**LEARNING SYSTEM**

End Term Report

***by***

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**Student Declaration**

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BONAFIDE CERTIFICATE

Certified that this project report “SPORT’S CLUB” is the bonafide work of “PANCHALI UPENDRA” who carried out the project work under my supervision.

<<Signature of the Supervisor>>

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Introduction:-

A **sports club** or **sporting club**, sometimes **athletics club** or **sports society** or **sports association**, is a group of people formed for the purpose of playing [sports](https://en.wikipedia.org/wiki/Sport).

Sports clubs range from organisations whose members play together, unpaid, and may play other similar clubs on occasion, watched mostly by family and friends, to large commercial organisations with [professional](https://en.wikipedia.org/wiki/Professional_sports) players which have [teams](https://en.wikipedia.org/wiki/Sports_team) which regularly compete against those of other clubs and attract sometimes very large crowds of paying [spectators](https://en.wikipedia.org/wiki/Sports_fan). Clubs may be dedicated to a single sport or to several (**multi-sport club**).

**SPORTS CLUB MANAGEMENT SYSTEM**

**Objective:** Sports club management system is developed keeping in mind the regular day-to-day operations of a sports club. The club’s entire operation is automated using this software.

The software categorizes its visitors into different categories and presents them with the respective functionality as per their level of access. A new user can either register for club membership or book the ground for desired number of days. A new user can also enroll in the activities of the sports club. A details cost evaluation is done by the software when the user tries to book the ground. The user sees the estimated cost clearly at the time of booking. This prevents the users from negotiating about cost afterwards. A user who is already a member of the club doesn’t need to register before booking the ground. Apart from the functionalities mentioned above, the users can register themselves for the various regular and vacation training batches.

The top-level user of this software is the administrator or admin for short. The admin has a complete control over this software, including the users, members, ground booking, training batches. The admin is the only person that can approve a ground booking request. The ground is booked only after it has been approved by the admin.

This system is developed using Microsoft .net framework. The preferred IDE for this project is Microsoft visual studio. The database used with this project is the Microsoft SQL Server.

This is hierarchical software and the users are presented with views based on their level of access.

**Existing System:**

Currently, the process of managing the sports club is file based and manual. These obsolete management system slows down functionality of the club. For example, a new user wants to enroll in a training batch he/she has to visit the club and fill up the registration form. The form then passes through a hierarchy of club members before approval. It takes time as well as effort form a user’s perspective. This is just a single case. Same problem persists in all the major operation of the club.

**Proposed System:**

The proposed system is fully automated and requires just one person from the club to maintain the functionalities of the club. The user can register for new membership, book ground for specific days and register for training batches. The admin has to approve every membership and ground booking request as well as request to join a training batch. No need of clumsy paper-work. No need to be physically present to book the ground. No manual processing of requests.

**Module:**

1: User Registration

This module takes care of registering a new user for club membership. A user can request for club membership by filling up a form and submitting it to admin for approval. Once the admin approves, he/she is a member of the club.

2: Ground Booking

This module is where the user books the ground for specific days. A detailed cost estimation in done by the software and informed to the user before submitting his/her booking request. This ensures that there is no negotiation in cost afterwards by the user.

3: Training module

In this module the user requests to join any upcoming/ongoing training batches. The user can see a list of all the upcoming and ongoing batches and he has to select his desired batch followed by some personal information. Once the user submits the form, it is sent to the admin for approval. Once the admin approves the joining request, the user is enrolled in his desired batch.

4. Admin Module

This is the decision making module of the software. In the admin module list of all the requests are displayed. The admin can accept or reject any requests. Every request has to be approved by the admin.

**Software Requirements:**

Visual Studio

MS SQL Server

**Hardware Requirements:**

Hard Disk-2GB or higher

RAM-2GB or higher

Processor: Dual Core 1.3 GHz or above

**Technologies Used:**

Microsoft .net framework

SQL Server

HTML

The**Sports Management System (SMS)** objective is to provide which manages the activity of many sports at a time. It also manages the selection activity of students to college and to state level. The users will consume less amount of time when compared to manual paper work through the automated system. The system will take care of all the servicing activity in a quick manner.

Data storing is easier. It will be able to check any report at any time. Paper work and manual work is reduced. The system is user friendly and easy to use.

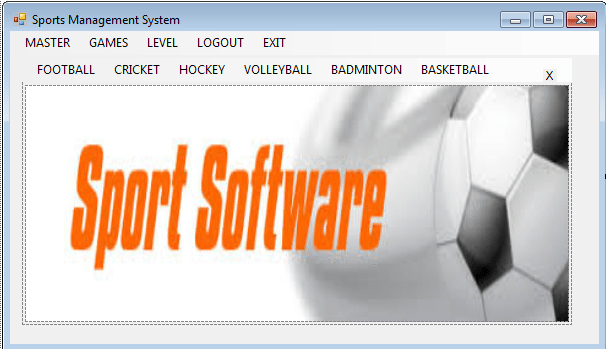
**Description:**

The software to be produced is on **“Sports Management System (SMS)”**. There are 2 users’ i.e., the admin and the employee. Admin provides username and password to the employee. He also has the right to add or modify the given username and password of the employee. Using this username and password, an employee can login to the system. The first procedure is the student registration. Here the employee enters all the details of a student including the sport they like to participate. All these information will be stored in the database. Next is the entry of the tournaments. Here depending on the sport, the tournament date and the venue is saved in the database for further confirmation. There are 5 different sports. A list of players will be displayed and also the upcoming tournaments will be shown according to the particular sport. The system also provides a special authority of adding photos to the system for a particular sport for sweet memories and for proof.

The system also does the selection procedure to the college level and the state level competition. To the college level all the players are allowed to play. Whereas to the state level, the best players will be selected from the college level list which will be also saved in the database.

**Modules of the software:**

* **Login Registration:**  Admin provides username and password to the employee. He also has the right to add or modify the given username and password of the employee. Using this username and password, an employee can login to the system.
* **Student Registration:** The first procedure is the student registration. Here the employee enters all the details of a student including the sport they like to participate. All these information will be stored in the database.
* **Tournament:** Here depending on the sport, the tournament date and the venue is saved in the database for further confirmation.
* **Games:** . A list of players will be displayed and also the upcoming tournaments will be shown according to the particular sport. The system also provides a special authority of adding photos to the system for a particular sport for sweet memories and for proof.
* **Selection procedure:** The system also does the selection procedure to the college level and the state level competition. To the college level all the players are allowed to play. Whereas to the state level, the best players will be selected from the college level list which will be also saved in the database.
* **Logout:** This module allows the user to **Logout** the application. Further operations cannot be performed after user exits



The term *athletics club* is sometimes used for a general sports club, rather than one dedicated to [athletics](https://en.wikipedia.org/wiki/Athletics_(sport)) proper.



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## Organization

Larger sports clubs are characterized by having professional and amateur departments in various sports such as [bike polo](https://en.wikipedia.org/wiki/Bike_polo), [football](https://en.wikipedia.org/wiki/Association_football), [basketball](https://en.wikipedia.org/wiki/Basketball), [futsal](https://en.wikipedia.org/wiki/Futsal), [cricket](https://en.wikipedia.org/wiki/Cricket), [volleyball](https://en.wikipedia.org/wiki/Volleyball), [handball](https://en.wikipedia.org/wiki/Team_handball), [rink hockey](https://en.wikipedia.org/wiki/Roller_hockey_(Quad)), [bowling](https://en.wikipedia.org/wiki/Bowling), [water polo](https://en.wikipedia.org/wiki/Water_polo), [rugby](https://en.wikipedia.org/wiki/Rugby_football), [track and field athletics](https://en.wikipedia.org/wiki/Track_and_field_athletics), [boxing](https://en.wikipedia.org/wiki/Boxing), [baseball](https://en.wikipedia.org/wiki/Baseball), [cycling](https://en.wikipedia.org/wiki/Cycling), [tennis](https://en.wikipedia.org/wiki/Tennis), [rowing](https://en.wikipedia.org/wiki/Rowing_(sport)), [gymnastics](https://en.wikipedia.org/wiki/Gymnastics) and others, including less traditional sports such as [airsoft](https://en.wikipedia.org/wiki/Airsoft), [billiards](https://en.wikipedia.org/wiki/Billiards), [orienteering](https://en.wikipedia.org/wiki/Orienteering), [paintball](https://en.wikipedia.org/wiki/Paintball) or [roller derby](https://en.wikipedia.org/wiki/Roller_derby). The teams and [athletes](https://en.wikipedia.org/wiki/Sportsperson) belonging to a sports club may compete in several different leagues, championships and tournaments wearing the same club colors and using the same club name, sharing also the same club [fan base](https://en.wikipedia.org/wiki/Fan_(person)), supporters and facilities.

Many professional sports clubs have an associate system where the affiliated supporters pay an annuity fee. In those cases, supporters become eligible to attend the club's home matches and exhibitions across the entire season, and have the right to practice almost every kind of sport at the club's facilities. Registered associate member fees, attendance receipts, [sponsoring](https://en.wikipedia.org/wiki/Sponsor_(commercial)) contracts, team [merchandising](https://en.wikipedia.org/wiki/Merchandising), TV rights, and athlete/player [transfer fees](https://en.wikipedia.org/wiki/Transfer_(football)), are usually the primary sources of sports club financing. In addition, there are sports clubs, or its teams, which are publicly traded and listed on a [stock exchange](https://en.wikipedia.org/wiki/Stock_exchange) - several professional European football clubs belonging to a larger multistports club are examples of this (namely, Portuguese SADs ([Sociedade Anónima Desportiva](https://en.wikipedia.org/wiki/Sociedade_An%C3%B3nima_Desportiva" \o "Sociedade Anónima Desportiva)) such as [Sport Lisboa e Benfica](https://en.wikipedia.org/wiki/S.L._Benfica) and [Sporting Clube de Portugal](https://en.wikipedia.org/wiki/Sporting_Clube_de_Portugal), or Spanish SADs ([Sociedad Anónima Deportiva](https://en.wikipedia.org/wiki/Sociedad_An%C3%B3nima_Deportiva" \o "Sociedad Anónima Deportiva)) [Real Zaragoza, S.A.D.](https://en.wikipedia.org/wiki/Real_Zaragoza,_S.A.D.) and [Real Betis Balompié S.A.D.](https://en.wikipedia.org/wiki/Real_Betis_Balompi%C3%A9_S.A.D.), as well as Italian clubs like [Società Sportiva Lazio S.p.A.](https://en.wikipedia.org/wiki/S.S._Lazio)).

Some sports teams are owned and financed by a single non-sports [company](https://en.wikipedia.org/wiki/Company), for example the several sports teams owned by [Red Bull GmbH](https://en.wikipedia.org/wiki/Red_Bull_GmbH) and collectively known as [Red Bulls](https://en.wikipedia.org/wiki/Red_Bull_(disambiguation)#Sports_teams_owned_by_Red_Bull_GmbH).[[1]](https://en.wikipedia.org/wiki/Sports_club#cite_note-1) Other examples of this are the several sports teams owned by [Bayer AG](https://en.wikipedia.org/wiki/Bayer_AG) and [Philips](https://en.wikipedia.org/wiki/Philips) corporations through the [TSV Bayer 04 Leverkusen](https://en.wikipedia.org/wiki/TSV_Bayer_04_Leverkusen) and [PSV Eindhoven](https://en.wikipedia.org/wiki/PSV_Eindhoven) respectively, that originally were [works teams](https://en.wikipedia.org/wiki/Works_team), the teams owned by the [Samsung Group](https://en.wikipedia.org/wiki/Samsung_Group), and the teams owned by the [Anschutz Entertainment Group](https://en.wikipedia.org/wiki/Anschutz_Entertainment_Group) (AEG). They may compete in several different sports and leagues, being headquartered in some cases across several countries.

## Membership

In the field of competitive club sports, an athlete will typically be registered to only one club for a given discipline and will compete for that club exclusively for the duration of a competition or season. Exceptions to this include [player trades](https://en.wikipedia.org/wiki/Trade_(sports)) and transfers, [athlete loan agreements](https://en.wikipedia.org/wiki/Loan_(sports)) and unattached trialists. Where an athlete competes in multiple disciplines, or where club membership has social or training aspects such as local athletic clubs, then athletes may register with multiple clubs.

Multiple membership is more common in the case of individual sports, such as the [sport of athletics](https://en.wikipedia.org/wiki/Sport_of_athletics), where a distance runner may compete for a [track and field](https://en.wikipedia.org/wiki/Track_and_field) team as well as a [road running](https://en.wikipedia.org/wiki/Road_running) team, and also have further membership at a local sports club for training purposes. Some national sports bodies require an athlete to state a priority order of their club membership, outlining which club has the higher, or first, claim on the athlete's services.[[2]](https://en.wikipedia.org/wiki/Sports_club#cite_note-2)

## Sports clubs around the world

In many regions of the world like [Europe](https://en.wikipedia.org/wiki/Europe), [North Africa](https://en.wikipedia.org/wiki/North_Africa), [Middle East](https://en.wikipedia.org/wiki/Middle_East), [Indian subcontinent](https://en.wikipedia.org/wiki/Indian_subcontinent) or [Latin America](https://en.wikipedia.org/wiki/Latin_America), sports clubs with several sports departments (multisports clubs) or branches, including highly competitive professional teams, are very popular and have developed into some of the most powerful and representative sports institutions in those places. In general, student sports can be described as composed by multisports clubs, each one representing its educational institution and competing in several sport disciplines.

In the [United States](https://en.wikipedia.org/wiki/United_States) major institutions like [The New York Athletic Club](https://en.wikipedia.org/wiki/The_New_York_Athletic_Club) and [Los Angeles Athletic Club](https://en.wikipedia.org/wiki/Los_Angeles_Athletic_Club) serve as athletic clubs that participate in multiple sports. Examples also abound of sports clubs that are in effect one sports team. Each team from the [NFL](https://en.wikipedia.org/wiki/National_Football_League) (American football), [CFL](https://en.wikipedia.org/wiki/Canadian_Football_League) (Canadian football), [NBA](https://en.wikipedia.org/wiki/National_Basketball_Association) (basketball), [MLB](https://en.wikipedia.org/wiki/Major_League_Baseball) (baseball), [NHL](https://en.wikipedia.org/wiki/National_Hockey_League) (ice hockey) or [MLS](https://en.wikipedia.org/wiki/Major_League_Soccer) (association football) North American [sports leagues](https://en.wikipedia.org/wiki/Sports_league), can be called sports clubs, but in practice, they focus solely on a single sport. There are some exceptions, especially when multiple such teams are under one ownership structure, in which case the club may be referred to as a "sports and entertainment" company; see, for example, the [One Buffalo](https://en.wikipedia.org/wiki/Pegula_Sports_and_Entertainment) sports club, which fields an NFL team (the [Buffalo Bills](https://en.wikipedia.org/wiki/Buffalo_Bills)), three hockey teams ([Buffalo Sabres](https://en.wikipedia.org/wiki/Buffalo_Sabres), [Buffalo Beauts](https://en.wikipedia.org/wiki/Buffalo_Beauts), and [Rochester Americans](https://en.wikipedia.org/wiki/Rochester_Americans)), professional lacrosse ([Buffalo Bandits](https://en.wikipedia.org/wiki/Buffalo_Bandits)), and general athletics and fitness (Impact Sports and Performance). On the other hand, American [varsity teams](https://en.wikipedia.org/wiki/Varsity_team) are generally organized into a structure forming a true multi-sport club belonging to an educational institution, but varsity collegiate athletics are almost never referred to as clubs; ["club sports" in American colleges and universities](https://en.wikipedia.org/wiki/College_club_sports_in_the_United_States) refer to sports that are not directly sponsored by the colleges but by student organizations (see [National Club Football Association](https://en.wikipedia.org/wiki/National_Club_Football_Association) and [American Collegiate Hockey Association](https://en.wikipedia.org/wiki/American_Collegiate_Hockey_Association) for two leagues consisting entirely of college "club" teams in [North American football](https://en.wikipedia.org/wiki/North_American_football) and [ice hockey](https://en.wikipedia.org/wiki/Ice_hockey), respectively).

In the [United Kingdom](https://en.wikipedia.org/wiki/United_Kingdom), almost all major sports organizations are dedicated to a single sport, with a few minor multisport clubs such as Catford Wanderers. In addition, like in several other countries, many universities and colleges develop a wide range of student sport activities including at a professional or semi-professional level. [Fulham F.C.](https://en.wikipedia.org/wiki/Fulham_F.C.) once ran a professional [rugby league](https://en.wikipedia.org/wiki/Rugby_league) team and rowing club, which other football clubs have emulated since. Many football clubs originate from cricket teams. Today, most major cities have separate clubs for each sport (e.g. [Manchester United](https://en.wikipedia.org/wiki/Manchester_United) football club and [Lancashire County Cricket Club](https://en.wikipedia.org/wiki/Lancashire_County_Cricket_Club) are based in [Manchester](https://en.wikipedia.org/wiki/Manchester)).

Many clubs internationally describe themselves as [football clubs](https://en.wikipedia.org/wiki/Football_club) ("FC", "Football Club" in British English and "Fußball-Club" in German; "CF", *Clube de Futebol* in Portuguese and *Club de Fútbol* in Spanish). Generally, British football clubs field only football teams. Their counterparts in several other countries tend to be full multi-sport clubs, even when called football clubs ([Futebol Clube do Porto](https://en.wikipedia.org/wiki/F.C._Porto" \o "F.C. Porto); [Fußball-Club Bayern München](https://en.wikipedia.org/wiki/FC_Bayern_Munich); [Futbol Club Barcelona](https://en.wikipedia.org/wiki/FC_Barcelona)). The equivalent abbreviation "SC" (for "Soccer Club") is occasionally used in North American English (for example, the [Chicago Fire S.C.](https://en.wikipedia.org/wiki/Chicago_Fire_(MLS))), but a general reluctance to North Americanize the sport means that most North American teams, somewhat ambiguously (and perhaps erroneously, as "football" in North American English refers to North American gridiron-style football) still use "F.C." in their name instead (e.g. [FC Dallas](https://en.wikipedia.org/wiki/FC_Dallas) or [Toronto FC](https://en.wikipedia.org/wiki/Toronto_FC)).