Suppose you are given the following requirements for a simple database for the National Soccer League (NSL):

- We have a set of teams, each team has an ID (unique identifier), name, captain, main stadium, and to which city this team belongs.
- Each team has many players, and each player belongs to one team.
- Each player has a number (unique identifier), name, DoB, start year, and shirt number that he uses.
- Teams play matches, in each match there is a host team and a guest team. The match takes place
- in the stadium of the host team.
- For each match we need to keep track of the following:
    - The date on which the game is played
    - The final result of the match
    - The players participated in the match. For each player, how many goals he scored, whether or not he took yellow card, and whether or not he took red card.
- Each match has exactly three referees. For each referee we have an ID (unique identifier), name, DoB, years of experience. One referee is the main referee and the other two are assistant referee.
- Players are ranked based on the total number of goals scored.
- Teams are ranked based on the points they got. The winning team in a match gets 2 points and if the match is a draw, both teams get 1 point each.

(a) Design an ER diagram to capture the above requirements. Make sure cardinalities and primary keys are clear.

(b) Populate the database with 6 teams having 5 players each.

(c) Design a website for National Soccer League – 2015. The home page should have an admin login. The users of the site can be considered as guests (No need of user login).

The user should be able to:

- List the teams in the league.
- View the players in each team.
- View the result of all matches played by a particular team.
- View the points table.
- View the player ranking.

Admin should be able to:

- Add/update a match and its result.