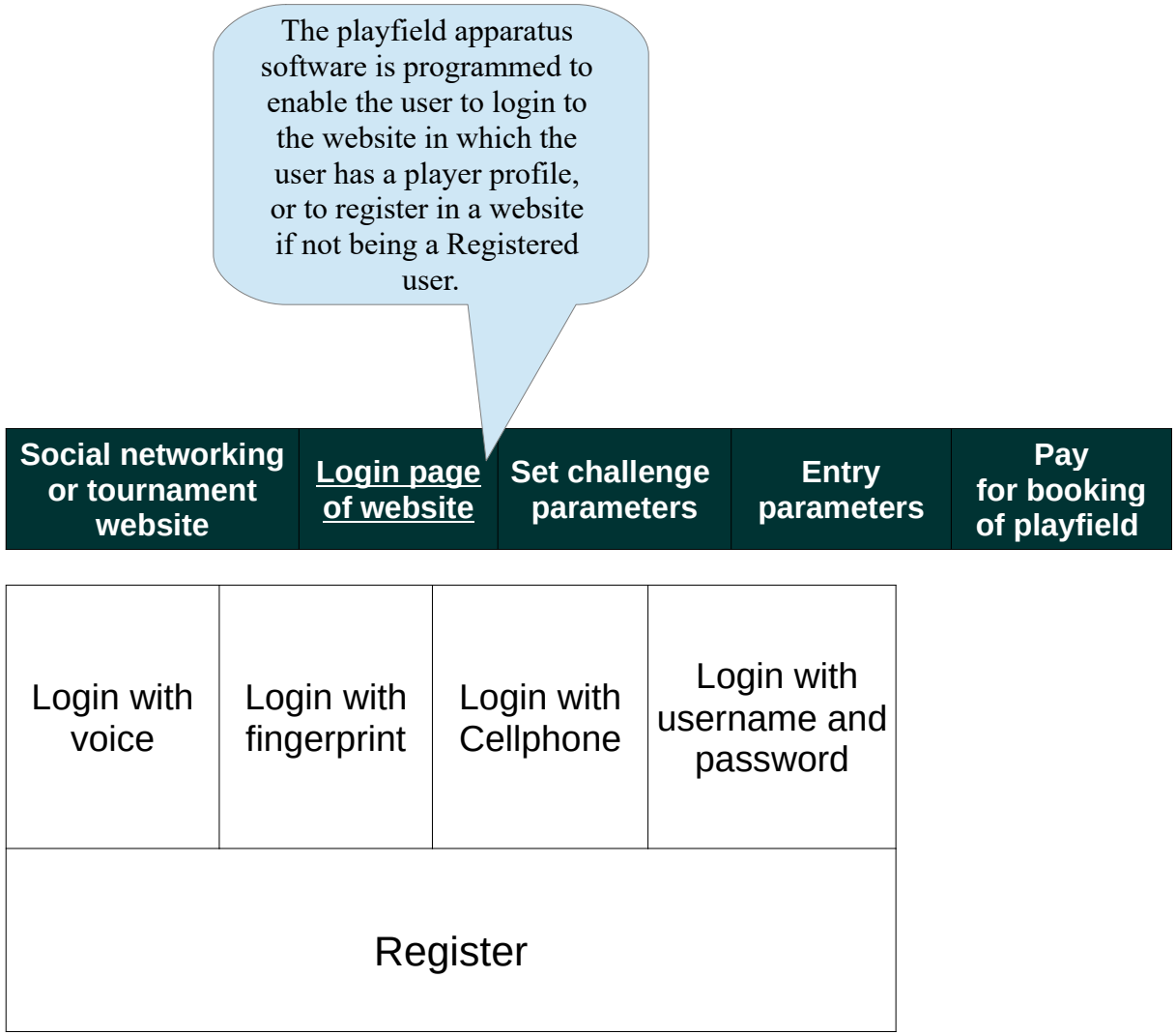
Figure 86K

For a team sport like soccer:
After selecting to challenge another team or player from a Booking table in a playfield apparatus the user may enter a page looking like this



Copyright Christian Morten Borge, All rights reserved

Figure 86L



Copyright Christian Morten Borge, All rights reserved

Figure 86M

Social networking or tournament website	Login page of website	Set challenge parameters	Entry parameters	Pay for booking of playfield

◉	Challenge any other team
○	Challenge between two teams within a same community
○	Challenge between two teams with players from any community within the social networking or tournament website (new team is created?)

Community:	Select community ▼
My team:	Select team ▼
Sport:	Soccer
Discipline:	Select discipline ▼
Match format:	Best within the session
Users submitting results:	At lea[illegible] one player
Users required to login on apparatus for entering the challenge:	One player [illegible]presenting each t[illegible]m
Goal keeper:	Any match entran[illegible] take position as a goal [illegible]er
Equipment:	Each team brings Hvem på lag

The user will enter
A webpage of the social
Networking or tournament
Website to register a
Challenge parameters
Having an interface
That can speak with
The playfield
Apparatus software.

Copyright Christian Morten Borge, All rights reserved

Age classes

Select	Age from	Age to
☐	0	16
☑	17	25
☐	26	45
☐	46	70
☐	All	

Skill level(s)

Select	Level	Rating from	Rating to
☐	1	0	1000
☑	2	1001	2000
☐	3	2001	3000
☐	All		

Gender:

○	Male
○	Female
◉	Both

Back **Next**

Copyright Christian Morten Borge, All rights reserved

Figure 86M

Social networking or tournament website	Login page of website	Set challenge parameters	Entry parameters	Pay for booking of playfield

Final entry date and time to the challenge:
On the date and start time of the booked session

How teams enter the challenge

○	A team leader enters the challenge on behalif of each team	
	○	I pay
	◉	Split payment equally on the two teams. I pay for booking of the playfield now and the other team pays when entering the challenge.
◉	Team members enter the challenge themselves. When a sufficient number of team members have entered the challenge the team entry is registered in the challenge entry registry.	
	○	I pay
	○	Split payment equally on the two teams. I pay for booking of the playfield now and the other team pays when entering the challenge.
	◉	Split payment equally on match entrants of the two teams. I pay for booking of the playfield now and other match entrants pay an entry fee when entering the challenge. Each team paying 50% of the booking fee and each team member paying a fee based on the minimum required number of team entrants fot the team. When the final number of team entrants is known the amount paid by the number of match entrants exceeding the minimum required number of entrants is refunded in equal portions to the match entrants.

Copyright Christian Morten Borge, All rights reserved

		Match entrants must have account for receiving payments in their tournament user accounts.

Back Go to payment

Copyright Christian Morten Borge, All rights reserved

Figure 86N

Social networking or tournament website	Login page of website	Set challenge parameters	Entry parameters	Pay for booking of playfield

Pay

○	User account credit card
◉	User account email address
○	Cellphone

Back Submit

When payment for the booking of the Playfield has been made to the booking website of the arena this happens:
1. The booked Playfield Session data is transmitted by the playfield Apparatus software to the challenge register of the social networking or tournament website, and the challenge is registered
2. The challenge details Registered in the website is received by the apparatus software
3. The challenge details is transmitted to a «Challenge a team Now» register im the Arena website accessible from the apparatus menu.

Copyright Christian Morten Borge, All rights reserved

Figure 86o

Training for a team sport such as soccer:

After selecting Book it and find another team or player for training the user may enter a page looking like this

When a user selects Book a playfield in a Playfield apparatus menu the user will enter A booking table for the arena's playfields. The user may then either select to book a playfield in the traditional way or select to «Book a playfield to challenge another team or player». To register a challenge the person will first make a selection of Social networking website or tournament Website to register the challenge.

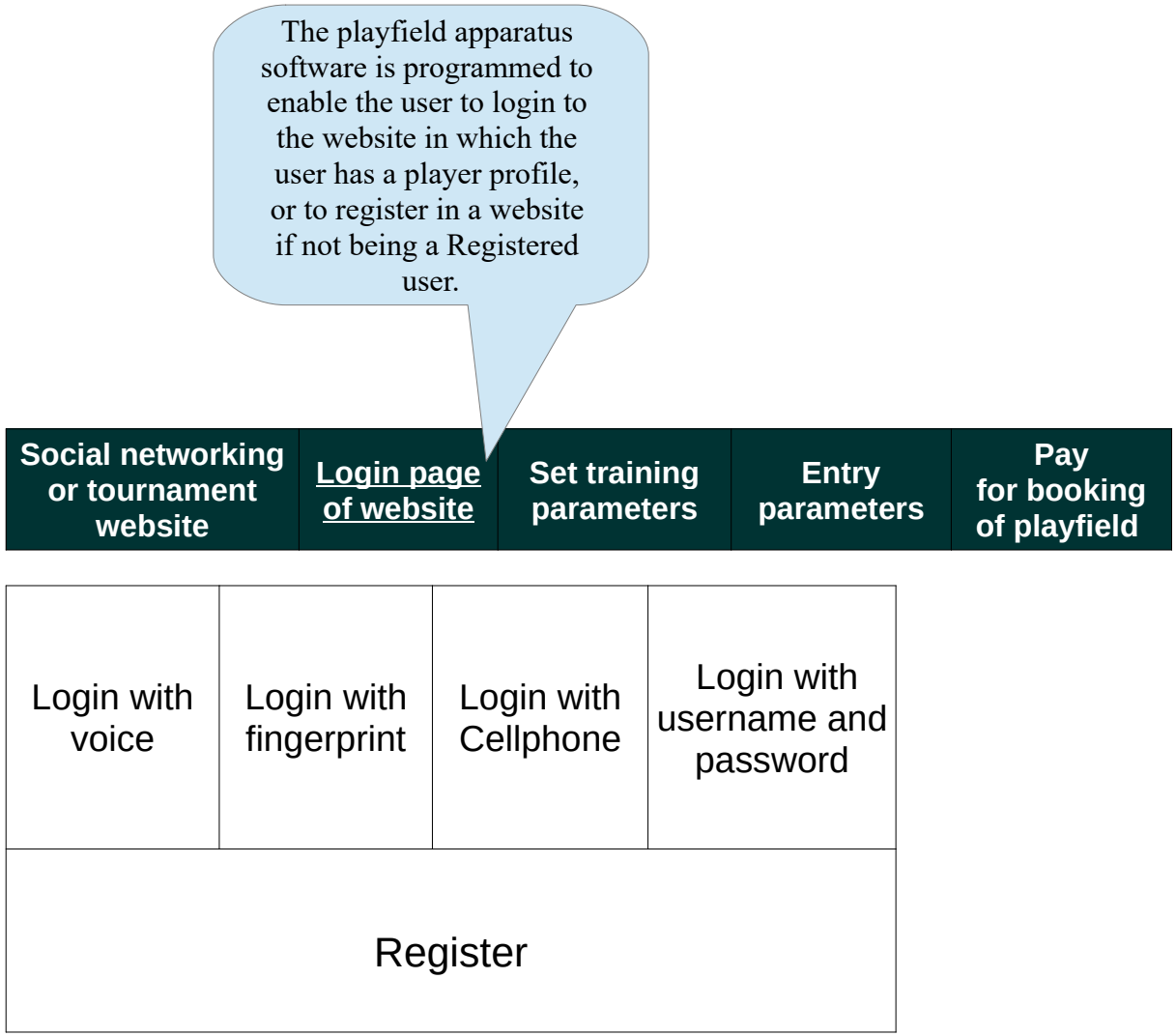
Social networking or tournament website	Login page of website	Set training parameters	Entry parameters	Pay for booking of playfield

◉	Register a training session in the social networking or tournament website of this arena
○	Register a training session in another social networking website or tournament website
	Http://

Back Next

Copyright Christian Morten Borge, All rights reserved

Figure 86P



Copyright Christian Morten Borge, All rights reserved

Figure 86Q

Social networking or tournament website	Login page of website	Set training parameters	Entry parameters	Pay for booking of playfield

Community:	Select community ▼
Team:	Select team ▼
Sport:	Soccer
Discipline:	Select discipline ▼
Equipment:	Each team? brings a ball Hvem på laget?

Age classes

Select	Age from	Age to
☐	0	16
☑	17	25
☐	26	45
☐	46	70
☐	All	

The user will enter
A webpage of the social
Networking or tournament
Website to register a
Challenge parameters
Having an interface
That can speak with
The playfield
Apparatus software.

Copyright Christian Morten Borge, All rights reserved

Skill level(s)

Select	Level	Rating from	Rating to
☐	1	0	1000
☑	2	1001	2000
☐	3	2001	3000
☐	All		

Gender:

○	Male
○	Female
◉	Both

☐	Set a maximum number of entrants to the training:	

Back Next

Copyright Christian Morten Borge, All rights reserved

Figure 86R

Social networking or tournament website	Login page of website	Set training parameters	Entry parameters	Pay for booking of playfield

Final entry date and time to the training:
On the date and start time of the booked session

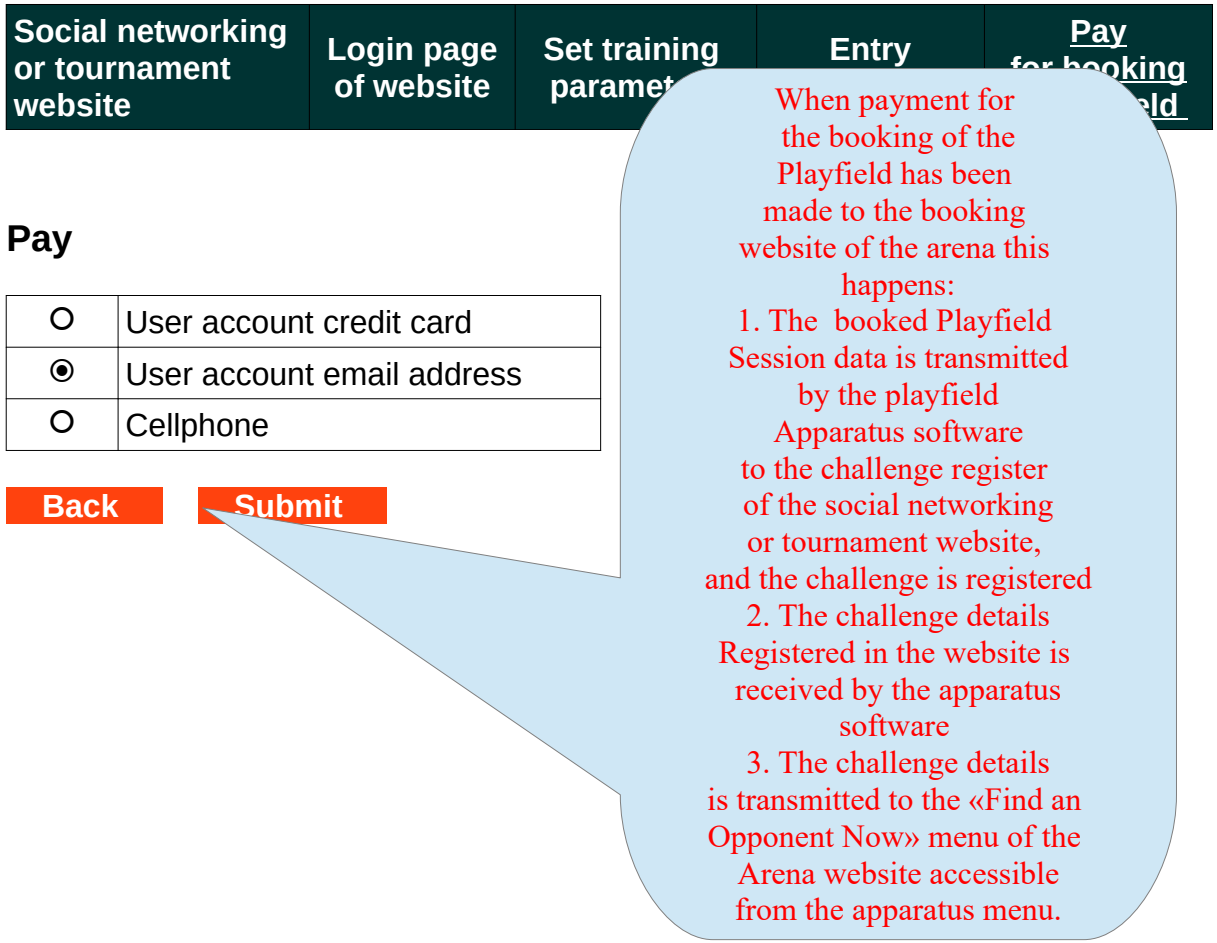
How players enter the training

◉	Set an entry fee for users to enter the training.	
○	Set an entry fee for users to enter the training and refund the sum exceeding the cost of the booked session to the entrants. Match entrants must have account for receiving payments in their tournament user accounts.	
○	I pay for the training	

Back Go to payment

Copyright Christian Morten Borge, All rights reserved

Figure 86S



Copyright Christian Morten Borge, All rights reserved

Who the challenge is for Booking of playfield

Booking of playfield is done in the same way as for a tournament
-If the arena uses online booking for its playfield and uses an online
booking tools within the social networking or tournament website in which the challenge is registered in a playfield may be booked in a same was as when registering a challenge from a playfield apparatus
-If the challenge is registered to be played on an arena not using the social networking or tournament website arena tools (online booking in the same website), then a request for the booking of playfield may be sent to the arena. The user will then receive an offer and can accept and pay for the booking for the challenge to be registered in the social networking or tournament website.
The challenge may then also be registered in the apparatus menu of the arena, but will require that the person entering the challenge regsister in the website of the challenge..
-If the challenge is regsitered to be played in an arena of the community, managed by the community, not using online booking then the user will set a date and time from-time to manually for the challenge.

Best within a session challenge will be run in the excact same way as a match having a best within a session match format.

Copyright Christian Morten Borge, All rights reserved

Figure 88A

Tournaments

Select status ▼ Select sport ▼ Select discipline ▼

Sport Discipline	Play dates	Location	Name	Prizes	Level	Gender	Age	Type	Details

Back

Tournaments

Open for team/player entry ▼ Soccer ▼ All ▼

Sport Discipline	Play dates	Location	Name	Prizes	Level	Gender	Age	Type	Details
Soccer 12-player	01.09.2018-05.09.2018	Oslo Test Arena	Test Cup	View	1-7 (Rating 0-3000)	Male	16+	For «Test community 1»	View
Soccer 4-player	06.09.2018-10.09.2018	Oslo Test Arena	Test Cup	View	1-7 (Rating 0-3000)	Male	16+	For «Test community 1»	View

Back

Copyright Christian Morten Borge, All rights reserved

Figure 88B

Register tournament page if selecting an individual sport

Your current time and date:	20:05 27.08.2018	Edit
Tournament name:		
Select sport ▼	Select discipline ▼	

Step	Tournament details	Set	Status
1	Set tournament details	Set	Not set
2	Set age class(es) and skill level(s)	Set	Not set
3	Who is the tournament for?	Set	Not set
4	Set tournament official roles	Set	Not set
5	Set prizes	Set	Not set
6	Set match format for matches	Set	Not set
7	Tournament time-schedule	Set	Not set
8	Set/Book time for matches and prize ceremony	Set	Not set
9	Set sport specific details/equipment	Set	Not set
10	Message settings	Set	Not set
11	Playfield apparatus activation and required login before match start	Set	Not set
12	Tournament entry fees and costs	Enter	Not set

<< Back Save Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88C

Register tournament page if selecting a team sport

Your current time and date:	20:05 27.08.2018	Edit
Tournament name:		
Select sport ▼	Select discipline ▼	

Step	Tournament details	Set	Status
1	Set tournament details	Set	Not set
2	Set age class(es) and skill level(s)	Set	Not set
3	Who is the tournament for?	Set	Not set
4	Set tournament official roles	Set	Not set
5	Set prizes	Set	Not set
6	Set match format for matches	Set	Not set
7	Tournament time-schedule	Set	Not set
8	Set/Book time for matches and prize ceremony	Set	Not set
9	Set sport specific details/equipment	Set	Not set
10	Message settings	Set	Not set
11	Playfield apparatus activation and required login before match start	Set	Not set
12	Tournament entry fees and costs	Enter	Not set

Copyright Christian Morten Borge, All rights reserved

Figure 88D

Step 1

Rules*:	Select rules ▼
Gender*:	Select gender ▼
Tournament format:	Select tournament format ▼
Maximum number of entrants*	Select a maximum number of entrants ▼

<< Back Save Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88E

Step 2

Age classes

Select	Age from	Age to
☐	0	16
☑	17	25
☐	26	45
☐	46	150
☐	All	

Skill level(s)

Select	Level	Rating from	Rating to
☐	1	0	1000
☑	2	1001	2000
☐	3	2001	3000
☐	All		

<< Back **Save** **Submit**

Copyright Christian Morten Borge, All rights reserved

Figure 88F

Step 3 (Individual sports)

Who is the tournament for?

Limit tournament entry geographically	Limit tournament entry by community	Give only selected users an access

Give only Player's and tournament officials with an address in the selected areas an access to enter the tournament

Country:	
County:	
Municipality	
City:	

Add

Selected areas:

Country	County	Municipality	City	Options
				Delete

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88G

Who is the tournament for?

Limit tournament entry geographically	Limit tournament entry by community	Give only selected users an access

Give only members of selected communities an access to enter the tournament

Country:	
County:	
Community name:	

Search

Search results

Community	Street Address	City	Select

Selection(s)

Community	Street Address	City	Remove

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88H

Who is the tournament for?

Limit tournament entry geographically	Limit tournament entry by community	Give only selected users an access

Give only selected players an access to enter the tournament

Search and Select players

Country:	
Last name:	
First name(s):	
Phone	
Email:	

Search

Search results

Last name, First name	Street Address	City	Player-id	Member	Select

Selection(s)

Last name, First name	Street Address	City	Player-id	Member	Remove

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88i

Step 3 (Team sports)

Who is the tournament for?

Limit tournament entry geographically	Limit tournament entry by community

Give only Player's and tournament officials with an address in the selected areas an access to enter the tournament

Country:	
County:	
Municipality	
City:	

Add

Selected areas:

Country	County	Municipality	City	Options
				Delete

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88J

Who is the tournament for?

Limit tournament entry geographically	Limit tournament entry by community

Give only members of selected communities an access to enter the tournament

Country:	
County:	
Community name:	

Search

Search results

Community	Street Address	City	Select

Selection(s)

Community	Street Address	City	Remove

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88K

Step 4

Tournament officials

Role	Yes	No	Required qualification	Matches	Number of registered tournament officials with the		From my community	From any community	Pay official(s)		Submit results
					Role	Certificate			Yes	No	
	○	◉	Set	All	{number}	{number}	◉	○	○	◉	○
Tournament referee	○	◉	Set	All	{number}	{number}	◉	○	○	◉	○
Match referee	○	◉	Set	Set	{number}	{number}	◉	○	○	◉	○
Assistant referee	○	◉	Set	Set	{number}	{number}	◉	○	○	◉	○
Fourth Official	○	◉	Set	Set	{number}	{number}	◉	○	○	◉	○
Additional assistant referee	○	◉	Set	Set	{number}	{number}	◉	○	○	◉	○
Video assistant referee	○	◉	Set	Set	{number}	{number}	◉	○	○	◉	○
Fifth official and reserve assistant referee	○	◉	Set	Set	{number}	{number}	◉	○	○	◉	○
Team leader(s)											◉
Player(s)											○
Tournament director											○

<< Back Save Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88L

Set required qualification

Certificate(s) by National sports association

Select	Certificate/Qualification	Number of registered tournament officials holding certificate
☐	{Name on certificate 1}	{number}
☐	{Name on certificate 2}	{number}
☐	{Name on certificate 3}	{number}

Certificate(s) by International sports association

Select	Certificate/Qualification	Number of registered tournament officials holding certificate
☐	{Name on certificate 1}	{number}
☐	{Name on certificate 2}	{number}
☐	{Name on certificate 3}	{number}

<< Back **Save** **Submit**

Copyright Christian Morten Borge, All rights reserved

Figure 88M

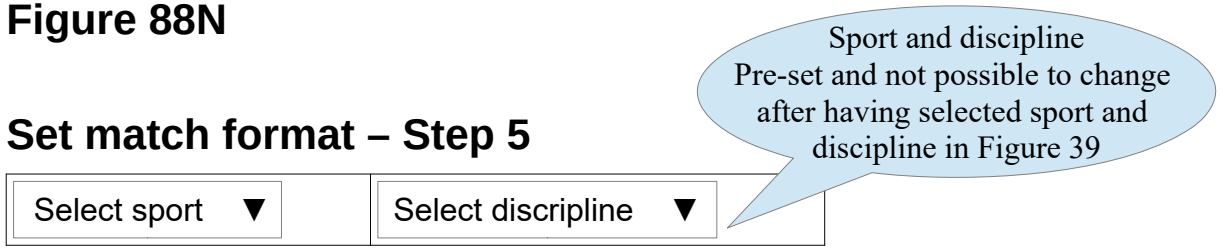
Set a number of officials in the matches

Match/Round	Select the number of officials in the matches		Reserve	Estimated cost	Currency
	1	2			
1/1	◉	○	☐	{amount}	{currency}
2/1	◉	○	☐	{amount}	{currency}
3/1	◉	○	☐	{amount}	{currency}
4/1	◉	○	☐	{amount}	{currency}
1/2	◉	○	☐	{amount}	{currency}
2/2	◉	○	☐	{amount}	{currency}
1/3	◉	○	☐	{amount}	{currency}
SUM					

<< Back **Save** **Submit**

Copyright Christian Morten Borge, All rights reserved

Figure 88N



◉	Set the same match format for all matches
○	Set a match format per round
○	Set a match format per match

Match/Round	Match format	Minimum required time/ Recommended time per match (in mintues)
1/1	Set	60
2/1		60
3/1		60
4/1		60
1/2		60
2/2		60
1/3		60

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88o

Select match format

	Match format	Minimum required time booked time (minutes)	Recommended time (minutes)	Number of entrants including reserves		Match time schedule and notifications
				Minimum	Maximum	
○	Best within a booked session			11	20	View
◉	Best within 60 minutes			11	20	View
○	Best within 45 minutes			11	20	View
○	Best within 30 minutes			11	20	View
○	45 minutes x 2 +30 minutes			11	22	View
○	45 minutes x 2 +20 minutes penalty shoot-out 2x10 minute breaks			11	22	View

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88P

Match time-schedule and notifications

	Play-periods and breaks	Duration in minutes	Notifications	Status
✔	Preparing for play	5	View	Set
✔	1 st half	50		Set
✔	Leave playfield period	5		Set
	Required to book a playfield for minimum:	60		
		Edit		

Back

Copyright Christian Morten Borge, All rights reserved

Figure 88Q

Notifications in the Preparing to Play period

☑	Show a count-down on a digital clock of time remaining of the booked playfield session					
☑	Show a count-down on a digital clock of time remaining until the start of the first play-period					
☑	Notify teams/players playing a sound file a set number of minutes or secunds before the match starts (a second sound file may be set to be played in Notifications in the first play-period)				○	Minutes
					◉	Secunds
	Browse		Upload	Uploaded file: {Filename}	Delete	

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88R

Notifications for the first play-period

☑	Notify teams/players playing sound file a set number of minutes or secunds before the match starts					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock of time remaining until a match starts starting a set number of secunds or minutes before the match starts					○ Minutes ◉ Secunds	
☑	Play a sound when the match starts						
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify teams/players playing a sound a set number of minutes or secunds before the play-period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock (score board) of time remaining until the play-period ends, the count-down starting on a set number of secunds or minutes before the play-period ends					○ Minutes ◉ Secunds	
☑	Play a sound then the period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88S

Notifications for other play-periods

☑	Notify teams/players playing a sound a set number of minutes or secunds before the play-period starts					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock of time remaining until a match starts starting a set number of secunds or minutes before the play-period starts					○ Minutes ◉ Secunds	
☑	Play a sound when the play-period starts						
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify teams/players playing a sound a set number of minutes or secunds before the play-period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock (score board) of time remaining until the play-period ends, the count-down starting on a set number of secunds or minutes before the play-period ends					○ Minutes ◉ Secunds	
☑	Play a sound then the play-period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Copy the settings to the next play-periods and make separate settings for the penalty shoot-out						

Copyright Christian Morten Borge, All rights reserved

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88T Notifications for penalty shoot-out

☑	Notify teams/players playing a sound a set number of minutes or secunds before the penalty shoot-out starts					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock of time remaining until a penalty shoot-out starts starting a set number of secunds or minutes before the penalty shoot-out starts					○ Minutes ◉ Secunds	
☑	Play a sound when the penalty shoot-out starts						
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify teams/players playing a sound a set number of minutes or secunds before the penalty shoot-out ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock (score board) of time remaining until the penalty shoot-out ends, the count-down starting on a set number of secunds or minutes before the penalty shoot-out ends					○ Minutes ◉ Secunds	
☑	Play a sound then the penalty shoot-out ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88U

Notifications in the Leave Playfield-period

☑	Show a count-down on a digital clock of time remaining of the leave playfield-period

☑	Notify teams/players by playing a **first sound file** a set number of minutes or secunds after the Leave Playfield-period begins					○	Minutes
						◉	Secunds
	Browse		Upload	Uploaded file: {Filename}	Delete		

☑	Notify teams/players by playing a **second sound file** a set number of minutes or secunds after the Leave Playfield-period begins					○	Minutes
						◉	Secunds
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 88V

Notifications in the Prepare playfield for a next booked court session period

☑	Show a count-down on a digital clock of time remaining of the period						
☑	Notify people by playing a **first sound file** a set number of minutes or secunds after the period begins					○	Minutes
						◉	Secunds
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify people by playing a **second sound file** a set number of minutes or secunds before the period ends					○	Minutes
						◉	Secunds
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 89A

Match time-schedule and notifications

	Play-periods and breaks	Duration in minutes	Notifications	Status
✔	Preparing for play		View	Set
✔	1 st half	45		Set
✔	Break	5		
✔	2 nd half	45		
✔	Break	5		Set
✔	Penalty shoot-out period	10		
✔	Leave playfield period	5		
✔	Extra time for time outs and deviating start times	10		
	Required to book a playfield for minimum:	125		
		Edit		

✔	Requring a match entrant to start playperiods, overtime periods or a penalty-shoot out period by pushing a start button in a menu

Back

Copyright Christian Morten Borge, All rights reserved

Figure 89B

Notifications

Notifications in the Preparing to Play period

✔	Show a count-down on a digital clock of time remaining of the booked playfield session				Edit
✔	Show a count-down on a digital clock of time remaining until the start of the first play-period				
✔	Notify teams/players playing a sound file a set number of minutes or secunds before the match starts (a second sound file may be set to be played in Notifications in the first play-period)	60	Secunds	Listen	

Notifications for the first play-period

✔	Play a sound when the match starts	Listen	Edit
✔	Notify teams/players playing a sound a set number of minutes or secunds before the play-period ends	Listen	
✔	Play a sound then the period ends	Listen	

Notifications in the Leave Playfield-period

✔	Notify teams/players by playing a **first sound file** a set number of minutes or secunds after the Leave Playfield-period begins	Listen	Edit
✔	Notify teams/players by playing a **second sound file** a set number of minutes or secunds after the Leave Playfield-period begins	Listen	

Back

Copyright Christian Morten Borge, All rights reserved

Figure 89C

Edit Notifications in the Preparing to Play period

☑	Show a count-down on a digital clock of time remaining of the booked playfield session

☑	Show a count-down on a digital clock of time remaining until the start of the first play-period

☑	Notify teams/players playing a sound file a set number of minutes or secunds before the match starts (a second sound file may be set to be played in Notifications in the first play-period)				○	Minutes
					◉	Secunds
	Browse		Upload	Uploaded file: {Filename}	Delete	

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 89D

Edit Notifications for the first play-period

☑	Notify teams/players playing sound file a set number of minutes or secunds before the match starts					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock of time remaining until a match starts starting a set number of secunds or minutes before the match starts					○ Minutes ◉ Secunds	
☑	Play a sound when the match starts						
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify teams/players playing a sound a set number of minutes or secunds before the play-period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Show a count-down on a digital clock (score board) of time remaining until the play-period ends, the count-down starting on a set number of secunds or minutes before the play-period ends					○ Minutes ◉ Secunds	
☑	Play a sound then the period ends					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		

Copyright Christian Morten Borge, All rights reserved

Back Submit

Figure 89E

Notifications in the Leave Playfield-period

☑	Show a count-down on a digital clock of time remaining of the leave playfield-period						
☑	Notify teams/players by playing a **first sound file** a set number of minutes or secunds after the Leave Playfield-period begins					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		
☑	Notify teams/players by playing a **second sound file** a set number of minutes or secunds after the Leave Playfield-period begins					○ Minutes ◉ Secunds	
	Browse		Upload	Uploaded file: {Filename}	Delete		

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 89F

Step 7

Tournament time-schedule

◉	Players/Teams enter from From the date and time the tournament is registered		
○	Players/Teams enter from the set date and time:	dd.mm.yyyy	hh:mm
	Players/Teams enter to the set date and time:/ Preparing for play from:	dd.mm.yyyy	hh:mm
	Preparing for play to: Tournament is played from:		
	Tournament is played to:		

<< Back Save Submit

Copyright Christian Morten Borge, All rights reserved

Figure 89G

Step 7

Tournament time-schedule (with tournament officials)

◉	Tournament officials enter from the date and time the tournament is registered		
○	Tournament officials enter from the set date and time:	dd.mm.yyyy	hh:mm
	Tournament officials enter to the set date and time:/ Players/Teams enter from:	dd.mm.yyyy	hh:mm
	Players/Teams enter to the set date and time:/ Preparing for play from:	dd.mm.yyyy	hh:mm
	Preparing for play to: Tournament is played from:		
	Tournament is played to:		

<< Back Save Submit

Copyright Christian Morten Borge, All rights reserved

Figure 89H

Step 11

Playfield apparatus activation and required login before match start (for a team sport)

User(s) to activate the playfield apparatus before match start	
○	Any Team leader
○	Any team-player
◉	Any user with the task of submitting results during the match
○	Any match entrant
○	If tournament officials any tournament official

User(s) required to submit an entry by logging in on the playfield apparatus before match start	
○	Team keaders
○	All team-players
○	If tournament officials all the tournament officials
◉	The user(s) to submit results during the match
○	All match entrants

<< Back **Save** **Submit**

Copyright Christian Morten Borge, All rights reserved

Figure 89i

Step 11

Playfield apparatus activation and required login before match start (for an individual sport)

User(s) to activate the playfield apparatus before match start	
○	Any player
◉	Any match entrant
○	Any user with the task of submitting results during the match
○	If tournament officials any tournament official

User(s) required to submit an entry by logging in on the playfield apparatus before match start	
○	Team keaders
○	All team-players
○	If tournament officials all the tournament officials
○	The user(s) to submit results during the match
◉	All match entrants

<< Back Save Submit

Copyright Christian Morten Borge, All rights reserved

Figure 89J

Step 12

Income and costs

Tournament Entry Fee:		Select currency ▼

Income

Description	Sum	Curreny	Details
Income from entry fees for a maximum number of Teams/players			View
Total income			

Costs

Description	Sum	Curreny	Details
Costs of courts			View
-Adjusted			View
Prizes			View
Estimated costs of tournament officials			View
-Adjusted			View
Total costs			View

Result

Description	Sum	Curreny	Details
Income-costs			View

☑	I accept

<< Back Save Submit

Copyright Christian Morten Borge, All rights reserved

Figure 90A

Manager Tools

Manage members

Manage Teams

Applications for membership

Invite people to community

Send a message to members

Sports

Manage emails/sms

Community administration

Court management

Copyright Christian Morten Borge, All rights reserved

Figure 90B

Team Tools

Test community 1

Test community 2

<< Back

Team Tools of Test community 1

Manage Teams

Copyright Christian Morten Borge, All rights reserved

Figure 90B

Match time-schedule

Play-periods and breaks			Duration (min)	Notifications	Status
○	One play-period				
	☑	Preparing for play (Login/Register of match entrants period) The match shall start at latest on the set number of minutes after the start of the booked court session(s).			
		Play-period		Set	Not set
	☐	Break if a tie and Penalty shoot-out		Set	Not set
		Penalty shoot-out		Set	Not set
	☑	Leave playfield period The match shall end at latest on the set number of minutes before the end of the booked court session(s)		Set	Not set
	☐	Prepare playfield for a next booked court session period		Set	Not set
◉	More than one play-period				
	☑	Preparing for play (Login/Register of match entrants period) The match shall start at latest on the set number of minutes after the start of the booked court session(s).		Set	Not set
	☑	1 st half		Set	Not set
		Half-time			
	☑	2 half		Set	Not set
		Break if tied			

Copyright Christian Morten Borge, All rights reserved

	☑	Overtime		Set	Not set
		Break if tied			
	☑	Overtime		Set	Not set
		Break if tied			
	☐	Overtime			
		Break if tied			
	☐	Overtime			
		Break if tied			
	☑	Penalty shoot-out		Set	Not set
	☑	Leave playfield period The match shall end at latest on the set number of minutes before the end of the booked court session(s)		Set	
	☐	Prepare playfield for a next booked court session period		Set	Not set
Total playtime					

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 90C

Match time-schedule

	Play-periods and breaks	Duration	Notifications	Status
	Preparing for play	5	Edit	
✔	1 st half	50	Edit	Set
	Half-time	15		
✔	2 half	45	Edit	Set
	Break if tied	5		
✔	Overtime	10	Edit	Set
	Break if tied	5		
✔	Overtime	10	Edit	Set
	Break if tied	5		
✔	Penalty shoot-out	20	Edit	Set
	Total playtime	160		
		Edit		

Back

Copyright Christian Morten Borge, All rights reserved

Figure 90D

Match time-schedule

	Play-periods and breaks	Duration	Notifications	Status
	Preparing for play	5	Edit	Set
✔	1 st half	50	Edit	Set
	Leave playfield period	5	Edit	Set
Minimum required time of booked playfield		60		
		Edit		

Back

Copyright Christian Morten Borge, All rights reserved

Figure 90E

-What if match starts later than the set time?
-What about injuries, and if there is a need to stop a play period for a minute or two?

Then summarize the time and subtract from...
If overtime periods evenly from overtime periods?

	Play-periods and breaks	Duration
○	One play-period	
◉	More than one play-period	
☑	1 st half	45
	Half-time	15
☑	2 half	45
☑	Break if tied	
☑	Overtime	
	Break if tied	
☑	Ovetime	
	Break if tied	
☐	Overtime	
	Break if tied	
☐	Ovetime	
	Break if tied	

Copyright Christian Morten Borge, All rights reserved

☑	Penalty shoot-out	

Figure 90F

Submit Match results manually (tennis)

Name on tournament:	Test Cup
Match format:	Best within the booked session
Match:	1
Round:	1

◉	Results from match
○	Walkover
○	Draw

To next round:	Select player ▼

	Score table		
	Sets	Games	Last game
Test, Person1			
Test, Person2			

User(s) required to login

Last name, first name	Role	Logged in	Date, time
Test, person 1	Player	{Name on arena, playfield}	03.09.2018, 14:57
Test, person 2	Player	{Name on arena, playfield}	03.09.2018, 15:02
Test, person 3	Match referee	{Name on arena, playfield}	03.09.2018, 14:59

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 90G

Submit Match results manually (soccer)

Name on tournament:	Test Cup
Match format:	Best within the booked session
Match:	1
Round:	1

◉	Results from match
○	Walkover
○	Draw

To next round:	Select team ▼

Score table			
Team	Community	Goals	Penalty shoot-out
Team name 1	Community name 1		
Team name 2	Community name 2		

User(s) required to login

Last name, first name	Role	Logged in	Date, time
Test, person 4	Player	{Name on arena, playfield}	03.09.2018, 14:57
Test, person 5	Player	{Name on arena, playfield}	03.09.2018, 15:02
Test, person 6	Match referee	{Name on arena, playfield}	03.09.2018, 15:02

Back Submit

Copyright Christian Morten Borge, All rights reserved

Figure 90H

Submit Match results manually (tennis)

Name on tournament:	Test Cup
Match format:	Best within the booked session
Match:	1
Round:	1

○	Results from match
◉	Walkover
○	Draw

To next round:	Select player ▼

	Score table		
	Sets	Games	Last game
Test, Person1			
Test, Person2			

User(s) required to login

Last name, first name	Role	Logged in	Date, time
Test, person 3	Match referee	{Name on arena, playfield}	03.09.2018, 14:57

Back Submit

Copyright Christian Morten Borge, All rights reserved

After selecting to challenge another team or player from a Booking table in a playfield apparatus the user may enter a page looking like this

Copyright Christian Morten Borge, All rights reserved

Figure 91A
Select players for the team

Test community1 ▼	Test team 1 ▼	Select team composition ▼

Last name, First name	Primary position	Select if other position	Player profile	Select
Test, Person 1	Left Fullback	Select position ▼	View	☑
Test, Person 2	Center Fullback	Select position ▼	View	☑
Test, Person 3	Defender	Select position ▼	View	☑
Test, Person 4	Defender	Select position ▼	View	☑
Test, Person 5	Goal keeper	Select position ▼	View	☑
Test, Person 6	Center Fullback	Select position ▼	View	☑
Test, Person 7	Forward	Select position ▼	View	☑
Test, Person 8	Forward	Select position ▼	View	☑
Test, Person 9	Forward	Select position ▼	View	☑
Test, Person 10	Defender	Select position ▼	View	☑
Test, Person 11	Goal keeper	Select position ▼	View	☑
Test, Person 12	Right Midfielder	Select position ▼	View	☑
Test, Person 14	Stopper	Select position ▼	View	☑

Copyright Christian Morten Borge, All rights reserved

Test, Person 15	Stopper	Select position ▼	View	☑
Test, Person 16	Left Midfielder	Select position ▼	View	☑

◉	Send a request to team members to confirm that they want to play the tournament and submit the entry when a sufficient number of team players have confirmed that they want to play	
	◉	If the tournament has an entry fee I will pay the entry fee
	○	An entry fee shall be divided equally on players on the team and they shall pay when they confirm they can play the tournament
○	Submit the team entry without a need for a confirmation from players	
	If the tournament has an entry fee I will pay the entry fee	

Back Submit

Figure 48

Team entries

Team name	Community	Entry status	Player entrants
Test Team	Community name	Ok	View
Test Team 2	Community name 2	Not complete	View
Test Team 3	Community name 3	OK	View
Test Team 4	Community name 4	Not complete	View
Test Team 5	Community name 4	OK	View

Back

Copyright Christian Morten Borge, All rights reserved

Copyright Christian Morten Borge, All rights reserved

Figure 49

Player entrants

Last name, First name	Primary position	Confirmed	Phone no.
Test, Person 1	Left Fullback	Yes	
Test, Person 2	Center Fullback	Yes	
Test, Person 3	Defender		
Test, Person 4	Defender	Yes	
Test, Person 5	Goal keeper	Yes	
Test, Person 6	Center Fullback	Yes	
Test, Person 7	Forward		
Test, Person 8	Forward	Yes	
Test, Person 9	Forward		
Test, Person 10	Defender	Yes	
Test, Person 11	Goal keeper	Yes	
Test, Person 12	Right Midfielder	Yes	
Test, Person 14	Stopper		
Test, Person 15	Stopper	Yes	
Test, Person 16	Left Midfielder	Yes	
Test, Person 17	Midfielder		
Number of confirmed entries:		11	

Copyright Christian Morten Borge, All rights reserved

Back

Copyright Christian Morten Borge, All rights reserved

Communities Arenas Teams Tournaments Matches Challenges Training Messages Logout

Tournament system ideas

Select community ▼

Court reservations Arena Tools User Profile Tournament Director Tools Manager Tools Team Tools User Tools Logout

Messages

☐	**Activate the SMS/MMS feature.** A copy of new messages will be generated to your cellphone using sms/mms	☐	**Activate the messaging APP.** Dowload the App named {name on app} from "for example ...."	☐	**Send to my email address.** A copy of new messages will be sent to your email address

New/recent messages **Old messages** **Deleted messages**

Delete	To/From	Dato/Time	Product/Ad link	Message contents	Reply
☐	{Name on user}	{Date} {Time}	{Product name with link to ad} Window open..	{message contents from person interested in product..} Max no of words or letters?	Reply

Copyright Christian Morten Borge, All rights reserved