



**NORTH SOUTH  
UNIVERSITY**

## ***Project***

**Course Initial: CSE311**

**Section: 01**

**Course Name: Database Management System**

**Date: 2nd December, 2024**

**Project Name:** *Club, match among clubs and club records of all cricket clubs of Bangladesh*

**Project ID:** *03*

**Group ID:** *15*

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**DEPARTMENT OF ELECTRICAL & COMPUTER ENGINEERING**

**North South University**

# Project Title: Club, match among clubs and club records of all cricket clubs of Bangladesh

## Project Overview

This project is designed to manage cricket clubs across Bangladesh. It covers club administration, player statistics, match scheduling, venue management, and historical records. It provides functionalities for club management, player transfers, detailed match records, and achievements while ensuring a good user experience.

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## Project Objectives

1. **Club Management:** It contains club details, including history, contact information, achievements, and management committee records.
  2. **Player Information:** It contains player profiles, roles of cricketers such as batsman, bowler, all-rounder, and wicketkeeper, and statistics such as runs, wickets, catches, etc..
  3. **Match Scheduling:** Enable club matches with details like date, venue, time, and results.
  4. **Venue Management:** Provide venue information, including capacity and location.
  5. **Player Transfers:** It manages player transfers between clubs and it also includes transfer dates and values.
  6. **Achievements and Milestones:** It highlights club achievements and milestones
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## Features

1. **Admin Panel:**
  - Add, update, and delete club, player, and venue data.
  - Help to manage player transfers and match results.
2. **Club Management:**
  - Maintain contact information and management committee details.
  - Assign captains and coaches with defined timelines.
3. **Match Module:**
  - Schedule matches with assigned venues.
  - Record match results and update player statistics.
4. **Player Statistics:**
  - Manages player performance (runs scored, wickets taken, catches, etc.).
  - Manage specific roles and their associated statistics.
5. **Achievements and History:**
  - Display milestones and achievements for clubs.

#### 6. **User Registration:**

- Allow users to register and view club and player data with restricted access.
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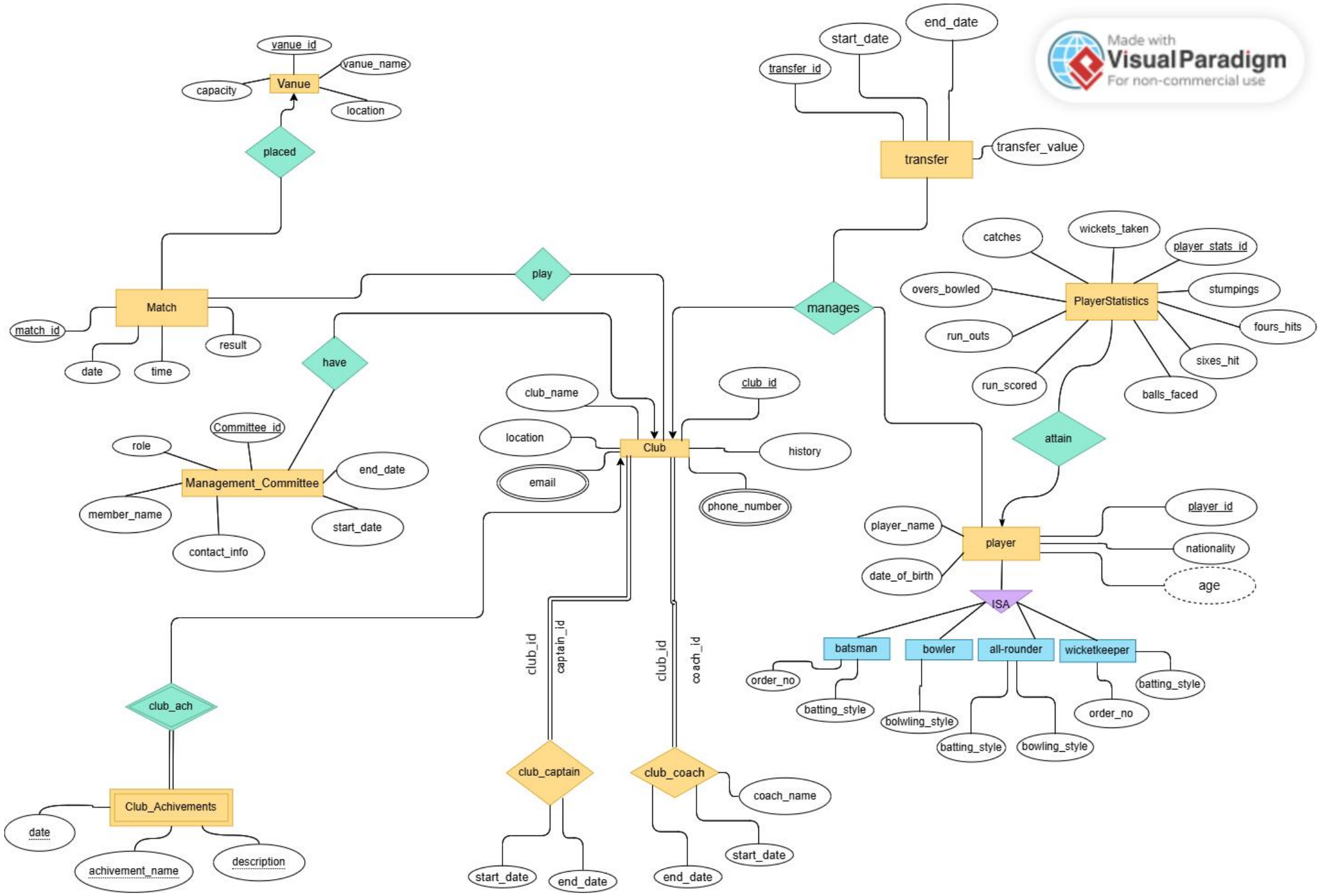
### 3. **Requirements and Specifications**

- **Database:** MySQL to manage data related to clubs, matches, venues, player statistics etc
- **Frontend:** HTML, CSS and Tailwind CSS
- **Backend:** PHP for localhost server setup.

### 4. **Resources**

**Software and Tools:** Visual Paradigm for ERD database design, MySQL, and a local server for development, Visual Studio Code editor

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## Schema:

**admin**(id, name, gender, email, password)

**user**(user\_id, name, gender, number, email, password)

**club** (club\_id, club\_name, location, history)

**club\_email** (club\_id, email)

**club\_phone\_number** (club\_id, phone\_number)

**club\_captain** (club\_id, captain\_id, start\_date, end\_date)

**club\_coach** (club\_id, coach\_id, coach\_name, start\_date, end\_date)

**player** (player\_id, player\_name, date\_of\_birth, nationality)

**batsman** (player\_id, order\_no, batting\_style)

**bowler** (player\_id, bowling\_style)

**all-rounder** (player\_id, batting\_style, bowling\_style)

**wicketkeeper** (player\_id, order\_no, batting\_style)

**transfer** (transfer\_id, start\_date, end\_date, transfer\_value)

**manages** (club\_id, player\_id, transfer\_id)

**management\_committee** (Committee\_id, member\_name, role, contact\_info, start\_date, end\_date, **club\_id**)

**match** (match\_id, date, time, result, **vanue\_id**, **scorecard\_id**)

**play** (match\_id, club\_id)

**venue** (vanue\_id, vanue\_name, location, capacity)

**playerstatitics** (player\_stats\_id, runs\_scored, wickets\_taken, balls\_faced, fours\_hit, sixes\_hit, overs\_bowled, stumpings, run\_outs, catches, **player\_id**)

**club\_achievements** (achievement\_name, club\_id, date, description)

```
# SQL DDL
```

```
- - Admin Table
```

```
CREATE TABLE admin (  
  id INT PRIMARY KEY,  
  name VARCHAR(255),  
  gender VARCHAR(10),  
  email VARCHAR(255) UNIQUE,  
  password VARCHAR(255)  
);
```

```
- - User Table
```

```
CREATE TABLE user (  
  user_id INT PRIMARY KEY,  
  name VARCHAR(255),  
  gender VARCHAR(10),  
  number VARCHAR(15),  
  email VARCHAR(255) UNIQUE,  
  password VARCHAR(255)  
);
```

```
- - Club Table
```

```
CREATE TABLE club (  
  club_id INT PRIMARY KEY,  
  club_name VARCHAR(255),  
  location VARCHAR(255),  
  history TEXT  
);
```

```
- - Club Email Table
```

```
CREATE TABLE club_email (  

```

```
club_id INT,  
email VARCHAR(255),  
PRIMARY KEY (club_id, email),  
FOREIGN KEY (club_id) REFERENCES club(club_id)  
);
```

- - Club Phone Number Table

```
CREATE TABLE club_phone_number (  
club_id INT,  
phone_number VARCHAR(15),  
PRIMARY KEY (club_id, phone_number),  
FOREIGN KEY (club_id) REFERENCES club(club_id)  
);
```

- - Club Captain Table

```
CREATE TABLE club_captain (  
club_id INT,  
captain_id INT,  
start_date DATE,  
end_date DATE,  
PRIMARY KEY (club_id, captain_id),  
FOREIGN KEY (club_id) REFERENCES club(club_id)  
);
```

- - Club Coach Table

```
CREATE TABLE club_coach (  
club_id INT,  
coach_id INT,  
coach_name VARCHAR(255),  
start_date DATE,  
end_date DATE,  
PRIMARY KEY (club_id, coach_id),  
FOREIGN KEY (club_id) REFERENCES club(club_id)
```

```
);
```

```
- - Player Table
```

```
CREATE TABLE player (  
player_id INT PRIMARY KEY,  
player_name VARCHAR(255),  
date_of_birth DATE,  
nationality VARCHAR(255)  
);
```

```
- - Batsman Table
```

```
CREATE TABLE batsman (  
player_id INT PRIMARY KEY,  
order_no INT,  
batting_style VARCHAR(50),  
FOREIGN KEY (player_id) REFERENCES player(player_id)  
);
```

```
- - Bowler Table
```

```
CREATE TABLE bowler (  
player_id INT PRIMARY KEY,  
bowling_style VARCHAR(50),  
FOREIGN KEY (player_id) REFERENCES player(player_id)  
);
```

```
- - All-Rounder Table
```

```
CREATE TABLE all_rounder (  
player_id INT PRIMARY KEY,  
batting_style VARCHAR(50),  
bowling_style VARCHAR(50),  
FOREIGN KEY (player_id) REFERENCES player(player_id)  
);
```



- - Wicketkeeper Table

```
CREATE TABLE wicketkeeper (  
  player_id INT PRIMARY KEY,  
  order_no INT,  
  batting_style VARCHAR(50),  
  FOREIGN KEY (player_id) REFERENCES player(player_id)  
);
```

- - Transfer Table

```
CREATE TABLE transfer (  
  transfer_id INT PRIMARY KEY,  
  start_date DATE,  
  end_date DATE,  
  transfer_value DECIMAL(10, 2)  
);
```

- - Manages Table

```
CREATE TABLE manages (  
  club_id INT,  
  player_id INT,  
  transfer_id INT,  
  PRIMARY KEY (club_id, player_id, transfer_id),  
  FOREIGN KEY (club_id) REFERENCES club(club_id),  
  FOREIGN KEY (player_id) REFERENCES player(player_id),  
  FOREIGN KEY (transfer_id) REFERENCES transfer(transfer_id)  
);
```

- - Management Committee Table

```
CREATE TABLE management_committee (  
  committee_id INT PRIMARY KEY,  
  member_name VARCHAR(255),
```

```
role VARCHAR(50),
contact_info VARCHAR(255),
start_date DATE,
end_date DATE,
club_id INT,
FOREIGN KEY (club_id) REFERENCES club(club_id)
);
```

- - Match Table

```
CREATE TABLE match (
match_id INT PRIMARY KEY,
date DATE,
time TIME,
result VARCHAR(50),
venue_id INT,
scorecard_id INT
);
```

- - Play Table

```
CREATE TABLE play (
match_id INT,
club_id INT,
PRIMARY KEY (match_id, club_id),
FOREIGN KEY (match_id) REFERENCES match(match_id),
FOREIGN KEY (club_id) REFERENCES club(club_id)
);
```

- - Venue Table

```
CREATE TABLE venue (
venue_id INT PRIMARY KEY,
venue_name VARCHAR(255),
location VARCHAR(255),
capacity INT
```

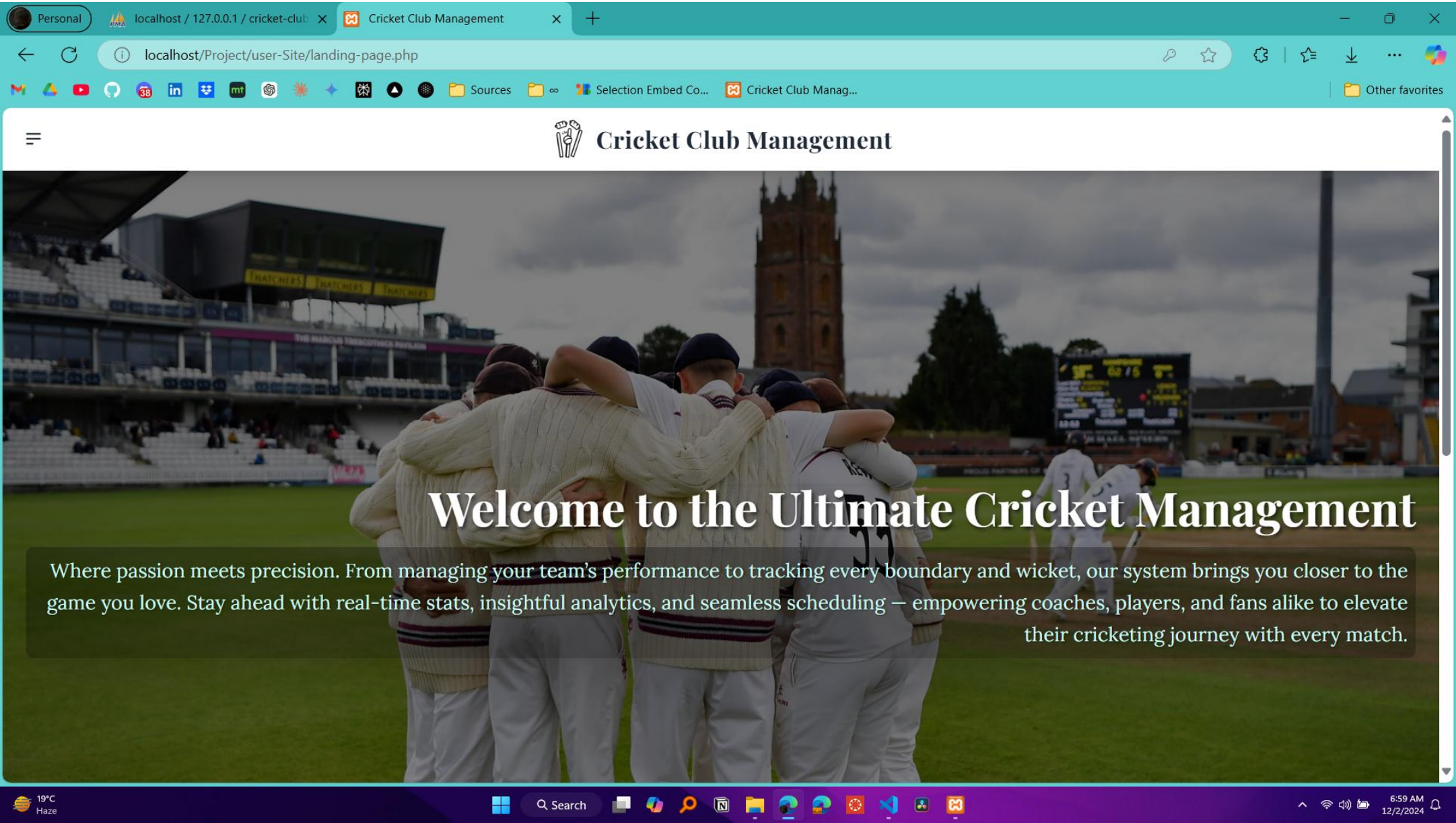
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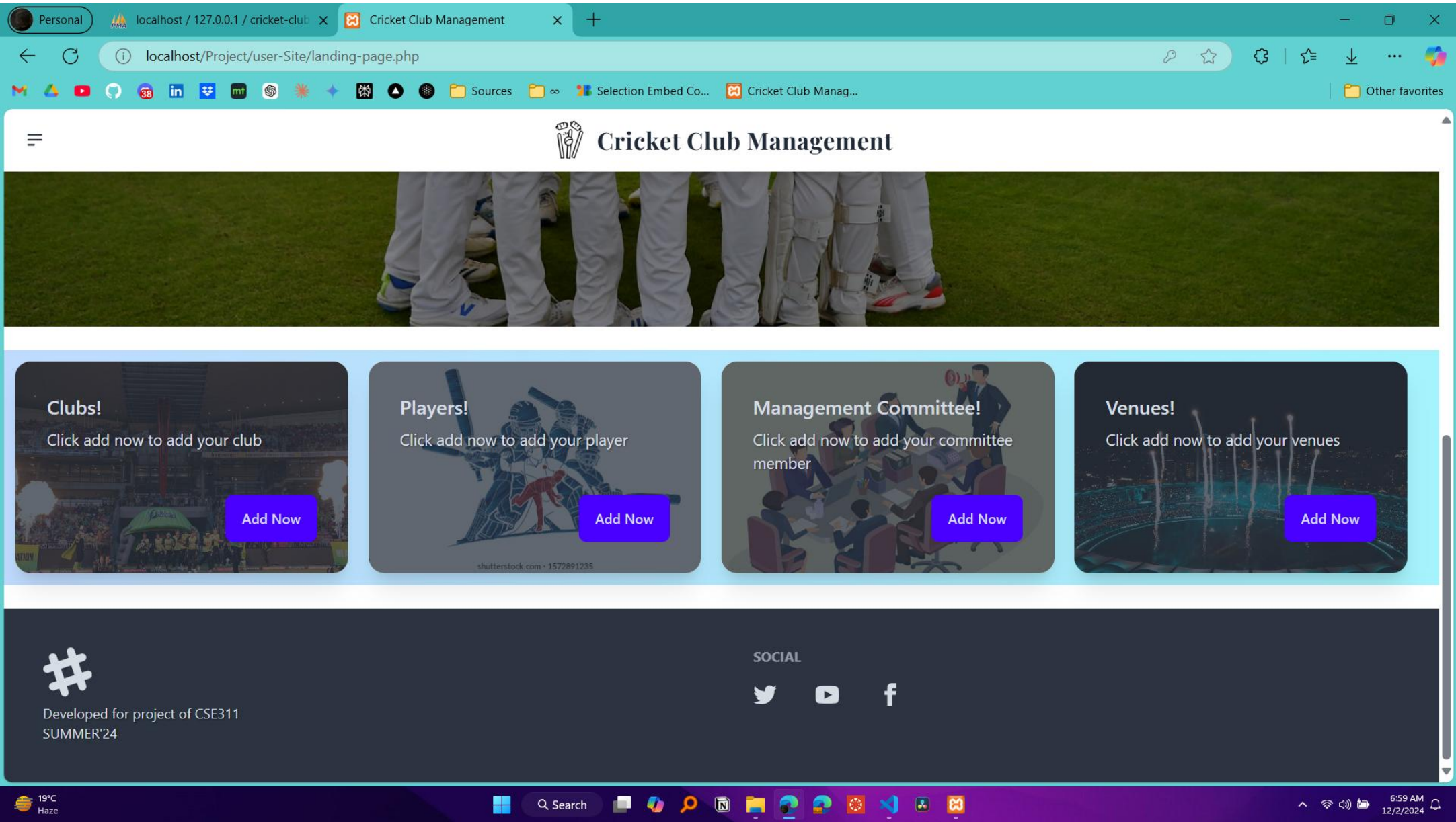
```
- - Player Statistics Table
```

```
CREATE TABLE player_statistics (  
  player_stats_id INT PRIMARY KEY,  
  runs_scored INT,  
  wickets_taken INT,  
  balls_faced INT,  
  fours_hit INT,  
  sixes_hit INT,  
  overs_bowled INT,  
  stumpings INT,  
  run_outs INT,  
  catches INT,  
  player_id INT,  
  FOREIGN KEY (player_id) REFERENCES player(player_id)  
);
```

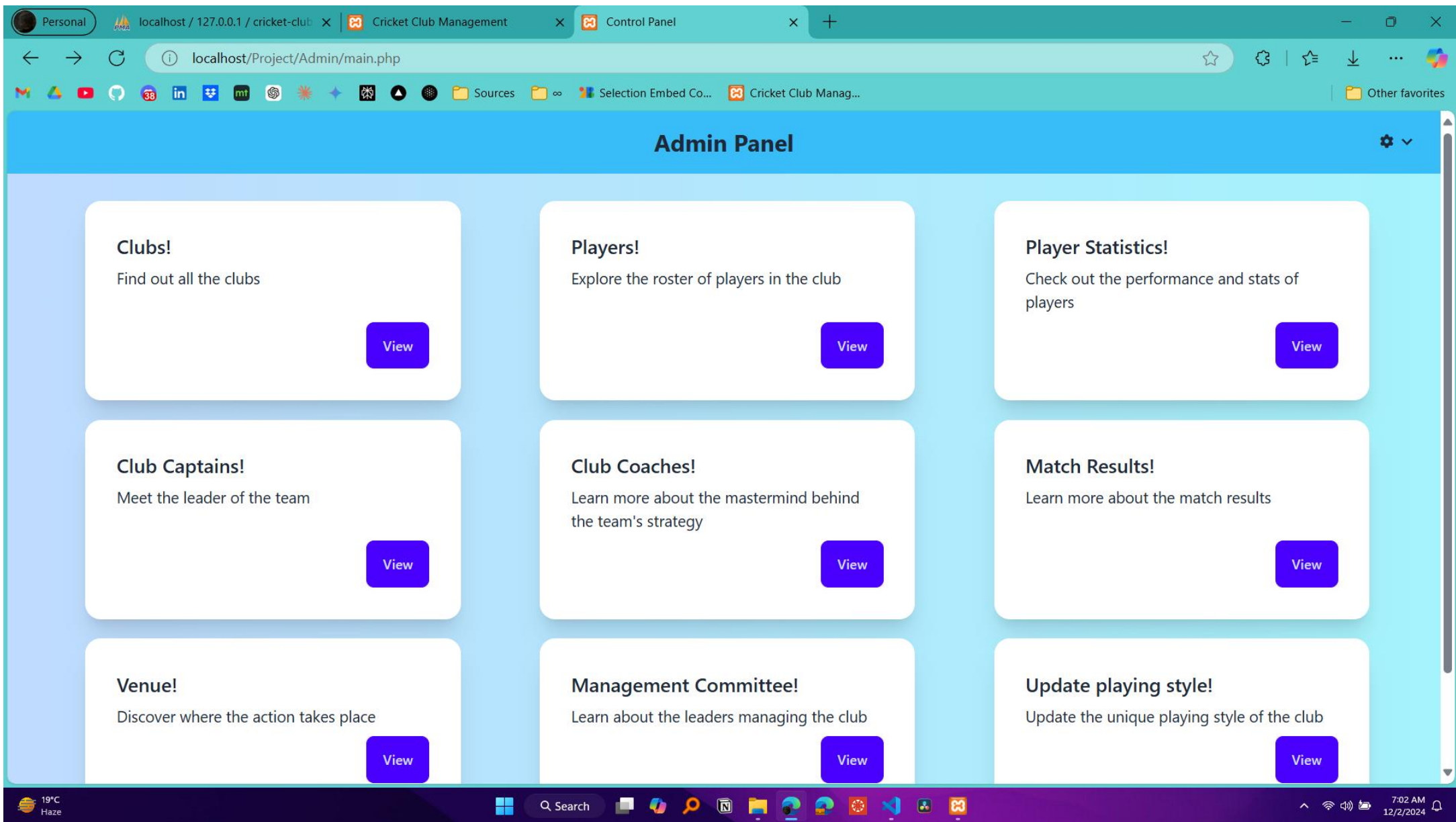
```
- - Club Achievements Table
```

```
CREATE TABLE club_achievements (  
  achievement_name VARCHAR(255),  
  club_id INT,  
  date DATE,  
  description TEXT,  
  PRIMARY KEY (achievement_name, club_id),  
  FOREIGN KEY (club_id) REFERENCES club(club_id)  
);
```









## **Conclusion :**

The "Comprehensive Club, Match, and Player Records System for Cricket Clubs in Bangladesh" is a modern and simple platform to manage cricket clubs effectively. It helps clubs keep track of their players, matches, venues, and achievements in one place.

This system makes it easier for clubs to handle their daily tasks and provides detailed reports on player and match performance. With its user-friendly design and strong database, it replaces old manual methods with a digital solution that is fast and reliable.

In short, this project helps improve how cricket clubs are managed in Bangladesh. It supports their growth, keeps their history safe, and makes managing cricket more efficient and organized.