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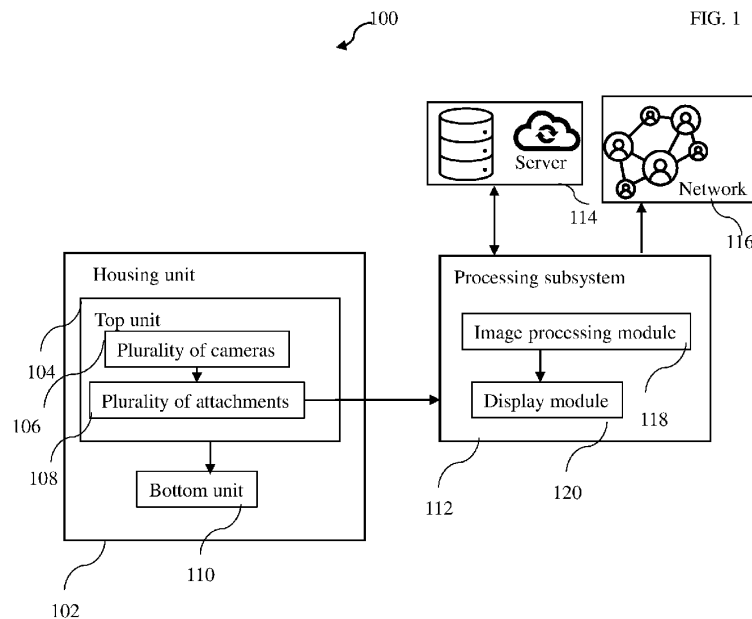
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(54) Title: A SYSTEM FOR LINE UMPIRING IN GAMES AND A METHOD TO OPERATE THE SAME



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(57) Abstract: A system (100) for line umpiring in games is disclosed. The system includes a housing unit (102) and a processing subsystem (112). The housing unit (102) includes a top unit (104) and a bottom unit (110). The top unit includes a plurality of cameras (106) to capture images and videos of a moving object in a court, a plurality of attachments (108) attaches the plurality of cameras to the housing unit. The bottom unit is flexible to move. The processing subsystem includes an image processing module (118) for analysing the captured images using artificial intelligence, determining a plurality of lines and a region for determining a position of a game instrument, detecting a moving object, a plurality of pixel coordinates corresponding to the moving object, detect and analyse one or more decision- making image, a display module (120) presents the decision in real time to the umpire.

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