

Bangalore University
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Department of Computer Science and Engineering

Mini Project Report

On

Title: Cricket Tournament Management System

Introduction

The Cricket Tournament Management System (CTMS) stands as a beacon of progress in the realm of cricket event organization. Representing a significant advancement, this web application is designed to streamline and enhance the management of cricket tournaments.

With a fusion of cutting-edge technology and user-friendly design, CTMS sets out to redefine the landscape of tournament logistics. Its primary aim is to offer a comprehensive solution that efficiently handles the complexities inherent in organizing cricket events, thereby alleviating the burden on administrators and stakeholders. By providing a centralized platform for all aspects of tournament management, from scheduling matches to tracking scores and managing teams, CTMS empowers organizers to execute their duties with precision and ease.

At its core, CTMS is built upon the principles of efficiency and innovation. Through its intuitive interface and robust feature set, it enables seamless communication and collaboration among all stakeholders involved in a cricket tournament. From league administrators to team managers and players, CTMS offers tailored functionalities to meet the diverse needs of each user. By automating repetitive tasks and streamlining workflows, it frees up valuable time and resources, allowing organizers to focus on delivering a memorable and enjoyable experience for participants and spectators alike. With CTMS leading the way, the future of cricket event management is poised for a paradigm shift, where technology serves as a catalyst for progress and excellence.

Problem Statement

Cricket Tournament Management Systems (CTMS) are a game-changer for traditional cricket tournament organization. They replace outdated manual processes and spreadsheet reliance with a digital platform that automates scheduling, result tracking, and statistical analysis.

By centralizing data and providing real-time access, CTMS improves efficiency, accuracy, and reduces administrative burdens. With a user-friendly interface, it empowers organizers to orchestrate tournaments seamlessly, minimizing errors and ensuring consistency. Moreover, CTMS enhances communication between stakeholders, including teams, officials, and spectators, creating a more engaging experience.

In essence, CTMS revolutionizes cricket tournament management by streamlining processes, eliminating manual intervention, and harnessing digital technology's power. It promises a new era marked by efficiency, transparency, and innovation, ultimately enhancing the overall tournament experience for all involved parties.

The Application will have 6 entities with many attributes to each:

1. Team: Represents participating teams with attributes like team ID, name, rank, wins, losses, draws, and points, facilitating tracking and management of team information throughout the tournament.
2. Player: Represents individual players with attributes including player name, matches played, runs scored, batting strike rate, sixes, fours, bowling best, wickets taken, and bowling economy, enabling comprehensive player performance tracking and analysis.
3. Matches: Represents tournament games with attributes like match status, date, time, location, and results, providing essential details for scheduling, tracking, and reporting on match outcomes.
4. Umpires: Tracks tournament umpires with attributes such as umpire ID, name, and matches officiated, ensuring efficient management and assignment of umpiring responsibilities throughout the tournament.
5. Captains: Represents team leaders with attributes like matches captained and wins as captain, offering insights into the leadership performance of team captains during the tournament.
6. Team Management: Represents team officials with attributes like manager name, batting coach, and bowling coach, facilitating the management and coordination of support staff for participating teams in the tournament.

General Features:

CTMS boasts a plethora of features designed to cater to the diverse needs of stakeholders involved in cricket tournaments. From administrators seeking meticulous control to team managers craving seamless team management, CTMS offers tailored functionalities for all users. Key features include:

1. User-specific dashboards: Administrators, team managers, and guests benefit from personalized interfaces tailored to their roles.
 2. Comprehensive data management: CTMS facilitates the input, tracking, and manipulation of crucial tournament data, including teams, players, matches, and results.
 3. Access control: Through stringent access permissions, CTMS ensures data integrity and confidentiality, granting users appropriate levels of authority.
 4. Real-time updates: Users are kept abreast of ongoing matches, recent results, and tournament standings in real-time, fostering an immersive experience.
 5. Intuitive interface: CTMS prioritizes user-friendliness, with a sleek and intuitive design that enhances navigability and accessibility for all users.
- These features collectively render CTMS a versatile and indispensable tool for revolutionizing cricket tournament management.

Tools to be Used:

Operating System: Windows/Linux/macOS

Frontend: HTML, CSS, Bootstrap

Backend: Django web-framework (Python), MySQL

Web-Server: Django's default server

Team Details:

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ER DIAGRAM FOR CRICKET TOURNAMENT SYSTEM

