In Football world cup management system, A team contains many players. Team is identified by Team ID(T.ID). Team has many attributes such as Team Name(T_Name), Country, total Match played(M_Played), Staticstics (win, loss, draw), Rank and Country. A player has many attributes like Age, Team ID(T.ID), Player Name(P_Name), Player ID(P.ID), Jersey number(J_Numebr) and Age and is identified by Player ID. A Player Has Player Stats(P_Stats). Player Stats Has Attributes like Player ID (P_ID), Team ID(T_ID), Position, Goal, Assist, Match Played, Fouls. Player Stats is identified by Player ID (P_ID). A Team is captained by one captain. Captain is identified by player ID(P_ID). Captain has Name, Years of captaincy, Team ID(T_ID). A Team is maintained by many Coaches. Coaches has Coach Name, Team ID, Coach ID and coaches have unique coach ID. A Team can plays many matches. Matches has Team 1 Name(T1 Name), Team 2 Name(T2 Name), Winner, Loser, Match ID, Stadium ID, Match Date, Match Time. Matches are identified using Match ID.A Match is held in a Stadium. A stadium has unique Stadium ID(S_ID). A stadium also has capacity, Stadium Name(S_Name), Location, Total Match. A match is maintained by many referees. Referees are identified by Referee ID(R_ID). Referee also has Referee Name(R_Name), Age, No of matches(N/O_Match), Country.