Designing a system for Cricket World Cup System

The idea is to have three tables- one containing Batsman details, another containing Bowler details and finally a team detail table.

The structure has been described below:

Table: Batsman_data

Attribute Name	Batsman_name	country	matches_played	Run_scored	average	innings
Datatype	varchar	varchar	int	int	float	int

Table: Bowler_data

Attribute Name	Bowler_name	country	overs	runs_given	wickets
Datatype	varchar	varchar	float	int	int

Table: Team_details

Attribute Name	Team_name	Matches_played	Total_runs	Highest_score
Datatype	varchar	int	int	float

Note: The above table is hard coded only for this data considering the size of the database. But for a scalable and a real world system we can use triggers to update the score values in case some team has scored more than these values.

Also, to keep the size of the database small and tables feasible the total_runs column value is hard coded, but in long run we can maintain individual team data tables for a better analysis of data