

# CHAPTER 1

## INTRODUCTION

### 1.1 SOCCER

Soccer, also called association football or football, game in which two teams of 11 players, using any part of their bodies except their hands and arms, try to maneuver the [ball](#) into the opposing team's goal. Only the goalkeeper is permitted to handle the ball and may do so only within the penalty area surrounding the goal. The team that scores more goals wins.

Football is the world's most popular ball game in numbers of participants and spectators. Simple in its principal rules and essential equipment, the sport can be played almost anywhere, from official football playing fields (pitches) to gymnasiums, streets, school playgrounds, parks, or beaches. Football's governing body, the [Fédération Internationale de Football Association](#) (FIFA), estimated that at the turn of the 21st century there were approximately 250 million football players and over 1.3 billion people "interested" in football; in 2010 a combined television audience of more than 26 billion watched football's premier [tournament](#), the quadrennial month-long [World Cup](#) finals.

#### 1.1.1 SOCCER MANAGEMENT

Soccer Management System is a system that will be used to manage the soccer competition during the tournament. It will focus on managing all important information during the tournament and until the tournament is over.

Currently most of the soccer organizers are using filing method to score and manage all the information during the tournament period. This conventional method gives few complications for staff to handle all those data. Searching a document will cost long period to be done. The papers also might get decay if it been used severally. So the system is going to be develop is totally been designed to solve problems occurred during the current process.

### 1.2 LA LIGA

The Spanish Primera Liga, better known simply as 'La Liga' is one of the most popular football leagues in the world, and home to two of the biggest clubs in world football, Real Madrid and Barcelona. Though La Liga contains many talented teams, Real and Barcelona have been a class above the chasing pack for many years, and La Liga is almost invariably a two horse race which detracts somewhat from its appeal. Atletico Madrid are doing a great job of trying to change that though, winning the league in 2014 and challenging again in 2016.

### 1.2.1 FORMAT OF LA LIGA

Like the [English Premier League](#), 20 teams compete in La Liga from all over Spain. The competition begins in August and runs until June with each team playing every other team both home and away for a total of 38 matches. As with most FIFA competitions, three points are awarded for a win, one for a draw and none for a loss. At the end of the season, if two teams are tied on points then head-to-head goal difference (goals scored vs. tied team – goals allowed vs. tied team) is used as the tie breaker, which is different to most other European leagues who use total goal difference for the season. In Spain, total goal difference is used as the second tie breaker.

Because La Liga is deemed one of the top three European leagues by [UEFA's quality measurement system](#), the three teams which finish at the top of the table automatically qualify for the group stages of the Champions League with the fourth place team entering a two legged playoff against another European side, the winner of which enters the group stages. Teams which finish fifth and sixth (and the fourth place team should they lose the Champions League playoff) are entered into the Europa League, the second tier of European club competition.

At the bottom of the table, the three lowest finishing teams are relegated to the Segunda División and replaced by the top three teams from that league for the following season. Though for the 2010/2011 season the Segunda División began using the playoff system, where only the first and second placed teams are automatically promoted, with the third promotion spot given to the team which wins a two round playoff between the third to sixth place teams.

### 1.2.3 LA LIGA INTERESTING FACTS

Real Madrid have the most league titles with 31.

-Barcelona recorded 100 points in the 2012-13 season, the most ever and 88% of the maximum possible.

-Goalkeeper Andoni Zubizarreta is the most capped player in La Liga with 622 appearances.

-Lionel Messi holds the record for the most goals scored with 289 at the time of writing (11/15), ahead of Telmo Zarra on 251.

-Messi holds the record for most goals in a season with 50.

-The record win in La Liga was by Athletic Bilbao when they beat Barcelona 12-1 in 1931.

## CHAPTER 2

### LITERATURE SURVEY

Sean Hamil[1], Football in the Digital Age: Whose Game Is It Anyway? A new world club championship, an extended European Champions' League - huge changes are sweeping through football globally. The national leagues are directly affected. This text is a comprehensive analysis of these developments. The English game has been at the centre of this turmoil. The defeat in 1999 of BSkyB's bid for Manchester United has led the TV company to secure stakes in other clubs, while remaining the biggest shareholder by far in Manchester United itself.

Rascher, Daniel A[2]., "Revenue and Wealth Maximization in the National Football League: The Impact of Stadia" (2004). The purpose of this study was to determine if a significant difference in net revenue change existed for NFL teams that moved into a new facility and to determine if there was a significant change in valuation for these franchises.

Matt pinuck and Brad potter, 2006 [3] Impact of on-field football success on the off-field financial performance of AFL football clubs. [Matt Pinnuck Brad Potter](#), The authors are grateful to two anonymous referees Jeff Borland, Phillip Hone, Robert McDonald and participants at a Deakin University Research Seminar and AFAANZ Annual Conference 2004 for their helpful comments on earlier drafts of this paper. Ross emery and Mike weed, 2007 [4] The financial management of football clubs outside the 'top flight' in England. There has been an increasing interest in the 'business' of professional football in recent years, with a number of refereed journal articles and edited and single-authored texts addressing the subject. However, almost all of this activity, which is largely UK based, has focused on the 'elite' end of the business: namely, the FA Premier League. This paper addresses the very different business and financial management issues faced by those professional clubs outside of the 'top flight' in England.

Beautiful Game Is over: [5] The Globalisation of Football Hardcover – June 30, 2008

In The Beautiful Game is Over distinguished Professor of Business Finance John Samuels carefully examines the way football has been organised since its inception over one hundred years ago and comes to the conclusion that football, like any other twenty-first century industry, has gone global, both in its ruthless pursuit of profit through its reliance on free market forces, and in the marginalisation of its potentially greatest asset: the traditional football fan.

Innovative approaches to increase revenues for football clubs, 2008[6], The aim of this paper is to look at the revenue structure of the football clubs of the most popular European leagues, determine what makes clubs successful inside and outside the pitch, and suggest a few ideas for clubs to improve their performance by putting in practice business practices already applied in other industries. Research for this paper was conducted by published material both academic and in the wider media, as well as in interviews with academics, journalists and football professionals in several European countries.

Jacco[7], Transforming a football club into a 'total experience' entertainment company: Implications for management. This article reflects on the main organizational and managerial consequences of the radical transformation of Dutch professional football club Vitesse.

The Fifa World Cup is considered to be one the biggest international projects that spans the course of approximately one month, 2018 [8], According to the [official site](#) of the 2018 Fifa World Cup, it will span over 11 Russian cities and will "unite 190 ethnicities that populate Russia and about 2,000 nationalities from around the world.

## **2.1 SUMMARY OF LITRATURE SURVEY**

It has been proved in the past research that they were used to maintain filed records in order to store the all the information about tournament. Filing method is hard to be managed these days. Information that store using paper might get decay if it is being used severally. This may cause the document hard to read. Searching a document also will cost long period of time to be done. So there is a need for the websites where the user can view all the information through online and even the admin can update all the updated information of the soccer game.

## **2.2 EXISTING SYSTEM**

From the findings been made, most organization used filing method to store all the information during the tournament. This has caused few typical problems due to filing method of storage.

Filing method is hard to be managed these days. Information that store using paper might get decay if it is being used severally. This may cause the document hard to read. Searching a document also will cost long period of time to be done.

There are also some organization stored their data in Excel file which is improper data management method. It may look systematic but not a proper way to store large amount of data using Excel file.

## 2.3 PROBLEM IDENTIFICATION

Football is most emerging game in Europe as well as in Asia . As the number of countries are increasing in football playing team list, So the count of players are also increasing. One website with the backend database connection is very necessary for collecting all the players data corresponding to the goals and penalties.

Update for new players:- There is always need that many football fans wants those local player record who are playing in club matches.

Problem with red and yellow card counting:- Sometimes the clear information is necessary for players's record that how much red or yellow cards he has. On the basis of red and yellow cards selectors will decide whether the next player will play or not.

Need for correct and proper information:- Website that gives proper and correct information is also very necessary for football fans as well as for team selectors also.

## 2.4 Proposed system

In "Soccer Management System" we have tried to consider all of the above problems with the existing system. We have designed this project to manage whole system online which pursues work in systematic manner. In earlier days, they were maintaining the record manually which is prone to data loss and data insecurity. This project helps in maintaining the record of players, matches, teams and statistics safely in database. This system also allows user to view player and team details. Users can also view latest updates and league standings and fixture calendar for the whole season. It shows the league standing table that show the position of each team based on points collected after each match and also can search the matches based on the venue. It also shows the top goal scorer, yellow cards and red cards in the tournament.

In this system the admin has sole right to perform registration and modification of records.

## 2.5 OBJECTIVES

The objectives of this study are summarized below:

- To develop a web application software for Soccer Management System.
- To provide user interface.
- To provide user an over view about player statistics.
- To provide user interface for admin to create player registration and team registration facility.
- To provide the updates about the ongoing and upcoming matches and also player information.

## CHAPTER 3

# REQUIREMENT SPECIFICATION

### 3.1 HARDWARE REQUIREMENTS

- PROCESSOR: Intel Pentium Dual-Core.
- SYSTEM TYPE: 64-Bit Operating System
- RAM: 2GB
- HARD DISK: 320GB

### 3.2 SOFTWARE REQUIREMENTS

- OPERATING SYSTEM: Windows 7 (Or Higher Version)
- DATABASE ENVIRONMENT: MySQL 5.7.19
- LANGUAGE: PHP, HTML, CSS
- SERVER: XAMPP SERVER

### 3.3 TOOLS / TECHNOLOGIES USED

The purpose of this project is to build an Soccer Management System and Database Management System. It is important for the user to understand how this application works and knowing the technologies that are used to implement this project. For a better understanding, all steps are described in detail to give a full overview of the system.

#### 3.3.1 Web Server

Role of a web server is to communicate between the client side and server side by storing, processing and delivering web pages to the client side. Usually, web browser initiates the communication using HTTP by sending the request of a specific resource and server gives the response with the content of that requested resource. For this project work, Apache HTTP server was chosen, and it exists on the WAMP service. Apache HTTP server is one of the popularly used web server software used in a lot of project works.

#### 3.3.2 Apache Web Server

Apache web server is a free, open source and most popularly used software. Apache web server is used by many famous websites such as Apple, Wikipedia, and PayPal. Another reason for its popularity is that it can run on multiple operating systems such as Linux, UNIX, windows, and macOS. Another feature of Apache

web server is that it can host websites which use server-side language code (Perl, PHP). Because in this project server-side implementation is done by using PHP so Apache was a good choice.

### **3.3.3 Programming Languages**

In this project, PHP was chosen as a server-side programming language and MySQL was selected as a backend database. HTML, CSS, and JavaScript were used for the client-side work.

### **3.3.4 Backend Technologies**

#### **3.3.4.1 MySQL**

It is an open source relational database management system which aims to offer multiple user access to several databases. Since MySQL is a relational database so it stores data in different tables instead of putting into a large storeroom. Storing /organizing data into tables increases the accessibility speed and flexibility.

### **3.3.5 Software Tools**

For this project work following source tools were chosen to perform various tasks:

#### **3.3.5.1XAMPP Server**

XAMPP is a free and open source software which empowers technologies, processes, and machines to link and work together. It is established by Apache. It stands for x-OS, Apache, MySQL, PHP, and Perl and used as a stage for coding and designing web pages.

Xampp is very easy to install and has the capability to run on several platforms. Xampp has very strict security settings and with a single command it can start and stop the server.



## CHAPTER 4

### SYSTEM DESIGN

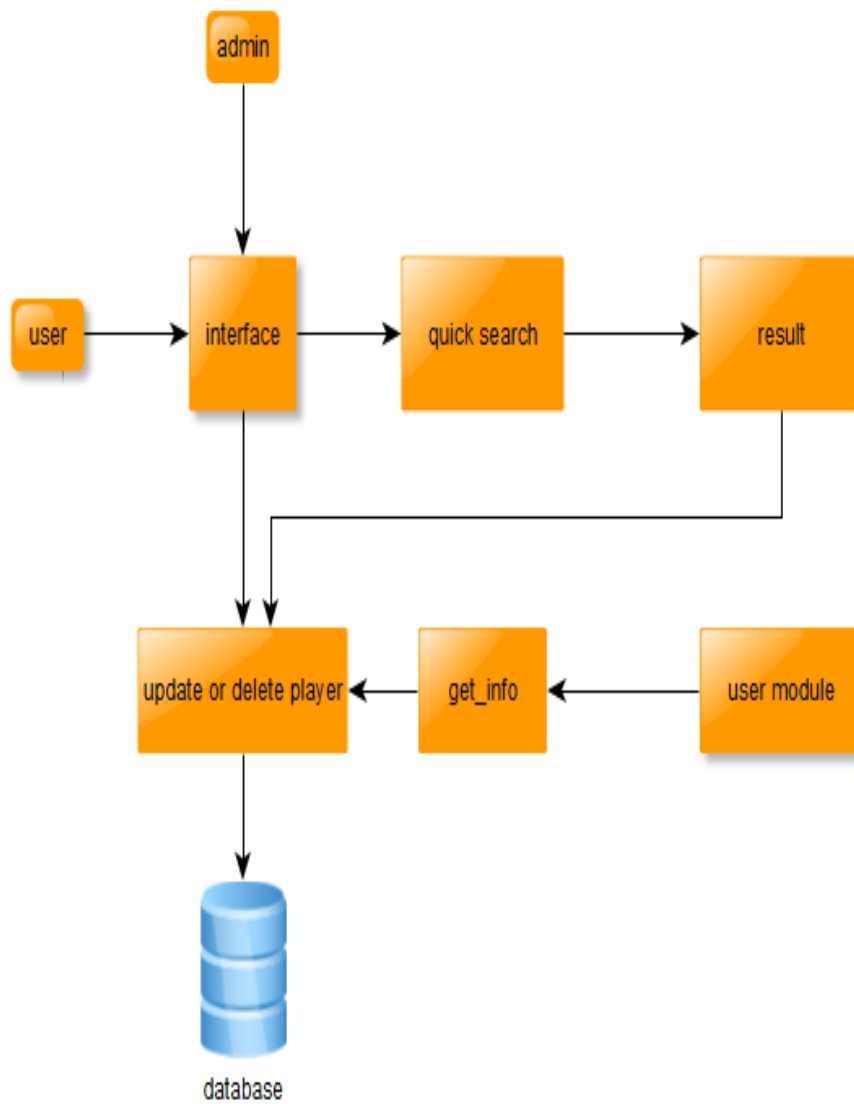


Fig-4.1 ARCHITECHURE DIAGRAM

## 4.2 UML DIAGRAM

The Use Case Model figure shows the proposed system. It defines the conceptual view of a database. It works around real-world entities and the associations among them. At view level, the Use Case model is considered a good option for designing the proposed idea.

### 4.2.1 Admin Use Case

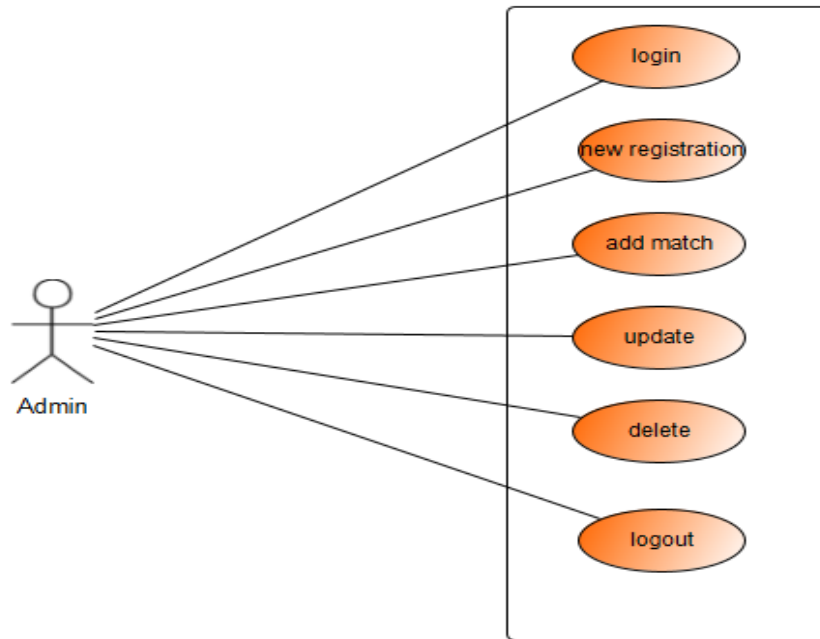


Fig-4.2 USE CASE DIAGRAM FOR ADMIN

### Admin Activities

The most common activities carried out by user are illustrated below:

- Admin can login with username and password.
- He can register new player or team information.
- He can add the matches.
- He can update team, match or statistics of the match.
- He can delete player or team with player Id or team Id respectively.

### 4.2.2 User Use Case

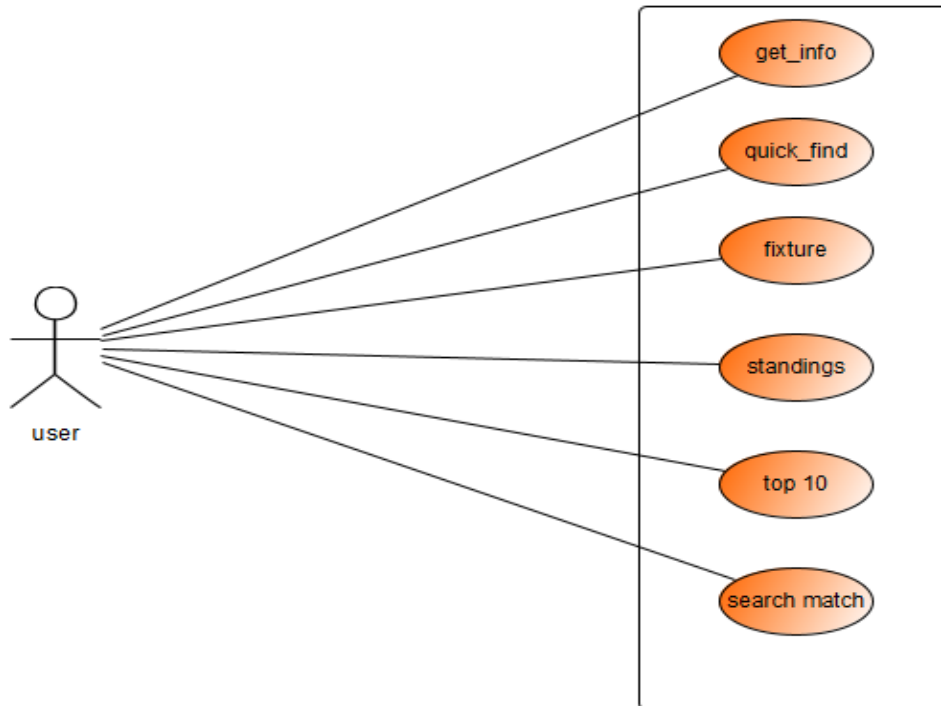


Fig-4.1 USE CASE DIAGRAM FOR USER

### User Activities

The most common activities carried out by user are illustrated below:

- User can view the player and team information.
- User can check the statistics of the match.
- User can view the fixtures of the match
- User can search the venues where the matches are being played.

## 4.3 Module Details

The Use Case Model figure shows the proposed system. It defines the conceptual view of a database. It works around real-world entities and the associations among them. At view level, the Use Case model is considered a good option for designing the proposed idea. So, let's see each entity in details:

### Admin Module

#### New Registration

In this module the admin can do the Player Registration and Team Registration to add the updated player and team details respectively.

#### Add Match

This module helps the admin to add new match details after each match.

#### Update

This module helps the admin to update the statistics.

#### Delete

This module helps the admin to delete any player or team information.

#### Logout

This module helps the admin to logout.

### User Module

#### Get Info About

This module helps the user to view the information about Player, Team, Match and Statistics.

#### Quick Find

This module helps the user to view the player and team information quickly without searching in a bulk.

#### Fixtures

This module helps the user to view the match timetable with match name, timings and venue.

#### Standings

This module allows the patient to view the statistics of the match with team name, captain, points collection and rank of the teams in the match.

#### Top 10 Goal Scorers

This module helps the user to view top 10 goal scorers in the match.

## 4.4 Flowchart

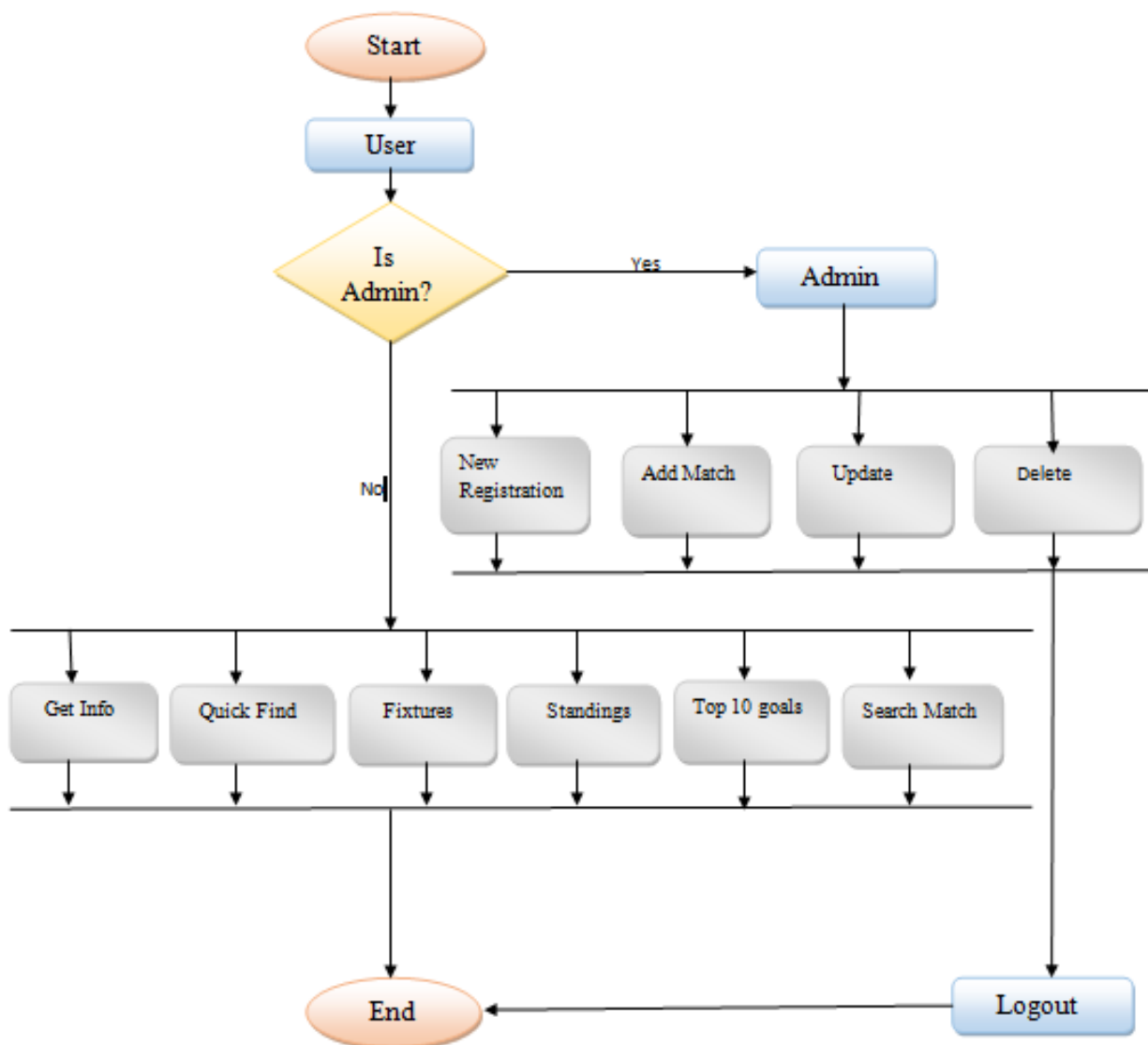


Fig-4.4 FLOWCHART OF SOCCER MANAGEMENT SYSTEM

## 4.4 ER Diagram

The ER Model figure shows the proposed system. It defines the conceptual view of a database. It works around real-world entities and the associations among them. At view level, the ER model is considered a good option for designing databases.

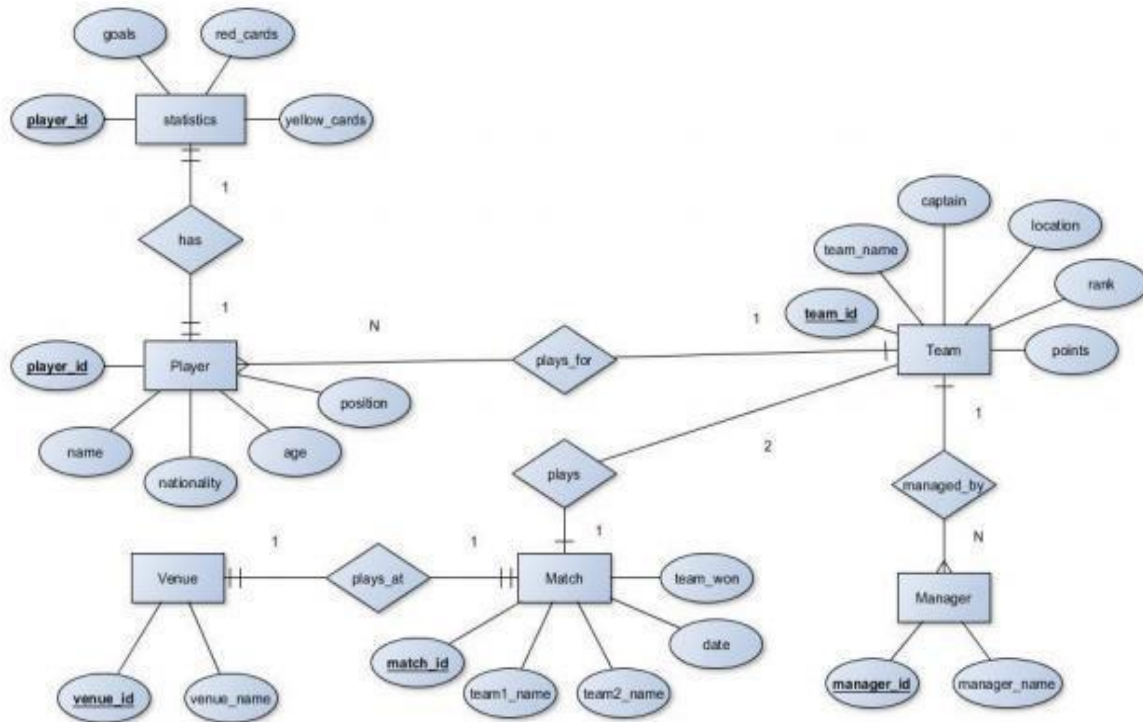


Fig-4.5 ER DIAGRAM OF SOCCER MANAGEMENT SYSTEM

## CHAPTER 5

### IMPLEMENTATION

#### 5.1 INSTALLATION STEPS

##### 5.1.1 XAMPP SERVER INSTALLATION STEPS

1. Open the XAMPP website. Go to <https://www.apachefriends.org/index.html> in your computer's web browser.
2. Click **XAMPP for Windows**. It's a grey button near the bottom of the page. Depending on your browser, you may first have to select a save location or verify the download.
3. Double-click the downloaded file. This file should be named something like xampp-win32-7.2.4-0-VC15-installer, and you'll find it in the default downloads location (e.g., the "Downloads" folder or the desktop).
4. Click **Yes** when prompted. This will open the XAMPP setup window. You may have to click OK on a warning if you have User Account Control (UAC) activated on your computer.
5. Click **Next**. It's at the bottom of the setup window.
6. Select aspects of XAMPP to install. Review the list of XAMPP attributes on the left side of the window; if you see an attribute that you don't want to install as part of XAMPP, uncheck its box. By default, all attributes are included in your XAMPP installation.
7. Click **Next**. It's at the bottom of the window.
8. Select an installation location. Click the folder-shaped icon to the right of the current installation destination, then click a folder on your computer. If you have the UAC activated on your computer, avoid installing XAMPP in your hard drive's folder (e.g., OS (C:)). You can select a folder (e.g., Desktop) and then click Make New Folder to create a new folder and select it as the installation destination.
9. Click **OK**. Doing so confirms your selected folder as your XAMPP installation location.
10. Click **Next**. You'll find it at the bottom of the page.
11. Uncheck the "Learn more about Bitnami" box, then click **Next**. The "Learn more about Bitnami" box is in the middle of the page.
12. Begin installing XAMPP. Click Next at the bottom of the window to do so. XAMPP will begin installing its files into the folder that you selected.
13. Click **Finish** when prompted. It's at the bottom of the XAMPP window. Doing so will close the window and open the XAMPP Control Panel, which is where you'll access your servers.

14. Select a language. Check the box next to the American flag for English, or check the box next to the German flag for German.
15. Click **Save**. Doing so opens the main Control Panel page.
16. Start XAMPP from its installation point. If you need to open the XAMPP Control Panel in the future, you can do so by opening the folder in which you installed XAMPP, right-clicking the orange-and-white xampp-control icon, clicking Run as administrator, and clicking Yes when prompted. When you do this, you'll see red X marks to the left of each server type (e.g., "Apache"). Clicking one of these will prompt you to click Yes if you want to install the server type's software on your computer. Counterintuitively, double-clicking the xampp\_start icon doesn't start XAMPP.
17. Resolve issues with Apache refusing to run. On some Windows 10 computers, Apache won't run due to a "blocked port". This can happen for a couple of reasons, but there's a relatively easy fix:<sup>[1]</sup>
  - Click Config to the right of the "Apache" heading.
  - Click Apache (httpd.conf) in the menu.
  - Scroll down to the "Listen 80" section (you can press **Ctrl + F** and type in **l i s t e n 8 0** to find it faster).
  - Replace **8 0** with any open port (e.g., **8 1** or **9 080** ).
  - Press **Ctrl + S** to save the changes, then exit the text editor.
  - Restart XAMPP by clicking Quit and then re-opening it in administrator mode from its folder.



## 5.2 PSEUDOCODE

### 5.2.1 Player Registration

```
function player_registration(playerDetails)
{
    fill the player ID;
    fill the player name;
    fill the player age;

    .....

    fill the team ID;
    click on register button to register;
}
```

### 5.2.1 Delete page

```
function delete_team(teamId)
{
    fill the team ID;
    click on the delete button to delete;
}
```

### 5.2.2 Update Statistics

```
function update_statistics(teamDetails)
{
    fill the player ID;
    fill the goals incremented;

    .....

    click on the increment button to update;
}
```

## CHAPTER 6

### TEST CASES

#### ADMIN LOGIN FORM:

Sl.No	Test Case	Excepted Result	Test Result
1.	Enter valid name and password & click on login button	Software should display main window	Successful
2.	Enter invalid	Software should not display main window	Successful

#### PLAYER REGISTRATION:

Sl.No	Test Case	Excepted Result	Test Result
1.	On the click of Register button	The admin fills all the fields and click on the register button to add the details of the player in the table.	Successful

#### DELETE TEAM:

Sl.No	Test Case	Excepted Result	Test Result
1.	On the click of Delete button	The admin has to enter the team id and click on the delete button in order to delete the team.	Successful

**UPDATE STATISTICS:**

Sl.No	Test Case	Excepted Result	Test Result
1	On the click of Increment button	The admin has to fill all the fields and click on the increment button to update the statistics of the match	Successful

## Chapter 7

### RESULTS AND DISCUSSIONS



Fig-7.1 Front End User Interface

Description: Figure showing the Home page with contents and updates for the user.

PLAYER INFORMATION				
PLAYER ID	PLAYER NAME	NATIONALITY	AGE	TEAM NAME
B10	Lionel Messi	Argentine	30	Barcelona
B11	GCT	Indian	25	Barcelona
B18	Jordi Alba	Spanish	28	Barcelona
B8	Andres Iniesta	Spanish	33	Barcelona
CV10	Iago Aspas	Spanish	30	Celta Vigo
G7	Cristhian Stuani	Uruguayan	31	Girona
RB19	Antonio Sanabria	Paraguayan	21	Betis
RM11	Gareth Bale	Welsh	28	Real Madrid
RM7	Cristiano Ronaldo	Portugal	32	Real Madrid
RS18	Mikel Oyarzabal	Spanish	20	Valencia
S20	Luis Muriel	Colombian	26	Sevilla
S24	Nolito	Spanish	31	Sevilla
V19	Rodrigo	Brazilian	26	Valencia
V9	Simone Zaza	Italian	26	Valencia

Fig-7.2 Player Information Table

Description: Figure showing the player information table with id, name, nationality, age and team name.



Fig-7.3 Admin Page

Description: Figure showing the admin page where the admin can login with valid username and password to modify the information of players and teams.

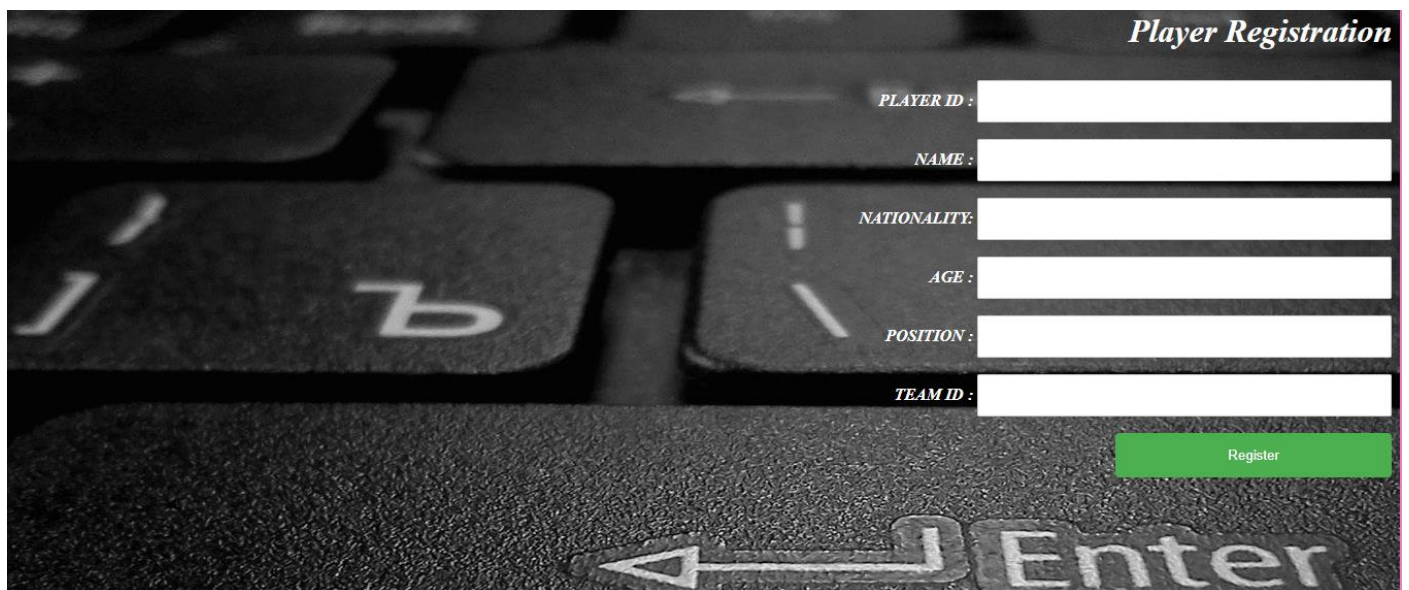
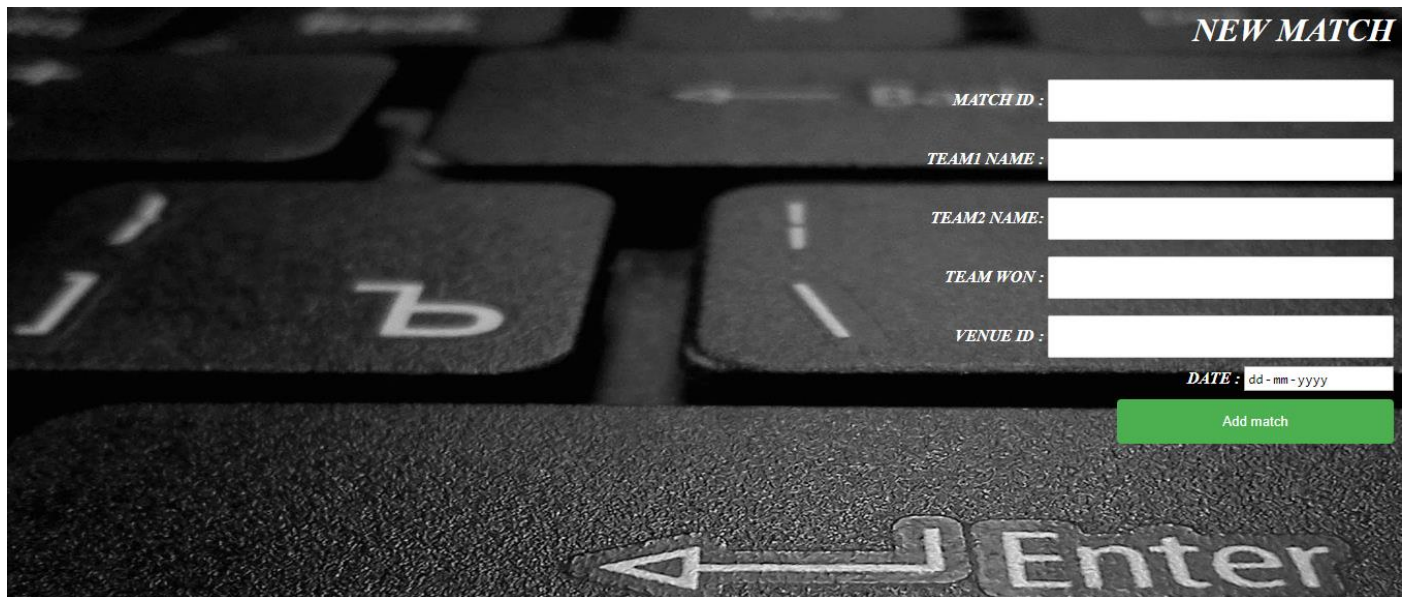


Fig-7.4 Player Registration Page

Description: Figure showing the Player registration page where the admin can fill all the fields with player ID, name, age etc and click the register button to register.



The image shows a web form titled "NEW MATCH" overlaid on a background of a computer keyboard. The form contains five text input fields: "MATCH ID:", "TEAM1 NAME:", "TEAM2 NAME:", "TEAM WON:", and "VENUE ID:". Below these fields is a "DATE:" label followed by a text input field with the placeholder "dd-mm-yyyy". At the bottom right of the form is a green button labeled "Add match".

**NEW MATCH**

MATCH ID :

TEAM1 NAME :

TEAM2 NAME:

TEAM WON :

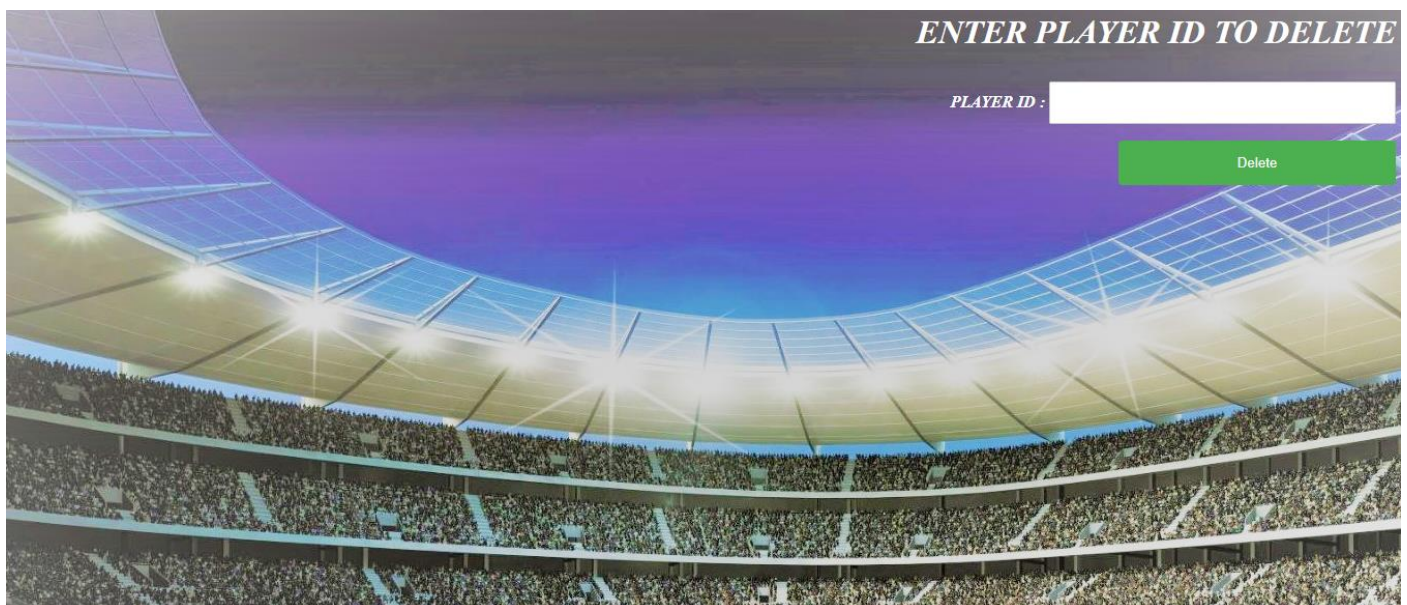
VENUE ID :

DATE :

Add match

Fig-7.5 Add Match Page

Description: Figure showing the Add Match Page where the admin can add new match by filling the fields with match ID, team1 name, etc and click on the add match button to add new match.

The image shows a web form titled "ENTER PLAYER ID TO DELETE" overlaid on a background of a large, modern stadium filled with spectators. The form contains a single text input field labeled "PLAYER ID:". Below the input field is a green button labeled "Delete".

**ENTER PLAYER ID TO DELETE**

PLAYER ID :

Delete

Fig-7.6 Delete Player Page

Description: Figure showing the Delete Player Page where the admin can delete particular player with player Id and click on the delete button to delete it.

		match_id	team1_name	team2_name	date	team_won	venue_id
<input type="checkbox"/>	Edit  Copy  Delete	10	Real Madrid	Las Palmas	2017-11-05 05:00:00	pending	500
<input type="checkbox"/>	Edit  Copy  Delete	20	Real Sociedad	Eibar	2017-11-05 10:00:00	pending	501
<input type="checkbox"/>	Edit  Copy  Delete	30	Barcelona	Sevilla	2017-11-04 02:00:00	pending	502
<input type="checkbox"/>	Edit  Copy  Delete	40	La Coruna	Atl Madrid	2017-11-04 06:00:00	pending	503
<input type="checkbox"/>	Edit  Copy  Delete	50	Valancia	Leganes	2017-11-04 12:00:00	Valancia	504
<input type="checkbox"/>	Edit  Copy  Delete	60	Girona	Real Madrid	2017-10-29 08:00:00	Girona	505
<input type="checkbox"/>	Edit  Copy  Delete	70	Celta Vigo	Atl Madrid	2017-10-22 04:00:00	Atl Madrid	506
<input type="checkbox"/>	Edit  Copy  Delete	80	Valancia	Sevilla	2017-10-21 09:00:00	Valancia	504
<input type="checkbox"/>	Edit  Copy  Delete	90	Atl Madrid	Sevilla	2017-09-23 03:00:00	Atl Madrid	507
<input type="checkbox"/>	Edit  Copy  Delete	100	Girona	Villarreal	2017-10-15 06:00:00	Villarreal	505
<input type="checkbox"/>	Edit  Copy  Delete	101	Real Sociedad	Real Madrid	2017-09-17 06:00:00	Real Madrid	501
<input type="checkbox"/>	Edit  Copy  Delete	102	Barcelona	Espanyol	2017-09-09 07:00:00	Barcelona	502
<input type="checkbox"/>	Edit  Copy  Delete	103	Real Madrid	Valencia	2017-08-27 03:00:00	Real Madrid	500
<input type="checkbox"/>	Edit  Copy  Delete	104	Barcelona	Betis	2017-08-20 03:00:00	Barcelona	502

Fig-7.7 Match table

Description: Figure showing the Match table in the database with attributes match\_id, team1\_name, team2\_name, date, team\_won and venue\_id.

		mem_id	username	password	fname	lname	address	contact	picture	gender
<input type="checkbox"/>	Edit  Copy  Delete	0	tejashree	teju	teja	shree	davangere	8197573197		f
<input type="checkbox"/>	Edit  Copy  Delete	1	suyash pandey	suyash@123	suyash	pandey	UP	9480512157		m

Fig-7.8 Member table

Description: Figure showing the Member table in the database with attributes mem\_id, username, fname, lname, address, contact, gender.

