Database Schema:

Users Table:

user_id (Primary Key): Unique identifier for each user.

username: The username of the user.

password: The password of the user.

email: The email address of the user.

role: The role of the user, which can be 'admin' or 'guest'.

Matches Table:

match_id (Primary Key): Unique identifier for each match.

team_1: The name of the first team participating in the match.

team_2: The name of the second team participating in the match.

date: The date of the match.

venue: The venue where the match will be played.

Teams Table:

team_id (Primary Key): Unique identifier for each team.

name: The name of the team.

Players Table:

player_id (Primary Key): Unique identifier for each player.

name: The name of the player.

role: The role of the player (e.g., Batsman, Bowler, Wicket-Keeper).

team_id: The ID of the team to which the player belongs.

PlayerStats Table:

stats_id (Primary Key): Unique identifier for each player's statistics.

player_id: The ID of the player for whom the statistics are recorded.

matches_played: The number of matches played by the player.

runs: The total runs scored by the player.

average: The batting average of the player.

strike_rate: The batting strike rate of the player.

Squads Table:

squad_id (Primary Key): Unique identifier for each squad entry.

match_id: The ID of the match for which the squad entry is recorded.

team_id: The ID of the team for which the squad entry is recorded.

player_id: The ID of the player in the squad.

Foreign Key Constraints:

match_id in the Squads table references match_id in the Matches table.

team_id in the Squads table references team_id in the Teams table.

player_id in the Squads table references player_id in the Players table.

team_id in the Players table references team_id in the Teams table.

player_id in the PlayerStats table references player_id in the Players table.

Database config :

-- Create the Users table
CREATE TABLE Users (
*   user_id INT AUTO_INCREMENT PRIMARY KEY,*
*   username VARCHAR(255) NOT NULL,*
*   password VARCHAR(255) NOT NULL,*
*   email VARCHAR(255) NOT NULL,*
*   role ENUM('admin', 'guest') NOT NULL*
);

-- Create the Matches table
CREATE TABLE Matches (
*   match_id INT AUTO_INCREMENT PRIMARY KEY,*
*   team_1 VARCHAR(255) NOT NULL,*
*   team_2 VARCHAR(255) NOT NULL,*
*   date DATE NOT NULL,*

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    venue VARCHAR(255) NOT NULL
);


-- Create the Squads table
CREATE TABLE Squads (
    squad_id INT AUTO_INCREMENT PRIMARY KEY,
    match_id INT NOT NULL,
    team_id INT NOT NULL,
    player_id INT NOT NULL,
    FOREIGN KEY (match_id) REFERENCES Matches (match_id),
    FOREIGN KEY (team_id) REFERENCES Teams (team_id),
    FOREIGN KEY (player_id) REFERENCES Players (player_id)
);


-- Create the Teams table
CREATE TABLE Teams (
    team_id INT AUTO_INCREMENT PRIMARY KEY,
    name VARCHAR(255) NOT NULL
);


-- Create the Players table
CREATE TABLE Players (
    player_id INT AUTO_INCREMENT PRIMARY KEY,
    name VARCHAR(255) NOT NULL,
    role VARCHAR(255) NOT NULL,
    team_id INT NOT NULL,
    FOREIGN KEY (team_id) REFERENCES Teams (team_id)
);


-- Create the PlayerStats table
CREATE TABLE PlayerStats (
    stats_id INT AUTO_INCREMENT PRIMARY KEY,
    player_id INT NOT NULL,
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    matches_played INT,

    runs INT,

    average FLOAT,

    strike_rate FLOAT,

    FOREIGN KEY (player_id) REFERENCES Players (player_id)

);
```