CRICNOBLE

CricNoble Organizer Guide

Create and run your own cricket tournament, step by step:
from the first tap to the champion.

Guide for the CricNoble app. Screens may look slightly different on your phone.
cricnoble.com

Contents

1 Before you start

2 Create your tournament

3 Create Season 1

4 Let teams and players register

5 Add teams and players yourself

6 Build the schedule

7 Change the schedule and publish it

8 Match day: live scoring

9 After the league games: the knockouts

- Frequently asked questions

PART 1

Before you start

Two minutes to understand how CricNoble is organised. It makes every later step easier.

1 Install the app and create your account

Install CricNoble on your phone and open it. Tap "Register here", fill in your name, a username, your email and a password, accept the terms and tap "Create Account".

There is no separate organizer account. Anyone who is signed in can create tournaments. "Continue as Guest" is view-only, so sign in before you start.

> **Tip:** Add your phone number in your profile (profile photo, then Edit Profile). Team captains and organizers use phone numbers to reach each other.

2 How a tournament is organised

Tournament (also called a League): the home of your competition. You create it once.

Season: one edition, such as Season 1. It has its own format, rules, teams, fixtures and results.

Teams and players: they belong to a season.

Fixtures: the list of games, with date, time and ground.

Matches: a fixture becomes a live match when the toss is recorded.

The order for you is: create the tournament, create a season, get teams in, build and publish the schedule, play the matches, then run the knockouts.

> **Tip:** Create teams, groups and squads before the first match starts. Once the first match goes live, rosters are locked.

PART 2

Create your tournament

A tournament is the home of your competition, for example "Maidan Premier League". You create it once and add a new season to it every year.

1 Open the New Tournament form

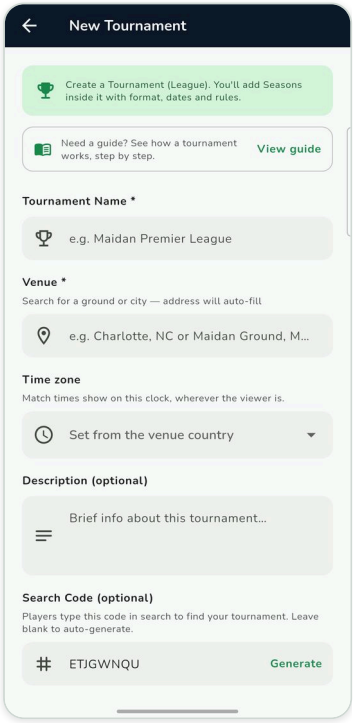
Open the Tournaments tab and tap "New Tournament". Fill in:

Tournament Name: for example "Maidan Premier League".

Venue: start typing a ground or city and pick it from the list. The address and country fill in by themselves.

Time zone: it is chosen from the venue. Match times are shown on this clock to everyone, wherever they are.

Description: optional.

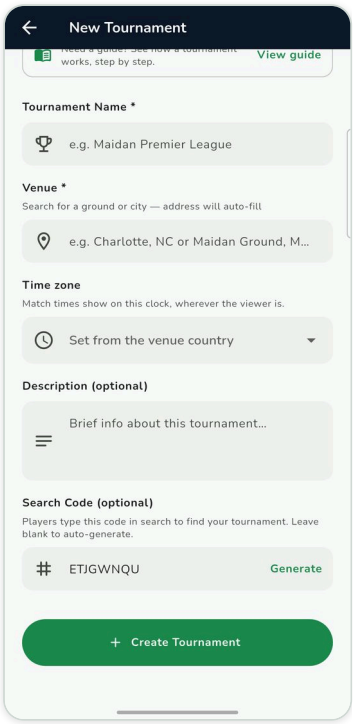


2 Choose a search code

The search code is a short code that players type in search to find your tournament. It does not give anyone access. Tap "Generate" to make one, or type your own (4 to 10 letters or digits). Leave it empty and one is made for you.

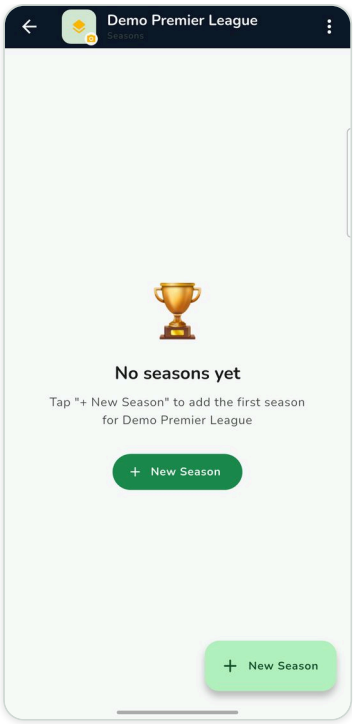
When you are done, tap "Create Tournament".

> **Tip:** Share the search code on your WhatsApp group. Players type it in the tag icon on the Tournaments tab ("Find by search code").



3 Open your tournament and add a season

Your new tournament appears in the Tournaments list. Tap it to see its seasons. It is empty at first. Tap "New Season" to create Season 1.



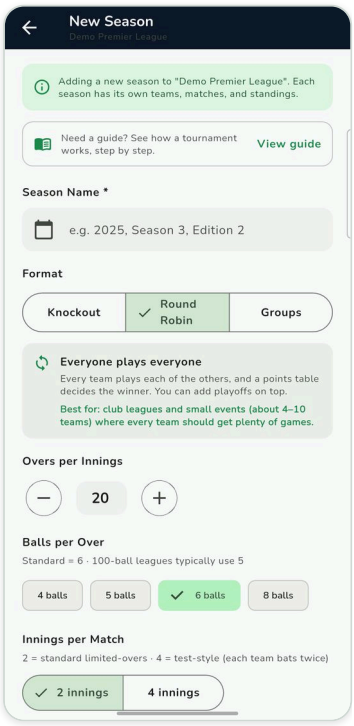
PART 3

Create Season 1

A season is one edition of your tournament. It has its own format, rules, teams, fixtures and points table.

1 Start the New Season form

Type a Season Name, such as "Season 1" or "2026". Then choose the Format. This is the most important choice, so read the next step before you pick.



2 Pick the format: Round Robin, Groups or Knockout

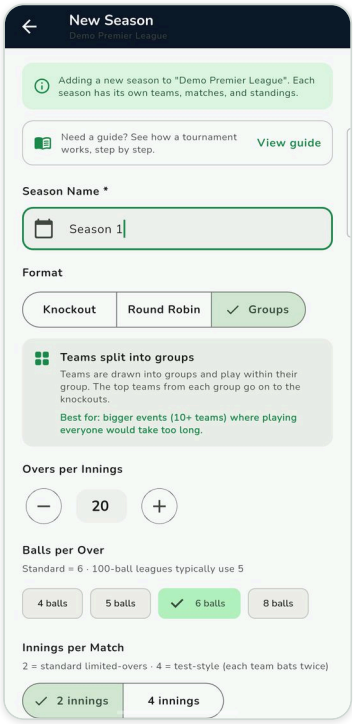
Round Robin: every team plays every other team and a points table decides the winner. Best for small leagues of about 4 to 10 teams.

Groups: teams are split into groups, play inside their group, and the top teams from each group go to the knockouts. Best for 10 or more teams.

Knockout: lose and you are out. Fewest matches, but a team may play just one game.

A short note under the buttons explains the format you have selected.

> **Tip:** Only the Groups format has a knockout stage with a bracket and a champion decided by a final.



3 Set the match rules

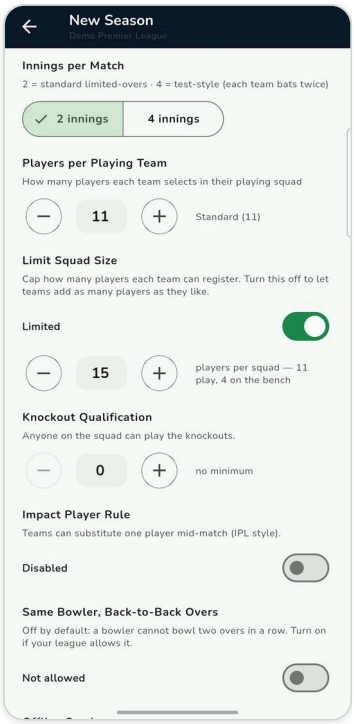
Overs per Innings: for example 20.

Balls per Over: usually 6.

Innings per Match: 2 for limited-overs cricket.

Players per Playing Team: usually 11.

Limit Squad Size: how many players a team may register, for example 15.



4 Choose the optional rules

Same Bowler, Back-to-Back Overs: normally not allowed.

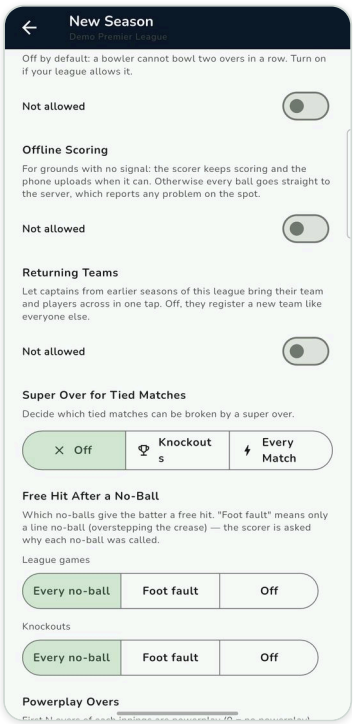
Offline Scoring: turn this on if the ground has no signal. The scorer keeps scoring and the phone uploads later.

Returning Teams: lets captains bring back last season's team.

Super Over for Tied Matches: Off, Knockouts or Every Match.

Free Hit After a No-Ball: choose it separately for league games and knockouts.

Powerplay Overs and Impact Player Rule are also here.



5 Choose how teams get into the season

This is the "Team entry" setting. It decides who can register a team.

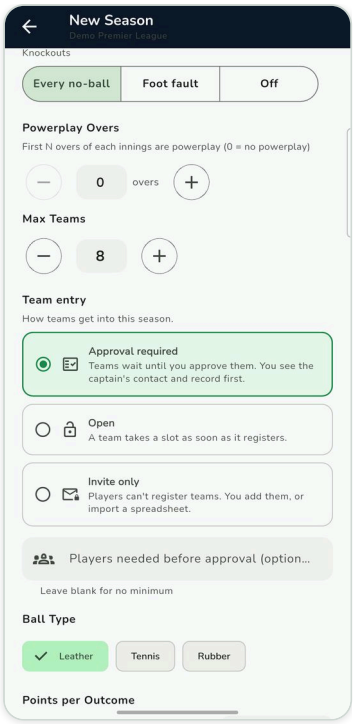
Approval required (default): teams wait until you approve them. You see the captain's contact details and record first.

Open: a team takes a slot as soon as it registers.

Invite only: players cannot register teams. You add them yourself or import a spreadsheet.

Max Teams sets how many teams can take a slot.

> **Tip:** If you are not sure, keep "Approval required". You stay in control and nothing happens without your tap.



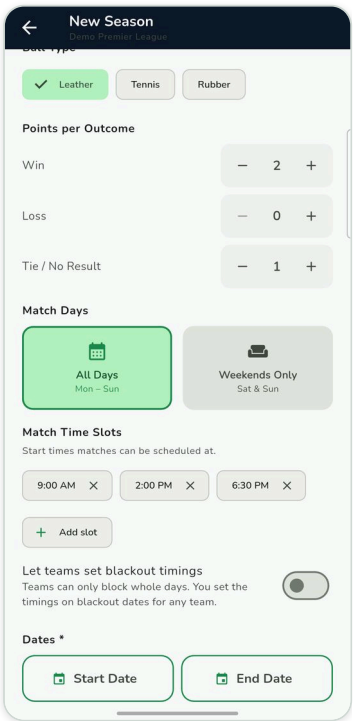
6 Set points, match days and time slots

Points per Outcome: Win 2, Loss 0, Tie or No Result 1 are the defaults.

Match Days: All Days, or Weekends Only (Saturday and Sunday).

Match Time Slots: the start times games can use, for example 9:00 AM, 2:00 PM and 6:30 PM. Tap "Add slot" for more.

"Let teams set blackout timings" lets captains mark days when their team cannot play.

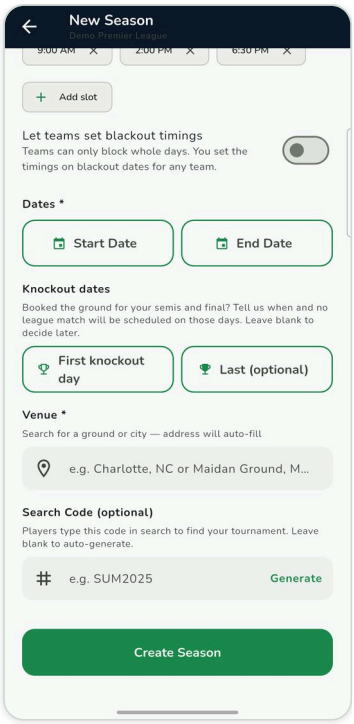


7 Pick the dates and the venue

Tap Start Date and End Date. The start date must be today or later.

Knockout dates are optional. If you already booked the ground for your semi-finals and final, set those days here and no league match will be scheduled on them.

Choose the Venue the same way as before.

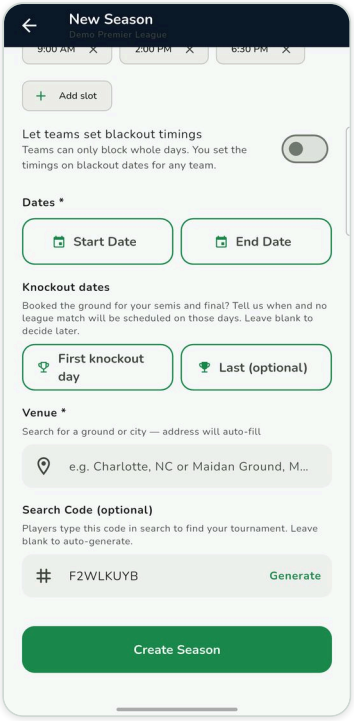


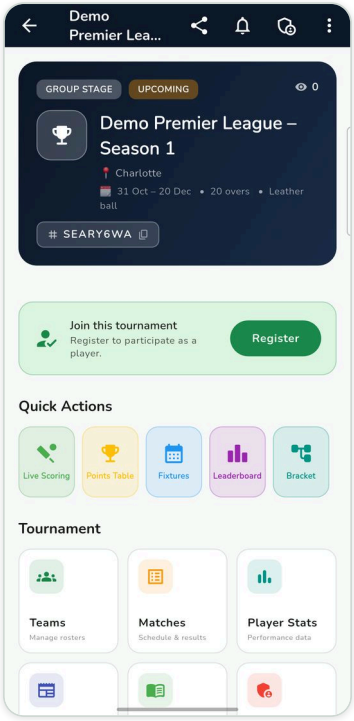
8 Create the season

Add an optional search code for this season, then tap "Create Season". You land on the season dashboard.

A new season starts as Upcoming, with player registration closed and the schedule hidden. You will change that in Part 4.

> **Tip:** You can edit a season's settings while it is still Upcoming or Registration Open. Open the three dots at the top, then Edit Season.





PART 4

Let teams and players register

Decide how teams get in: they register themselves, or you add them. Read this part carefully, because two switches must be on before captains can register.

1 What must be on before people can register

For a captain to see "Register Your Team", two things must both be true:

1. Tournament Status is "Registration Open".

2. Player Registration is switched on.

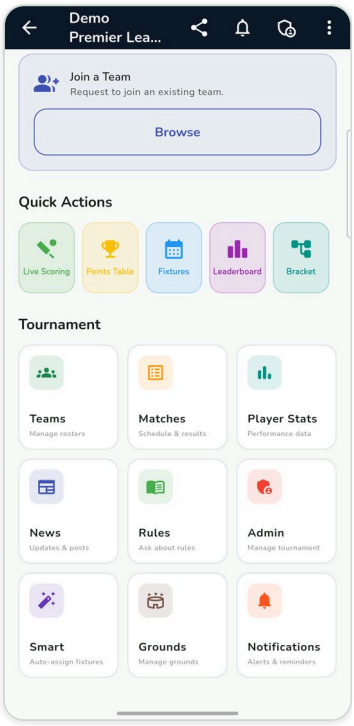
Both are in the Admin Panel, in the Settings tab. They are off when a season is created, so you must turn them on.

If you would rather add everyone yourself, skip to Part 5. You do not need to open registration at all.

> **Tip:** Only the person who created the tournament can switch Player Registration on or off.

2 Open the Admin Panel

On the season dashboard, tap the shield icon at the top, or the "Admin" tile under Tournament. The Admin Panel has six tabs at the bottom: Overview, Fixtures, Teams, Players, News and Settings.



3 Turn registration on

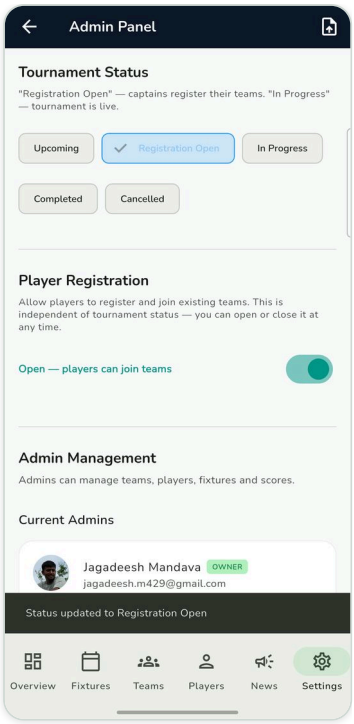
Open the Settings tab.

Tournament Status: tap "Registration Open".

Player Registration: switch it on. It says "Open: players can join teams".

To add co-organizers, use Admin Management and Invite Admin. They must already have a CricNoble account.

> **Tip:** The first match going live closes player registration automatically.



4 Tell people how to join

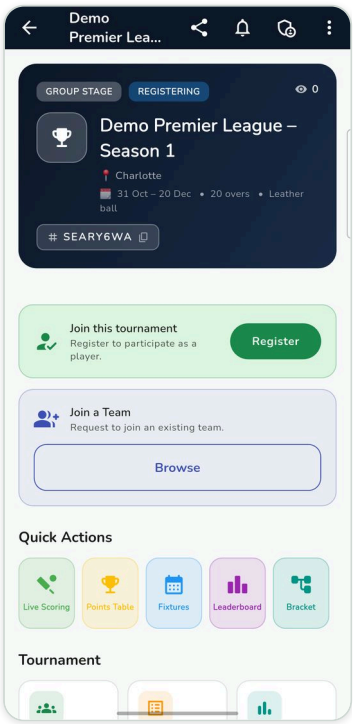
Share your tournament with the Share icon at the top, or send the search code. People who open the season can see:

Register Your Team: a captain enters the team name, a phone number and an optional second contact, and becomes the team captain.

Join a Team: a player taps Browse, picks a team and sends a join request. The team's captain approves it.

Register (under Join this tournament): a player registers to be picked by a team.

> **Tip:** Tell captains to add a working phone number. Only you can see it.



5 Send the Player Guide to your players

Players do not need you to add them one by one. Share the CricNoble Player Guide with your players and teams. It shows them how to:

Create their account and complete their profile.

Search for your tournament, or enter your search code.

Tap Register and send a join request to a team.

The guide is in English, Telugu, Tamil and Hindi. Download it from cricnoble.com/help and send the PDF on WhatsApp, together with your search code or tournament link.

Captains then approve the requests from the tournament page.

> **Tip:** Send the guide, the search code and the date registration closes in one message. It saves most of the questions.

6 Approve teams that register

In Approval required mode, new teams appear in Admin Panel, Teams tab, under "Waiting for approval".

Tap Review. You see the captain's phone and email, the roster and the captain's record in earlier tournaments.

Tap Approve or Reject. You can add a reason for the captain.

If all slots are taken, the team goes to the Waitlist. You can confirm a waitlisted team when a slot opens.

> **Tip:** Approved teams are confirmed. Only confirmed teams are included in groups and the schedule.

7 Import many teams at once

In the Teams tab, tap the upload icon at the top for "Import Teams (CSV / Excel)". Tap "Get sample file" to download a template with these columns: Team Name, Short Name, Captain Name, Captain Email, Blackout Dates, Blackout Reason, Captain Phone. Fill it in and upload it. You see a preview before anything is saved.

> **Tip:** Team import is available only while Player Registration is on.

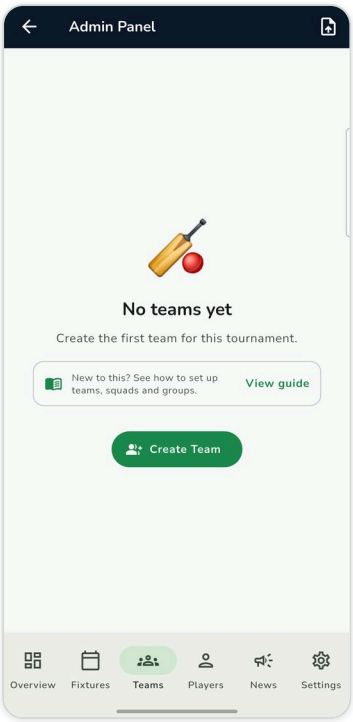
PART 5

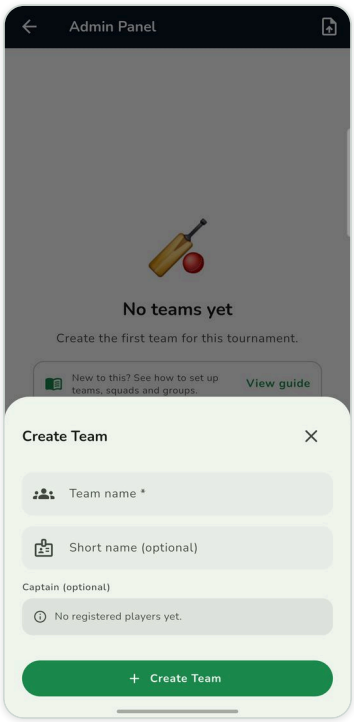
Add teams and players yourself

You can always add teams and players directly, even if you also let people register.

1 Create a team yourself

Open the Admin Panel and the Teams tab. Tap "Create Team". Type the team name (for example "Royal Strikers"), an optional short name, and optionally pick a captain who already has a CricNoble account. Tap "Create Team".

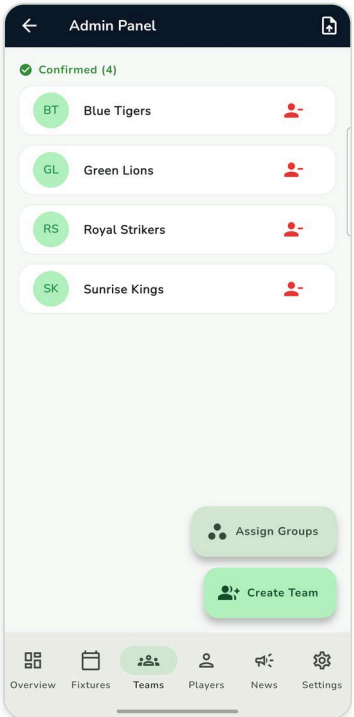




2 Repeat for every team

Add all your teams. They show under "Confirmed". Teams you create yourself are confirmed straight away.

> **Tip:** Use the same steps for each team. For a group format, an even number of teams per group is easiest.



3 Put teams into groups

For the Groups format, tap "Assign Groups". You have three ways:

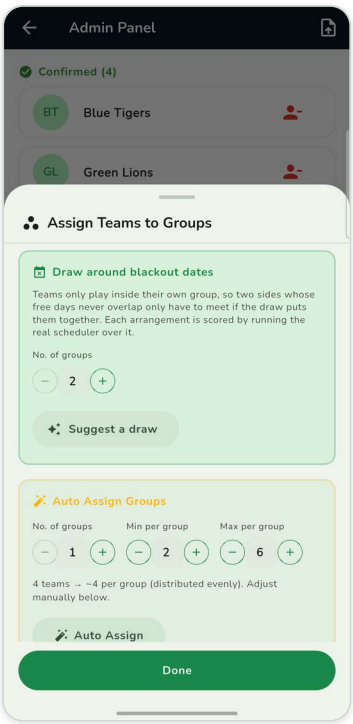
Draw around blackout dates: set the number of groups and tap "Suggest a draw". CricNoble tries arrangements and picks a good one.

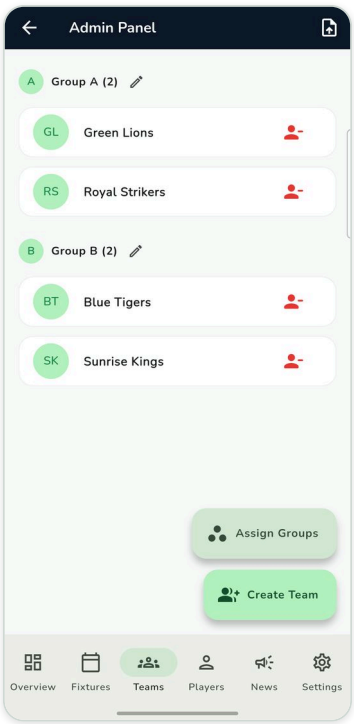
Auto Assign Groups: choose the number of groups and the minimum and maximum teams per group, then tap "Auto Assign". Teams are dealt A, B, C and so on.

Manual assignment: pick a group for each team.

Tap "Done". Teams are now listed under Group A, Group B and so on.

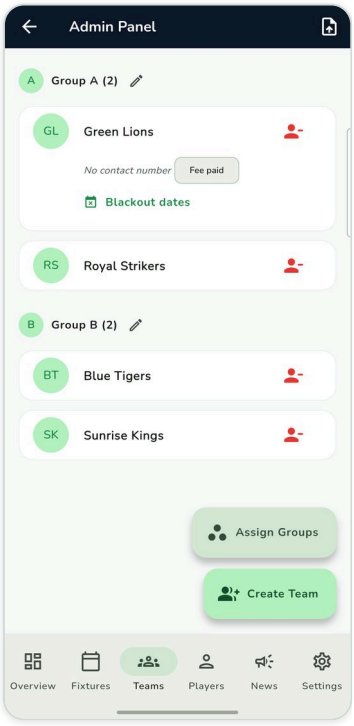
> **Tip:** Do this before you build the schedule.





4 Tap a team for contacts, fee and blackout dates

Tap a team name in the list to expand it. You see the captain's contact number, a "Fee paid" button to tick when the team has paid you, and "Blackout dates" to record days when the team cannot play. The schedule works around them.



5 Add players to a squad

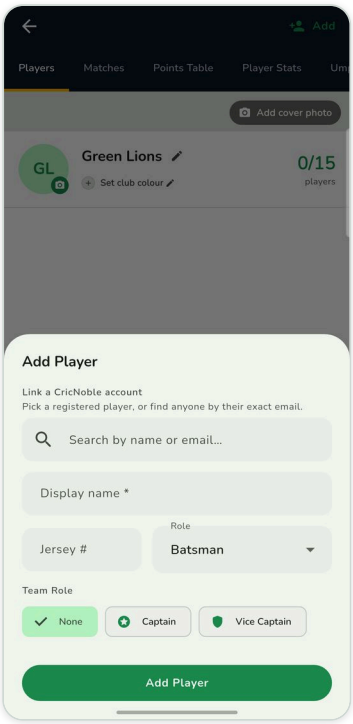
Open a team from the season's Teams tile. Tap "Add" at the top. In the Add Player sheet you can:

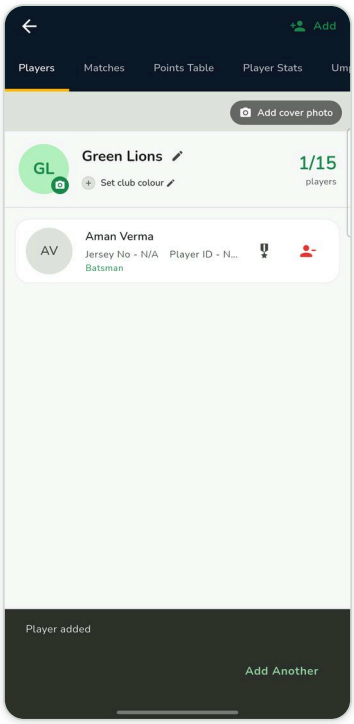
Search by name or email to link a CricNoble account, so the player's stats follow them.

Or just type a Display name for a player who has no account.

Optionally give a Jersey number, a Role (Batsman, Bowler, All-Rounder, Wicket Keeper) and a Team Role (Captain or Vice Captain).

Tap "Add Player". The counter at the top, such as 11/15, shows how full the squad is.





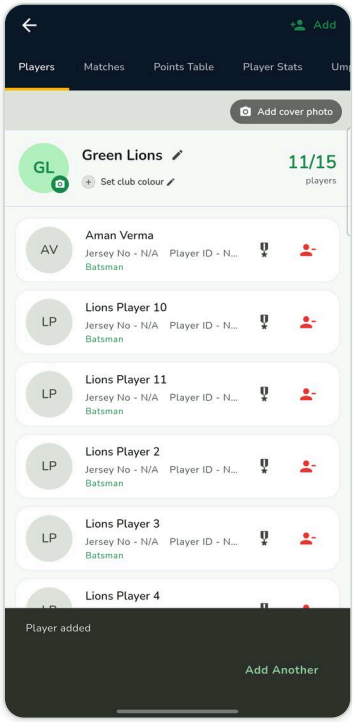
6 Fill every squad before match day

Add at least the players who will play. Scorers pick the batters and bowlers from these squads.

If you reach the squad limit you set, adding stops with "Squad full". Remove a player to make room.

If Player Registration is switched off, squads are locked for everyone. Switch it on again to add players.

> **Important:** Once the first match goes live, you cannot create teams or assign groups any more. Finish this part first.



PART 6

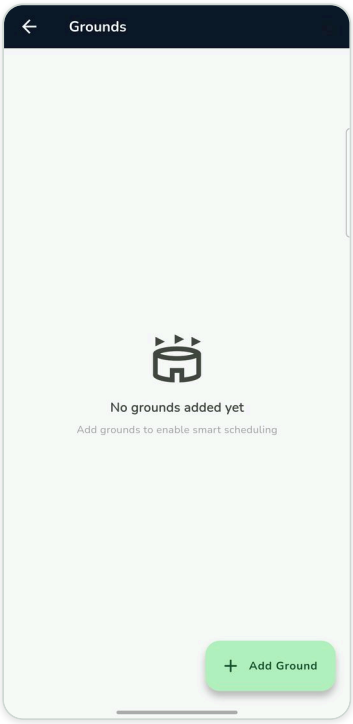
Build the schedule

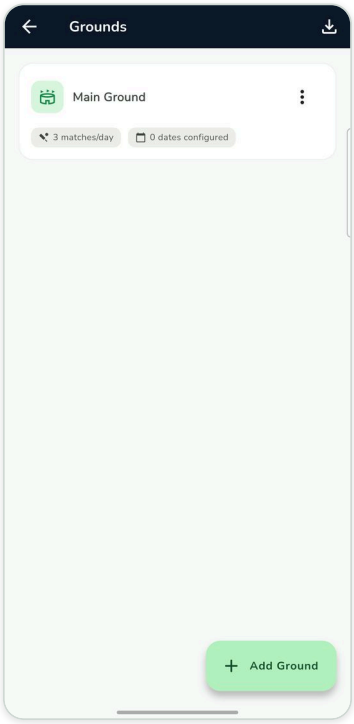
CricNoble can generate every fixture with dates, time slots and grounds, or you can bring your own Excel schedule.

1 Add your grounds

The scheduler needs at least one ground. From the season dashboard open the Grounds tile and tap "Add Ground". Type the ground name, an optional address and the maximum matches per day. Tap "Add Ground".

> **Tip:** From the three dots on a ground you can set exactly which dates and time slots it is available.





2 Open Smart Schedule

From the season dashboard open the "Smart Schedule" tile. The top cards show how many grounds and teams it will use.

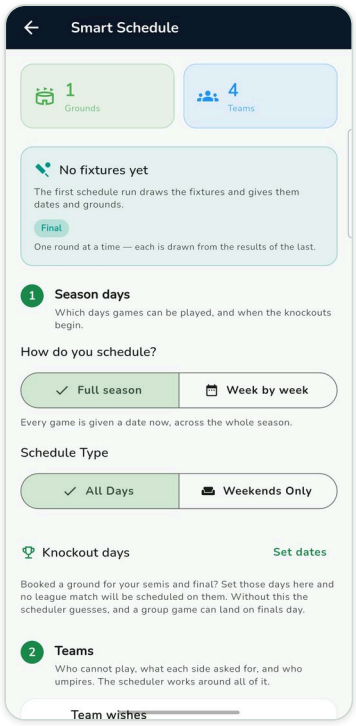
Step 1, Season days: choose Full season or Week by week, and All Days or Weekends Only.

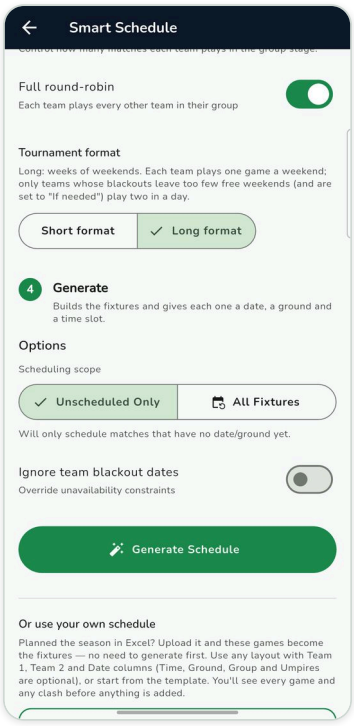
Knockout days: tap "Set dates" to hold days for the semi-finals and final.

Step 2, Teams: Team wishes (preferred day or ground), Team Blackout Dates and Umpiring.

Step 3, Match rules: for example Full round-robin inside each group, and Short or Long tournament format.

> **Tip:** Week by week builds only the next week at a time. Games already played are never moved.



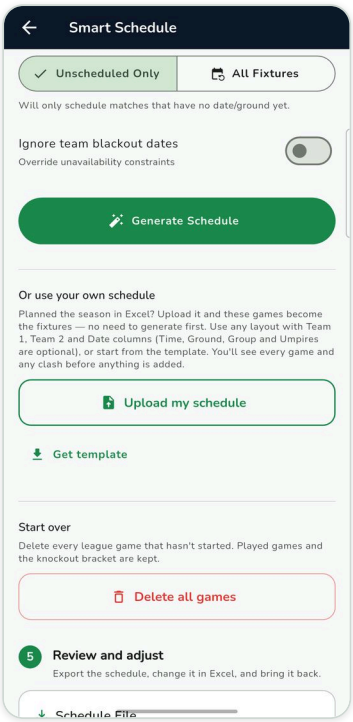


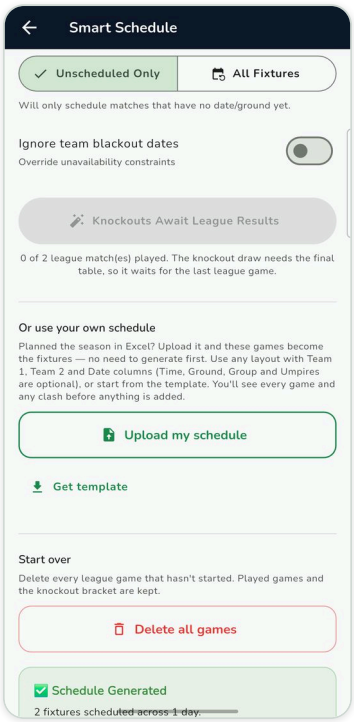
3 Generate the schedule

Step 4, Generate: Scheduling scope "Unscheduled Only" schedules games that have no date yet. "All Fixtures" redoes everything that has not been played.

Tap "Generate Schedule". After a few seconds you see "Schedule Generated" with the number of fixtures.

In a group format the knockout button says "Knockouts Await League Results". That is normal. It unlocks when all league games are played.





4 Or use your own schedule from Excel

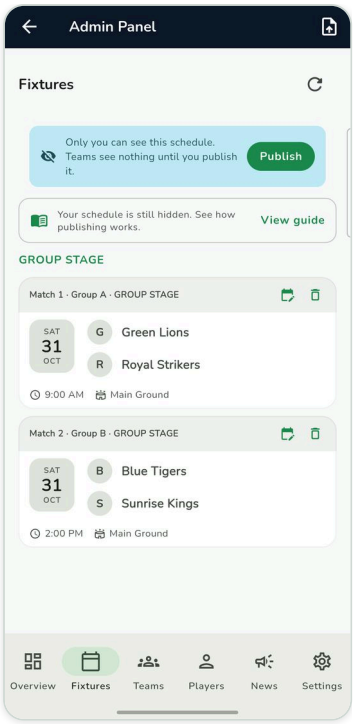
If you already planned the season, tap "Upload my schedule" under "Or use your own schedule". Use any layout that has Team 1, Team 2 and Date columns. Time, Ground, Group and Umpires are optional. Tap "Get template" for a ready file.

You see every game and any clash before anything is added. Games with problems are listed, and you decide.

> **Tip:** "Start over" and "Delete all games" remove every league game that has not started. Played games are kept.

5 Review the fixtures

Open Admin Panel, then Fixtures. Each game shows its match number, group, teams, date, time and ground. The blue bar tells you the schedule is hidden: only you can see it until you publish.



PART 7

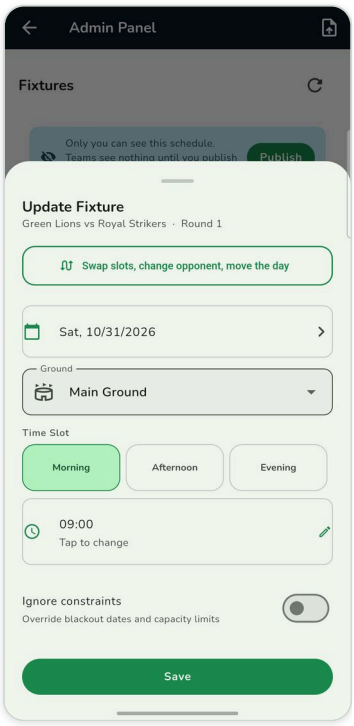
Change the schedule and publish it

Fix anything that does not suit, then publish so teams can see it.

1 Change a game's date, time or ground

On a fixture card, tap the calendar icon. In "Update Fixture" change the date, the ground and the time slot (Morning, Afternoon or Evening, or a custom time). Tap "Save".

"Ignore constraints" lets you override team blackout dates and ground limits when you really need to.



2 Swap slots, change opponent, move the day

In the same sheet tap the long green button "Swap slots, change opponent, move the day". There are four tabs:

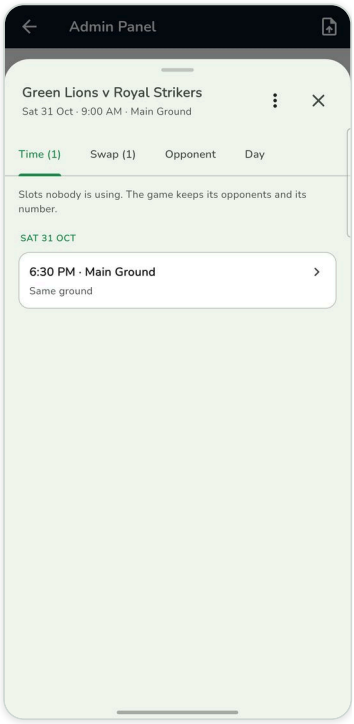
Time: free slots nobody is using.

Swap: trade places with another game.

Opponent: change who a team plays.

Day: move the whole day to another date.

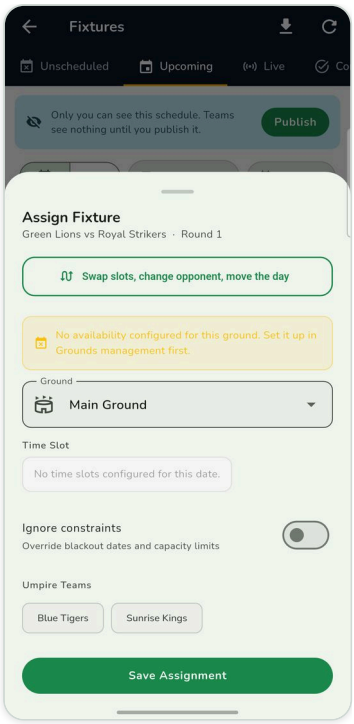
Each option asks you to confirm.



3 Give a date to an unscheduled game

A game with no date shows a "Schedule" button. It opens "Assign Fixture": pick the date, ground and time slot, and optionally the Umpire Teams. If the ground has no availability set, add it first in Grounds.

> **Tip:** On the season Fixtures screen, the plus button creates one extra fixture yourself.

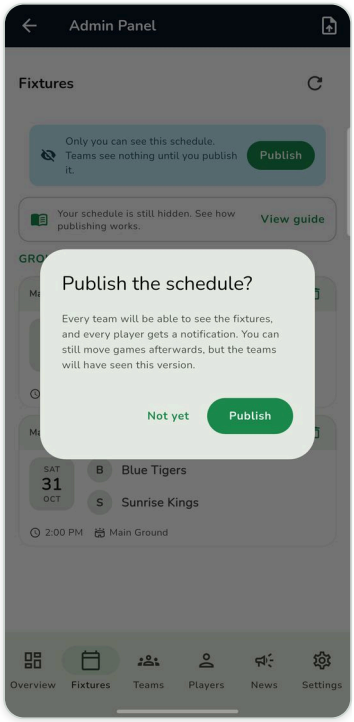


4 Publish the schedule

Teams and players see nothing until you tap "Publish" on the blue bar. A box asks "Publish the schedule?". Every team can see the fixtures and every player gets a notification. Tap "Publish".

You can still move games later, but teams will have seen this version. To take it back, tap "Hide".

> **Important:** Knockout fixtures also stay hidden until the schedule is published.



5 Export, edit in Excel and import again

In Smart Schedule, under "Review and adjust", tap Export Schedule to get an Excel file, change dates or teams in it, then tap Import Schedule. You see the changes before they are applied. On the Fixtures screen the download icon exports a PDF or Excel file, which is handy to print and share.

PART 8

Match day: live scoring

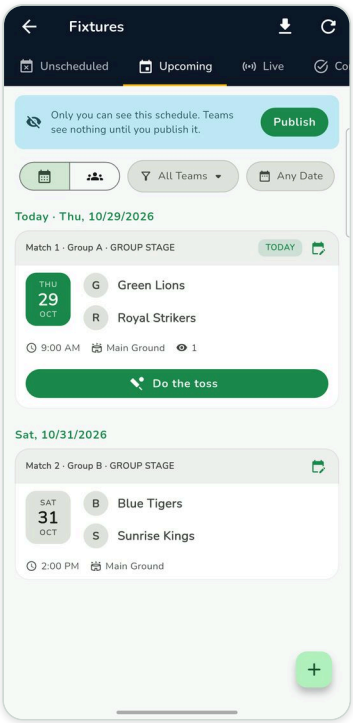
Record the toss, then score ball by ball. Followers see the live score instantly.

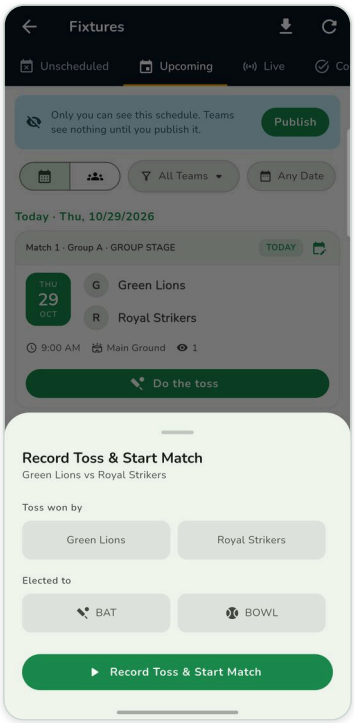
1 On match day: record the toss

On the Fixtures screen, a game scheduled for today shows a green "Do the toss" button. Tap it. In "Record Toss & Start Match" choose which team won the toss and whether it elected to Bat or Bowl, then tap "Record Toss & Start Match".

The organizer, or a team's captain or vice-captain, can do the toss.

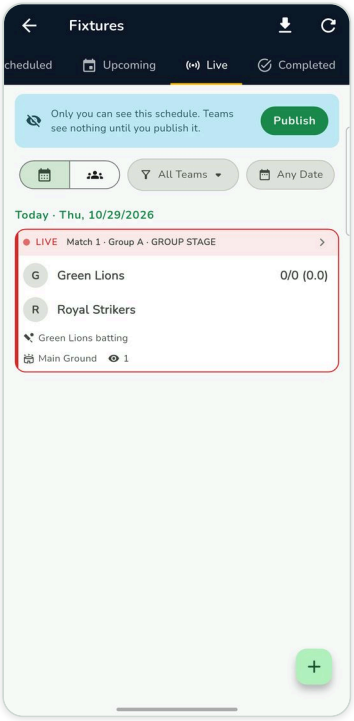
> **Tip:** If the toss was already recorded, the button says "Start match".

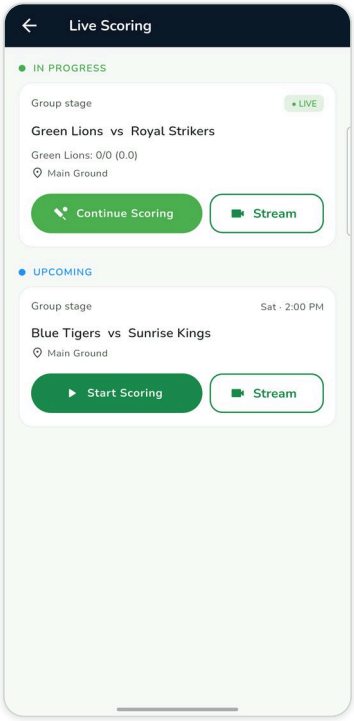




2 Open the match for scoring

The game now shows in the Live tab with its score. To score it, open the Live Scoring tile on the season dashboard. In progress games show "Continue Scoring". Upcoming games show "Start Scoring". The organizer, co-admins, and the team captains and vice-captains can score.

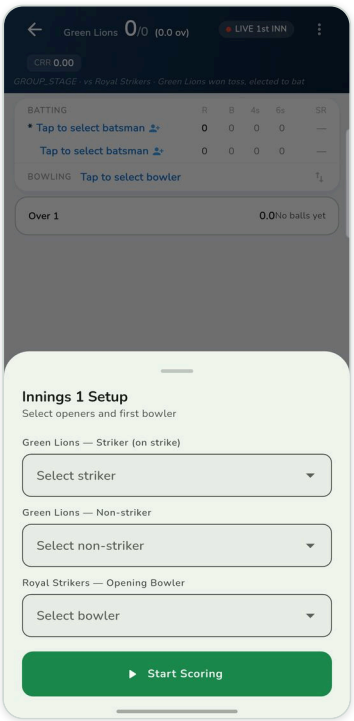


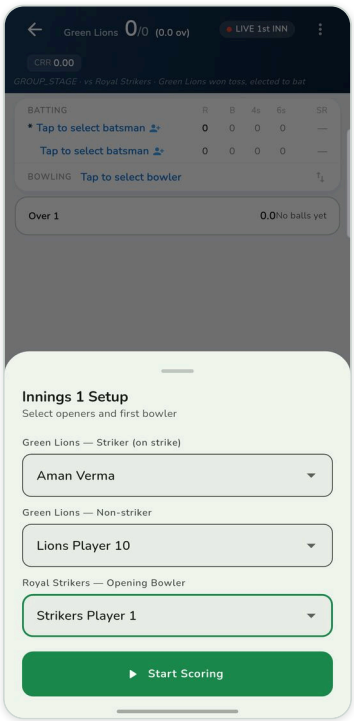


3 Choose the openers and the first bowler

"Innings 1 Setup" asks for the striker, the non-striker and the opening bowler. Pick each from the list (they come from the squads) and tap "Start Scoring".

If squads have more players than the playing number, you first pick the playing XI for each side.





4 Score the ball

After each ball tap the result:

DOT, 1, 2, 3, 4 or 6 for runs off the bat.

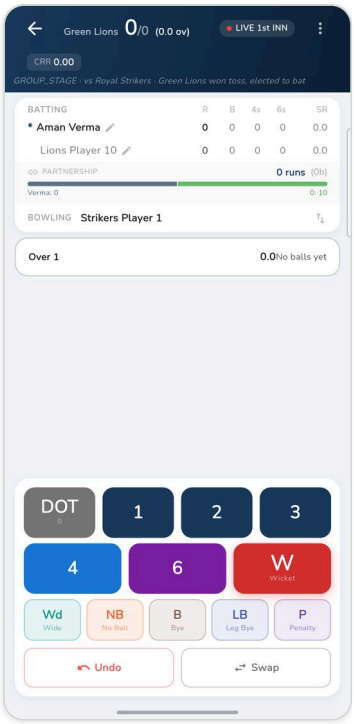
Wd (wide), NB (no ball), B (bye), LB (leg bye) and P (penalty) for extras.

W for a wicket.

Undo takes back the last ball. Swap changes the batter on strike.

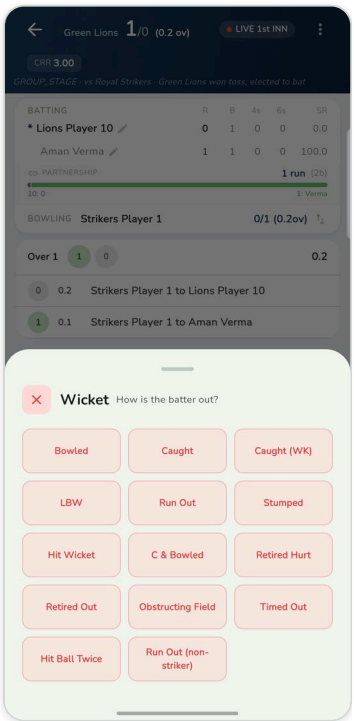
When an over ends you choose the next bowler. Free hit and powerplay badges appear by themselves.

> **Tip:** Made a mistake? Tap Undo and enter the ball again.



5 Record a wicket

Tap "W" and choose how the batter is out: Bowled, Caught, Caught (WK), LBW, Run Out, Stumped, Hit Wicket, C & Bowled, Retired Hurt and others. Some ask a follow-up, such as who took the catch. Then choose the next batter.



6 The three-dot menu while scoring

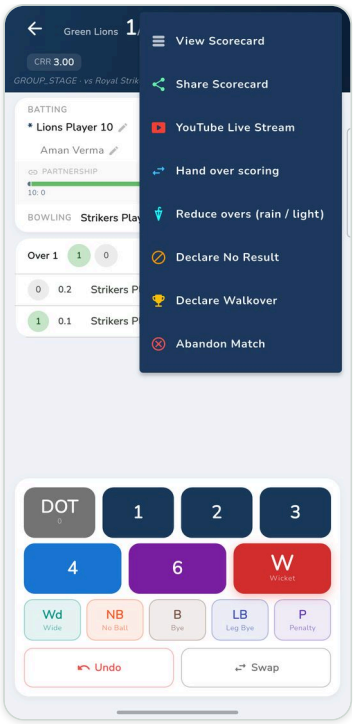
View Scorecard, Share Scorecard and YouTube Live Stream are for everyone who can score.

Hand over scoring passes scoring to another phone. Only one phone scores a match at a time.

Organizers also see Reduce overs (rain / light), Declare No Result, Declare Walkover and Abandon Match.

If rain cuts the game, use Reduce overs and choose whether to revise the target or keep it the same.

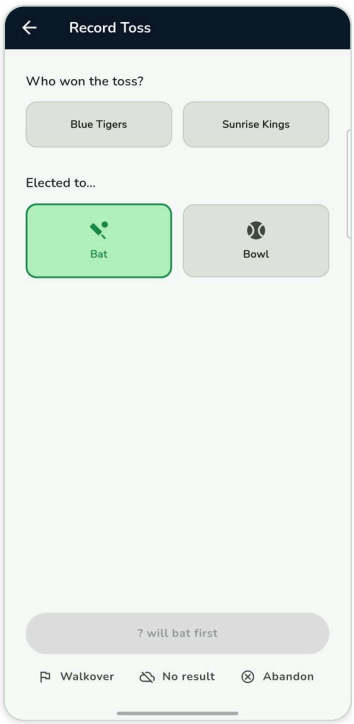
> **Tip:** If your phone loses signal and Offline Scoring is allowed, keep scoring. The scores upload when you are back online.



7 No match played: walkover, no result or abandoned

On the Record Toss screen, before any ball, you can tap Walkover, No result or Abandon. A walkover asks which team wins and gives it full win points. The app then asks who turned out, so the players are credited with a league game.

> **Important:** Only the organizer or a co-admin can end a match this way.



8 Finish the match

The innings ends by itself when the team is all out or the overs are done. At the innings break, check the score and start the 2nd innings.

When the result shows, pick the Player of the Match and tap "Finish Match". The points table and the player stats update on their own.

If you later correct a scorecard, stats and leaderboards are recalculated.

PART 9

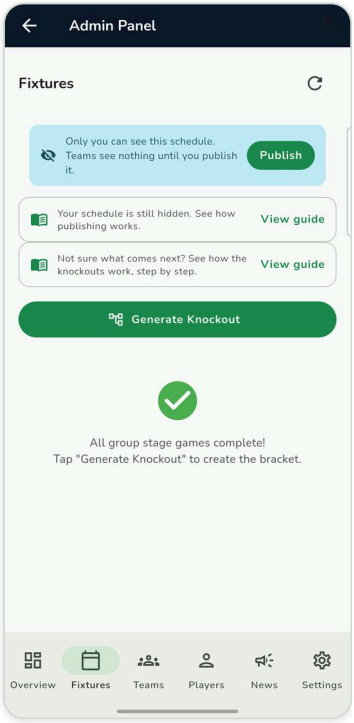
After the league games: the knockouts

When every group game has a result, you build the knockout bracket and then play it round by round until a champion is decided.

1 When all group games are done

Open Admin Panel, then Fixtures. When every group game has a result you see "All group stage games complete!" and a green "Generate Knockout" button. Check the points tables first, because they decide who goes through. Tap "Generate Knockout".

> **Tip:** The View guide link above the button opens a short version of these steps inside the app.



2 Choose how teams qualify

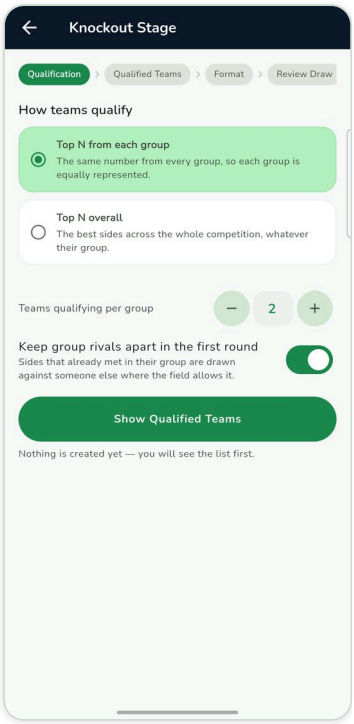
Top N from each group: the same number from every group.

Top N overall: the best teams across all groups.

Set how many teams qualify (for example 2 per group).

Keep group rivals apart in the first round: keep this on if you do not want teams that already met in their group to meet again at once.

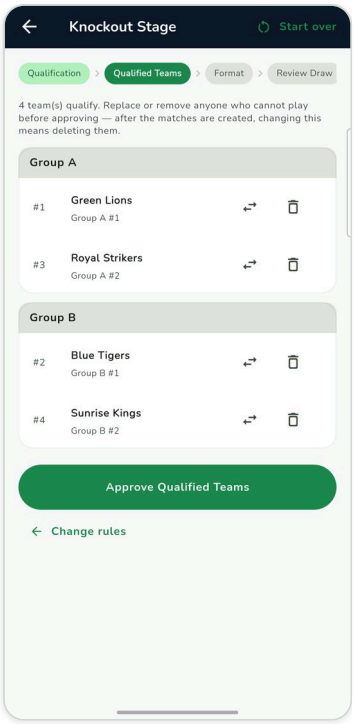
Tap "Show Qualified Teams". Nothing is created yet.



3 Check the qualified teams and approve

You see the teams that qualified from each group. If a team cannot play, use the arrows to replace it with another team or the bin icon to remove it. When it is right tap "Approve Qualified Teams".

> **Tip:** Change it now. After the matches are created, changing the field means deleting them.



4 Choose the bracket shape

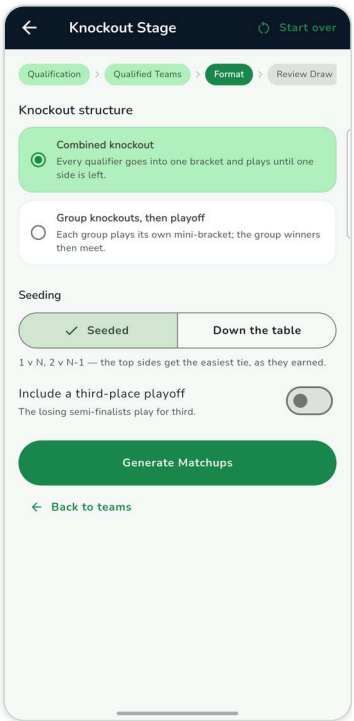
Combined knockout: all qualifiers go into one bracket until one team is left.

Group knockouts, then playoff: each group has its own mini-bracket, then the group winners meet.

Seeding: Seeded (1 plays the last, 2 plays the second last) or Down the table (1 v 2, 3 v 4).

Include a third-place playoff if you want the losing semi-finalists to play for third.

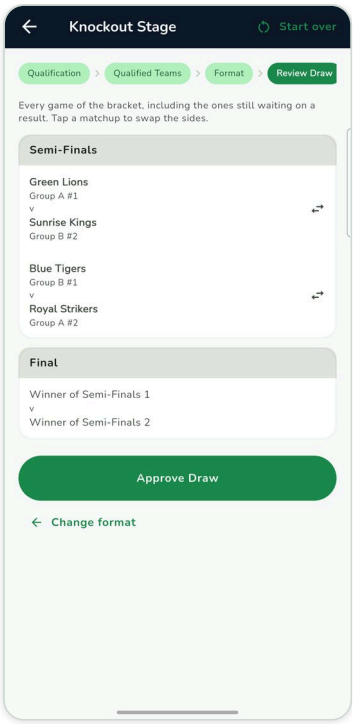
Tap "Generate Matchups".



5 Review the draw

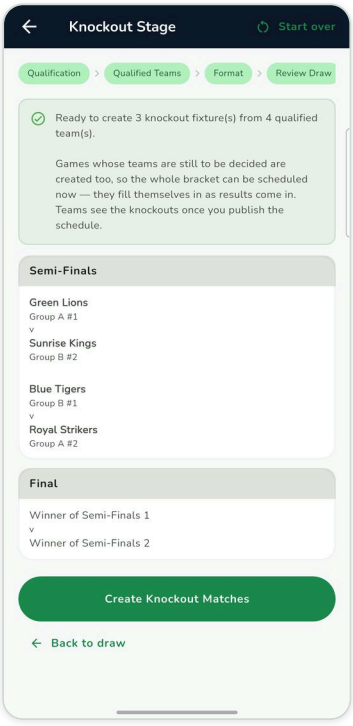
You see every game of the bracket, such as the semi-finals and the final. Games that wait for earlier results show "Winner of Semi-Finals 1" until those are played.

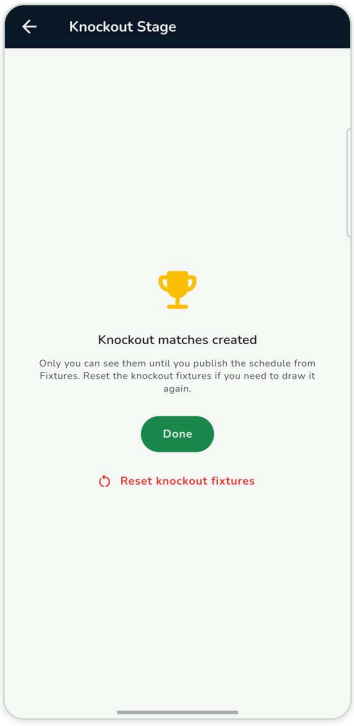
Tap a matchup if you want to swap the two sides. When happy tap "Approve Draw".



6 Create the knockout matches

A summary says how many knockout fixtures will be created. Tap "Create Knockout Matches". You see "Knockout matches created". Tap "Done".

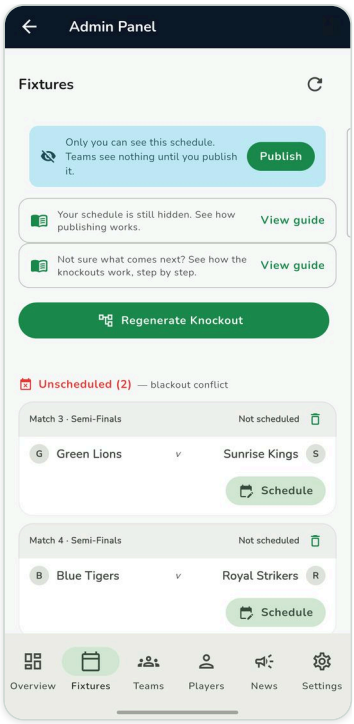




7 Schedule the knockout games

Back on the Fixtures tab the new semi-finals are listed as Unscheduled. Tap "Schedule" on each one and pick a date, ground and time. If you set Knockout dates when you created the season, use those days. Then make sure the schedule is published so teams can see the knockouts.

> **Important:** Without a date and ground, a knockout game cannot be played. Do this step.



8 Play a round, then generate the next

Score both semi-finals as in Part 8. When the round is complete, the Fixtures tab shows the next button, for example "Generate Final" (or "Generate Semi Finals" after quarter-finals). Tap it, then schedule the new game the same way.

Repeat until only the final is left. The names of the winners fill in automatically.

9 Crown the champion

Play the final and tap "Finish Match". The winner and runner-up are recorded, the Fixtures tab shows "All knockout fixtures complete!" and the season is marked Completed. The champion appears on the season dashboard.

When you are ready for next year, go back to your tournament and tap "New Season".

Frequently asked questions

Do I need a special organizer account?

No. Anyone who is signed in can create a tournament and is its organizer. Guests can only view.

What is the difference between a tournament and a season?

A tournament is the permanent home of your competition. A season is one edition of it, with its own teams, fixtures and standings. Add a new season each year.

Captains say they cannot see "Register Your Team". Why?

Both switches must be on in Admin Panel, Settings: Tournament Status must be "Registration Open" and Player Registration must be switched on. Also check the season's Team entry: in Invite only mode, players cannot register teams.

Who can switch Player Registration on or off?

Only the person who created the tournament. Co-admins can see the switch but cannot change it.

What does "Approval required" mean?

A team that registers waits for you. In the Teams tab you tap Review, see the captain's contact and record, and then Approve or Reject.

A team is on the waitlist. What now?

All slots were taken. When a slot opens, confirm the team from the Teams tab, or ask the captain to confirm.

Can I add players if registration is closed?

No. When Player Registration is off, every squad is locked, even for the organizer. Switch it on, add the players, and switch it off again if you wish.

A player has no CricNoble account. Can I still add them?

Yes. In Add Player just type a Display name. If you later link the player to an account, their stats follow.

Can I change the format after I created the season?

You can edit a season while it is Upcoming or Registration Open. After matches start, settings are locked, except Offline Scoring and the back-to-back overs rule.

Why does Smart Schedule say "No grounds configured"?

The scheduler needs at least one ground. Open the Grounds tile on the season dashboard and tap Add Ground.

Why can't I assign a date, it says no availability?

The ground has no dates or time slots set. Open Grounds, tap the three dots on the ground, choose Set Availability and save.

I generated the schedule but teams cannot see it.

Schedules start hidden. Tap Publish on the blue bar in Fixtures. Every player then gets a notification.

Can I move a game after publishing?

Yes. Teams will have seen the first version, so tell them about changes. Games already played are never moved.

Can I use my own Excel schedule?

Yes. In Smart Schedule tap Upload my schedule. You need Team 1, Team 2 and Date columns. Tap Get template for an example.

How many phones can score one match?

One phone scores at a time. Another phone can use Take control or ask you to Hand over scoring. This stops two people entering the same ball.

The ground has no signal. Can we still score?

Yes, if Offline Scoring was set to Allowed for the season. Scoring continues and uploads when the phone is online again. Check the banner at the top: it says whether everything is uploaded.

I entered a wrong ball.

Tap Undo to take back the last ball and enter it again. If the match is finished, the organizer can correct the scorecard and stats update automatically.

It rained. What do I do?

In the three-dot menu choose Reduce overs (rain / light), enter the new overs and decide whether to revise the target or keep it. If no play is possible, use Declare No Result or Abandon Match.

A team did not turn up.

Use Declare Walkover and choose the winning team. It receives full win points. The app asks who turned out so those players still get credit for the match.

The Generate Knockout button is missing.

It appears only in the Groups format and only after every league game has a result. Check Fixtures for any game that is still unscheduled or unplayed.

Round Robin has no knockout stage, can I still have a final?

A Round Robin season is decided by its points table. If you want playoffs or a final, use the Groups format.

I made a mistake in the knockout draw.

Before you tap Create Knockout Matches you can go back and change everything, or tap Start over. After they are created, tap Reset knockout fixtures to delete them and draw again. Recorded results are kept.

The semi-finals show "Unscheduled". Why?

Knockout games are created without dates. Tap Schedule on each game and choose a date, ground and time, then make sure the schedule is published.

Who is the champion and where is it shown?

When the final is finished, the winner and runner-up are recorded and shown on the season dashboard. The season is marked Completed automatically.

How do I start next year's season?

Open your tournament and tap New Season. If you allowed Returning Teams, captains can bring back last season's team in one tap.

Where can I get help?

In the app open More, then Help & Support, and send us a message. You can also read this guide again from the guide link on the New Tournament screen.

How do my players register and join teams themselves?

Switch Player Registration on, then share the Player Guide PDF (cricnoble.com/help) with your search code. Players create an account, find the tournament, tap Register and request a team. Captains approve.

Still stuck? Open More, then Help & Support in the app and send us a message.