

CRICKET MANAGEMENT SYSTEM

MINI PROJECT REPORT

Submitted by

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In partial fulfillment for the award of the degree of

BACHELOR OF TECHNOLOGY



RAMCO INSTITUTE OF TECHNOLOGY

DEPARTMENT OF INFORMATION TECHNOLOGY

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BONAFIED CERTIFICATE

Certified that this Report titled “**CRICKET MANAGEMENT SYSTEM**” is the bonafide work of **Kirran S T (953623205025), Dinesh Kumar S (953623205010), Gowtham A (953623205014)** who carried out the work under my supervision. Certified further that to the best of my knowledge the work reported herein does not form part of any other thesis or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

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DECLARATION

We hereby declare that the project work entitled “**Cricket Management System** ” has been submitted by me, **Kirran S T(953623205025), Dinesh Kumar S(953623205010), Gowtham A(953623205014)** in the partial fulfilment of the requirement for the award of the degree of Bachelor of Technology – Information Technology. We further declare that the contents, statements and other relevant matters are true to the best of our knowledge.

Place : Rajapalayam.

Date : 17/ 06/2025.

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Last but not least, I extend my sincere thanks to my friends and family members for their unwavering support and encouragement throughout my project journey.

Signature

ABSTRACT

The **Cricket Management System** is a simple and efficient web-based solution designed to manage core operations of cricket team and match administration. It streamlines the process of handling players, teams, matches, and captains through a clean and user-friendly interface. Traditionally, managing such information manually can be time-consuming and error-prone; this system addresses those challenges by organizing and automating key tasks.

Core features include player registration, team creation, assigning team captains, match scheduling, and updating match winners. Administrators can easily add or remove players, manage team compositions, assign captains, and maintain a record of scheduled matches along with results. A dedicated interface also displays each player alongside their team and captain for better visibility.

The system uses a relational database to ensure data consistency and accuracy, with structured tables for teams, players, and matches. Data operations like adding players, assigning matches, and updating winners are handled securely and efficiently through a web interface built using HTML, CSS, PHP, and MySQL via XAMPP.

This platform is ideal for cricket academies, sports clubs, or school tournament organizers seeking a reliable, cost-effective digital solution to manage cricket operations with minimal technical overhead. It enhances data organization, reduces manual workload, and improves the overall management of cricket-related activities.

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1)INTRODUCTION

In today's digital era, managing sports operations—especially for popular games like cricket—requires organized, accurate, and accessible systems. Cricket teams, clubs, and academies regularly deal with tasks such as registering players, forming teams, scheduling matches, assigning captains, and tracking match outcomes. Relying on traditional manual methods for handling this data can be inefficient, error-prone, and difficult to scale as the number of players and matches increases.

This project, titled "**Cricket Management System**", is designed to simplify and automate the everyday activities involved in managing cricket operations. The goal is to develop a user-friendly, web-based, and cost-effective solution that helps administrators streamline their tasks while providing a clear and structured interface to view and manage players, teams, and matches.

The system supports essential functionalities such as adding and deleting players, assigning them to teams, updating team captains, scheduling matches, and recording match winners. Additionally, it includes a view to display each player alongside their team and captain, making it easy to monitor team compositions. Built using HTML, CSS, PHP, and MySQL via XAMPP, the application runs entirely on a local server and can be accessed from any browser without the need for complex infrastructure.

This system is especially useful for schools, sports academies, or local tournaments looking for a centralized platform to digitize their cricket operations and enhance administrative efficiency.

1.1) PROJECT DESCRIPTION

This project focuses on developing a simple, efficient, and user-friendly **Cricket Management System** that automates key tasks involved in organizing cricket operations. The system allows administrators to manage player registrations, form teams, assign captains, and schedule matches—all through a centralized interface. It also supports tracking match outcomes by assigning winners and displaying the overall structure of each team.

The application enables smooth player management, including adding new players, updating roles, and removing players when necessary. Team creation and captain assignment are streamlined, making it easy to organize team rosters. Match scheduling includes selecting participating teams, assigning venues, and setting match dates. Additionally, administrators can update match results by choosing the winning team after the match concludes.

The system includes a clean reporting view that shows each registered player along with their associated team and captain, giving a complete overview of team composition and hierarchy. Designed with a modular and scalable architecture, the project is built using PHP, MySQL, HTML, and CSS, and runs on a local server via XAMPP.

By replacing manual spreadsheets and informal record-keeping methods with a structured digital platform, this Cricket Management System enhances accuracy, reduces administrative workload, and ensures a more organized approach to managing cricket activities. The platform is ideal for schools, clubs, and local cricket organizations looking to modernize their operations without requiring complex or expensive infrastructure.

2)SYSTEM REQUIREMENTS

The **Cricket Management System** is designed to run on a local server environment using **XAMPP**, which includes **Apache**, **MySQL**, and **PHP**. The system can be accessed through any modern web browser such as **Google Chrome** or **Mozilla Firefox**. It requires only basic hardware specifications, including a **dual-core processor**, **4 GB of RAM**, and at least **250 GB of hard disk space** for smooth operation.

The system is fully compatible with both **Windows** and **Linux** operating systems. It is recommended to use **PHP version 7.0 or above** to support the backend functionality, and **MySQL** is used for managing all database operations. The frontend is developed using **HTML** and **CSS** to provide a clean and responsive user interface.

Administrators can access the application securely through a browser interface, and the database can be managed and backed up using **phpMyAdmin**. The system layout is responsive and optimized for use on both **desktops** and **laptops**, ensuring ease of access and usability for various user environments.

2.1) HARDWARE & SOFTWARE REQUIREMENTS

Hardware Requirements

Component	Specification
Processor	Intel Core i3 or higher
RAM	4 GB minimum
Hard Disk	250 GB or more
Display	1024 × 768 resolution or higher
Input Devices	Keyboard, Mouse

Software Requirements

Software	Description
Operating System	Windows 10 / 11 or Linux
Web Server	Apache (via XAMPP)
Database	MySQL (via XAMPP)
Scripting Language	PHP
Frontend	HTML, CSS, JavaScript
Browser	Google Chrome / Mozilla Firefox
Development Tools	VS Code / Notepad++

2.2) SOFTWARE REQUIREMENTS SPECIFICATION(SRS)

2.2.1) INTRODUCTION

The **Cricket Management System** allows administrators to manage cricket players, teams, matches, and results efficiently through a web- based interface. It supports player registration, team creation, captain assignment, match scheduling, winner updates, and viewing team structure, helping sports organizers streamline their workflow and record- keeping.

2.2.2) FUNCTIONAL REQUIREMENTS

- Add, update, and delete player records
- Create and manage team details
- Assign captains to respective teams
- Schedule matches between registered teams
- Set and update match winners
- View players along with their teams and captains
- Display team, coach, and captain details
- Generate match and team summary views

2.2.3) NON-FUNCTIONAL REQUIREMENTS

- The system should be accessible through modern web browsers
- Response time for database operations should not exceed 2 seconds
- All data should be securely handled and validated
- System should be easy to back up and restore using phpMyAdmin in XAMPP
- The interface should be clean, responsive, and user-friendly
- Compatible with Windows and Linux environments using XAMPP stack

2.2.4) DATABASE TABLES

1) Teams – Stores team details including team name, coach name, and captain

2) CricketPlayers – Stores player information such as name, age, role, and team association

3) Matches – Stores match schedules, participating teams, venue, and winner

3)IMPLEMENTATION

- **XAMPP:** For hosting Apache and MySQL locally
- **PHP:** For backend scripting
- **MySQL:** Database to store and retrieve data
- **HTML/CSS/JavaScript:** For frontend design

3.1) DATABASE TABLE STRUCTURES

- **Teams (teams)**

- teamid (Primary Key)
- teamname
- coachname
- captain

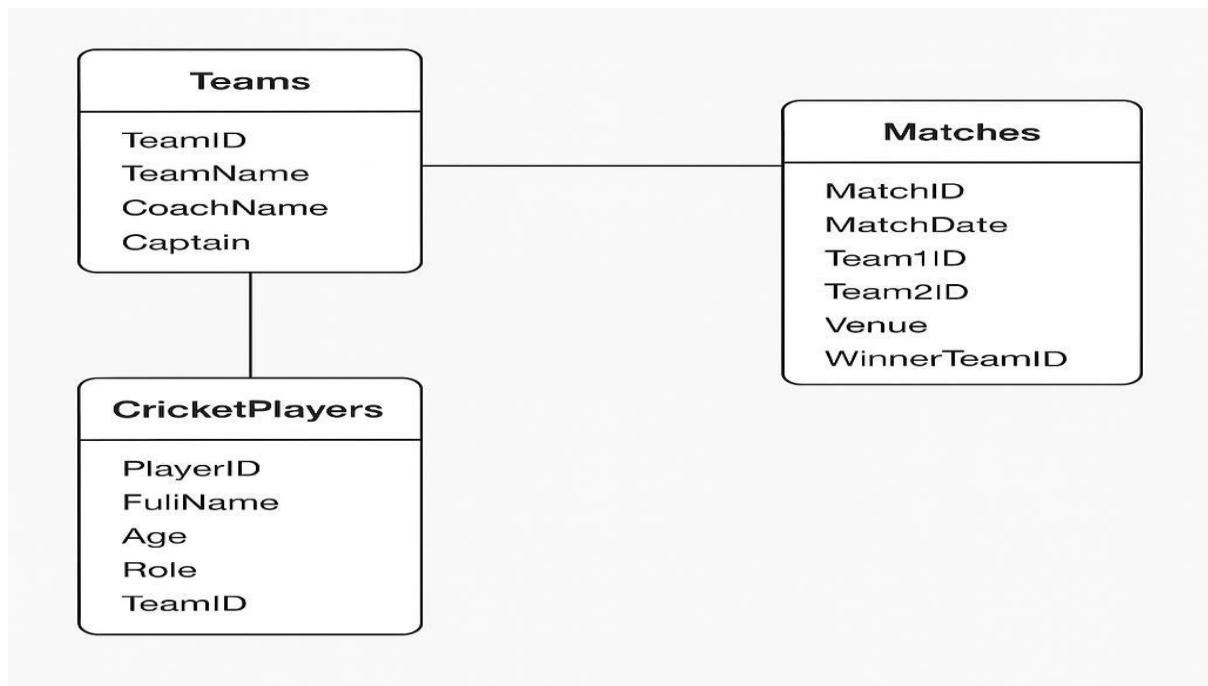
- **Cricket Players (players)**

- playerid (Primary Key)
- fullname
- age
- role
- teamid (Foreign Key)

- **Matches (matches)**

- matchid (Primary Key)
- matchdate
- team1id (Foreign Key)
- team2id (Foreign Key)
- venue
- winnerteamid (Foreign Key,Nullable)

3.2) ER DIAGRAM



3.3) QUERY

1) Creation of Database names cricket_db.

```
CREATE DATABASE IF NOT EXISTS cricket_db;
```

```
USE cricket_db;
```

2) Creation of Teams Table.

```
CREATE TABLE IF NOT EXISTS Teams (  
    TeamID INT AUTO_INCREMENT PRIMARY KEY, TeamName  
    VARCHAR(100) NOT NULL,  
    CoachName VARCHAR(100), Captain  
    VARCHAR(100));
```

3) Creation of CricketPlayers Table.

```
CREATE TABLE IF NOT EXISTS CricketPlayers (  
    PlayerID INT  
    AUTO_INCREMENT PRIMARY KEY, FullName  
    VARCHAR(100) NOT NULL,  
    Age INT,
```

Role VARCHAR(50),

TeamID INT,

FOREIGN KEY (TeamID) REFERENCES Teams(TeamID) ON

DELETE CASCADE

);

4) Creation of Matches Table.

CREATE TABLE IF NOT EXISTS Matches (

MatchID INT AUTO_INCREMENT PRIMARY KEY,

MatchDate DATE,

Team1ID INT, Team2ID

INT,

Venue VARCHAR(100),

WinnerTeamID INT NULL,

FOREIGN KEY (Team1ID) REFERENCES Teams(TeamID) ON

DELETE CASCADE,

FOREIGN KEY (Team2ID) REFERENCES Teams(TeamID) ON

DELETE CASCADE,

FOREIGN KEY (WinnerTeamID) REFERENCES Teams(TeamID) ON

DELETE SET NULL);

5) Join table to displaying the details.

SELECT cp.FullName AS PlayerName, t.TeamName, t.Captain FROM

CricketPlayers cp

JOIN Teams t ON cp.TeamID = t.TeamID;

6) Updating winner.

UPDATE Matches

SET WinnerTeamID = 1

WHERE MatchID = 2;

3.4) CODE

1)add_match.php

```
<?php include 'config.php'; ?>

<!DOCTYPE html>
<html>
<head>
    <title>Cricket Management System</title>
    <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
<header>
    <h1>Cricket Management System</h1>
</header>
<nav>
    <a href="add_team.php">Add Team</a>
    <a href="add_player.php">Add Player</a>
    <a href="delete_player.php">Delete Player</a>
    <a href="assign_captain.php">Assign Captain</a>
    <a href="add_match.php">Add Match</a>
    <a href="set_winner.php">Set Winner</a>
    <a href="view_players.php">View Players</a>
    <a href="view_matches.php">View Matches</a>
</nav>
<div class="container">

<!DOCTYPE html>
<html>
<head><title>Add Match</title></head>
<body>
<h2>Add Match</h2>
<form method="post">
    Team 1:
    <select name="team1">
        <?php
            $teams = $conn->query("SELECT * FROM teams");
            while ($t = $teams->fetch_assoc()) {
                echo "<option value='{ $t['id']}'>{ $t['name']}</option>";
            }
        ?>
    </select><br>
    Team 2:
    <select name="team2">
        <?php
            $teams->data_seek(0);
            while ($t = $teams->fetch_assoc()) {
                echo "<option value='{ $t['id']}'>{ $t['name']}</option>";
            }
        ?>
    </select><br>
    Match Date: <input type="date" name="date" required><br>
    <input type="submit" value="Add Match">
</form>
<?php
if ($_SERVER['REQUEST_METHOD'] == 'POST') {
    $team1 = $_POST['team1'];
    $team2 = $_POST['team2'];
    $date = $_POST['date'];
    $conn->query("INSERT INTO matches (team1_id, team2_id, match_date) VALUES ($team1, $team2,
```

```

'$date')");
    echo "Match added.";
}
?>

</body>
</html>
</div>
<footer>
    <p>&copy; 2025 Cricket Management System. All rights reserved.</p>
</footer>

</body>
</html>

```

2)add_player.php

```

<?php include 'config.php'; ?>

<!DOCTYPE html>
<html>
<head>
    <title>Cricket Management System</title>
    <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
<header>
    <h1>Cricket Management System</h1>
</header>
<nav>
    <a href="add_team.php">Add Team</a>
    <a href="add_player.php">Add Player</a>
    <a href="delete_player.php">Delete Player</a>
    <a href="assign_captain.php">Assign Captain</a>
    <a href="add_match.php">Add Match</a>
    <a href="set_winner.php">Set Winner</a>
    <a href="view_players.php">View Players</a>
    <a href="view_matches.php">View Matches</a>
</nav>
<div class="container">

<!DOCTYPE html>
<html>
<head><title>Add Player</title></head>
<body>
<h2>Add Player</h2>
<form method="post">
    Player Name: <input type="text" name="name" required><br>
    Team:
    <select name="team_id">
        <?php
            $teams = $conn->query("SELECT * FROM teams");
            while ($team = $teams->fetch_assoc()) {
                echo "<option value='{ $team['id']}'>{ $team['name']}</option>";
            }
        ?>
    </select><br>
    <input type="submit" value="Add Player">
</form>

```

```

<?php
if ($_SERVER['REQUEST_METHOD'] == 'POST') {
    $name = $_POST['name'];
    $team_id = $_POST['team_id'];
    $conn->query("INSERT INTO players (name, team_id) VALUES ('$name', $team_id)");
    echo "Player added.";
}
?>

</body>
</html>
</div>
<footer>
    <p>&copy; 2025 Cricket Management System. All rights reserved.</p>
</footer>

</body>
</html>

```

3)add_team.php

```

<?php include 'config.php'; ?>

<!DOCTYPE html>
<html>
<head>
    <title>Cricket Management System</title>
    <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
<header>
    <h1>Cricket Management System</h1>
</header>
<nav>
    <a href="add_team.php">Add Team</a>
    <a href="add_player.php">Add Player</a>
    <a href="delete_player.php">Delete Player</a>
    <a href="assign_captain.php">Assign Captain</a>
    <a href="add_match.php">Add Match</a>
    <a href="set_winner.php">Set Winner</a>
    <a href="view_players.php">View Players</a>
    <a href="view_matches.php">View Matches</a>
</nav>
<div class="container">

<!DOCTYPE html>
<html>
<head><title>Add Team</title></head>
<body>
<h2>Add Team</h2>
<form method="post">
    Team Name: <input type="text" name="name" required>
    <input type="submit" value="Add Team">
</form>
<?php
if ($_SERVER['REQUEST_METHOD'] == 'POST') {
    $name = $_POST['name'];
    $conn->query("INSERT INTO teams (name) VALUES ('$name')");
}

```



```

echo "Team added.";
}
?>

</body>

</html>
</div>
<footer>
    <p>&copy; 2025 Cricket Management System. All rights reserved.</p>
</footer>

</body>
</html>

```

4)assign_captain.php

```

<?php include 'config.php'; ?>

<!DOCTYPE html>
<html>
<head>
    <title>Cricket Management System</title>
    <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
<header>
    <h1>Cricket Management System</h1>
</header>
<nav>
    <a href="add_team.php">Add Team</a>
    <a href="add_player.php">Add Player</a>
    <a href="delete_player.php">Delete Player</a>
    <a href="assign_captain.php">Assign Captain</a>
    <a href="add_match.php">Add Match</a>
    <a href="set_winner.php">Set Winner</a>
    <a href="view_players.php">View Players</a>
    <a href="view_matches.php">View Matches</a>
</nav>
<div class="container">

<!DOCTYPE html>
<html>
<head><title>Assign Captain</title></head>
<body>
<h2>Assign Captain</h2>
<form method="post">
    Player ID: <input type="number" name="id" required>
    <input type="submit" value="Assign Captain">
</form>
<?php
if ($_SERVER['REQUEST_METHOD'] == 'POST') {
    $id = $_POST['id'];
    $conn->query("UPDATE players SET is_captain=FALSE WHERE team_id=(SELECT team_id FROM
players WHERE id=$id)");
    $conn->query("UPDATE players SET is_captain=TRUE WHERE id=$id");
    echo "Captain assigned.";
}
?>

```

```

</body>
</html>
</div>
<footer>
    <p>&copy; 2025 Cricket Management System. All rights reserved.</p>
</footer>

```

```

</body>
</html>

```

5)config.php

```

<?php

$conn = new mysqli("localhost", "root", "", "cricket_db"); if ($conn-
>connect_error) {
    die("Connection failed: " . $conn->connect_error);
}

?>

```

6)delete_player.php

```

<?php include 'config.php'; ?>

<!DOCTYPE html>
<html>
<head>
    <title>Cricket Management System</title>
    <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
<header>
    <h1>Cricket Management System</h1>
</header>
<nav>
    <a href="add_team.php">Add Team</a>
    <a href="add_player.php">Add Player</a>
    <a href="delete_player.php">Delete Player</a>
    <a href="assign_captain.php">Assign Captain</a>
    <a href="add_match.php">Add Match</a>
    <a href="set_winner.php">Set Winner</a>
    <a href="view_players.php">View Players</a>
    <a href="view_matches.php">View Matches</a>
</nav>
<div class="container">

<!DOCTYPE html>
<html>
<head><title>Delete Player</title></head>
<body>
<h2>Delete Player</h2>
<form method="post">
    Player ID: <input type="number" name="id" required>
    <input type="submit" value="Delete Player">
</form>
<?php
if ($_SERVER['REQUEST_METHOD'] == 'POST') {

```

```

        $id = $_POST['id'];
        $conn->query("DELETE FROM players WHERE id=$id");
        echo "Player deleted.";
    }
?>

</body>
</html>
</div>
<footer>
    <p>&copy; 2025 Cricket Management System. All rights reserved.</p>
</footer>

</body>
</html>

```

7)set_winner.php

```

<?php include 'config.php'; ?>

<!DOCTYPE html>
<html>
<head>
    <title>Cricket Management System</title>
    <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
<header>
    <h1>Cricket Management System</h1>
</header>
<nav>
    <a href="add_team.php">Add Team</a>
    <a href="add_player.php">Add Player</a>
    <a href="delete_player.php">Delete Player</a>
    <a href="assign_captain.php">Assign Captain</a>
    <a href="add_match.php">Add Match</a>
    <a href="set_winner.php">Set Winner</a>
    <a href="view_players.php">View Players</a>
    <a href="view_matches.php">View Matches</a>
</nav>
<div class="container">

<!DOCTYPE html>
<html>
<head><title>Set Winner</title></head>
<body>
<h2>Set Match Winner</h2>
<form method="post">
    Match ID: <input type="number" name="match_id" required><br>
    Winning Team ID: <input type="number" name="winner_id" required><br>
    <input type="submit" value="Set Winner">
</form>
<?php
if ($_SERVER['REQUEST_METHOD'] == 'POST') {
    $match_id = $_POST['match_id'];
    $winner_id = $_POST['winner_id'];
    $conn->query("UPDATE matches SET winner_id=$winner_id WHERE id=$match_id");
    echo "Winner updated.";
}

```

```

}
?>

</body>
</html>
</div>
<footer>
  <p>&copy; 2025 Cricket Management System. All rights reserved.</p>
</footer>

</body>
</html>

```

8)style.css

```

body {
  font-family: Arial, sans-serif;
  margin: 0;
  background-color: #f4f4f4;
}
header, footer {
  background-color: #333;
  color: #fff;
  padding: 10px 0;
  text-align: center;
}
nav {
  background-color: #444;
  overflow: hidden;
}
nav a {
  float: left;
  display: block;
  color: #f2f2f2;
  text-align: center;
  padding: 14px 16px;
  text-decoration: none;
}
nav a:hover {
  background-color: #ddd;
  color: black;
}
.container {
  padding: 20px;
}
h2 {
  color: #333;
}
form {
  background: #fff;
  padding: 20px;
  border-radius: 8px;
  box-shadow: 0 0 10px rgba(0,0,0,0.1);
  margin-top: 20px;
}
input[type="text"], input[type="number"], input[type="date"], select {
  width: 100%;
  padding: 10px;

```

```

margin: 10px 0;
border: 1px solid #ccc;
border-radius: 4px;
}
input[type="submit"] {
background-color: #28a745;
color: white;
padding: 10px 20px;
border: none;
border-radius: 4px;
cursor: pointer;
}
input[type="submit"]:hover {
background-color: #218838;
}

```

9)view_matches.php

```

<?php include 'config.php'; ?>
<!DOCTYPE html>
<html>
<head>
<title>View Matches</title>
<link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
<header>
<h1>Cricket Management System</h1>
</header>
<nav>
<a href="add_team.php">Add Team</a>
<a href="add_player.php">Add Player</a>
<a href="delete_player.php">Delete Player</a>
<a href="assign_captain.php">Assign Captain</a>
<a href="add_match.php">Add Match</a>
<a href="set_winner.php">Set Winner</a>
<a href="view_players.php">View Players</a>
<a href="view_matches.php">View Matches</a>
</nav>
<div class="container">
<h2>All Matches</h2>
<table border='1' cellpadding='10'>
<tr><th>ID</th><th>Team 1</th><th>Team 2</th><th>Date</th><th>Winner</th></tr>
<?php
$result = $conn->query("
SELECT m.id, t1.name as team1, t2.name as team2, m.match_date, tw.name as winner
FROM matches m
JOIN teams t1 ON m.team1_id = t1.id
JOIN teams t2 ON m.team2_id = t2.id
LEFT JOIN teams tw ON m.winner_id = tw.id
ORDER BY m.id DESC
");
while ($row = $result->fetch_assoc()) {
echo "<tr>
<td>{$row['id']}</td>
<td>{$row['team1']}</td>
<td>{$row['team2']}</td>
<td>{$row['match_date']}</td>
<td>". ($row['winner'] ? $row['winner'] : 'TBD') . "</td>

```

```

</tr>";
}
?>
</table>
</div>
<footer>
    <p>&copy; 2025 Cricket Management System. All rights reserved.</p>
</footer>
</body>
</html>

```

10)view_players.php

```

<?php include 'config.php'; ?>

<!DOCTYPE html>
<html>
<head>
    <title>Cricket Management System</title>
    <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
<header>
    <h1>Cricket Management System</h1>
</header>
<nav>
    <a href="add_team.php">Add Team</a>
    <a href="add_player.php">Add Player</a>
    <a href="delete_player.php">Delete Player</a>
    <a href="assign_captain.php">Assign Captain</a>
    <a href="add_match.php">Add Match</a>
    <a href="set_winner.php">Set Winner</a>
    <a href="view_players.php">View Players</a>
    <a href="view_matches.php">View Matches</a>
</nav>
<div class="container">

<!DOCTYPE html>
<html>
<head><title>View Players</title></head>
<body>
<h2>All Players</h2>
<table border='1' cellpadding='10'>
<tr><th>ID</th><th>Name</th><th>Team</th><th>Captain</th></tr>
<?php
$result = $conn->query("SELECT players.*, teams.name AS team_name FROM players LEFT JOIN
teams ON players.team_id = teams.id");
while ($row = $result->fetch_assoc()) {
    echo "<tr><td>{$row['id']}</td><td>{$row['name']}</td><td>{$row['team_name']}</td><td>" .
($row['is_captain'] ? "Yes" : "No") . "</td></tr>";
}
?>
</table>

</body>
</html>
</div>
<footer>
    <p>&copy; 2025 Cricket Management System. All rights reserved.</p>
</footer>

```

4)EXPERIMENTAL RESULTS

The **Cricket Management System** was thoroughly tested to ensure smooth functionality across all modules and use cases. Administrative users were able to log in securely and perform critical operations such as adding, updating, and deleting player records, creating teams, assigning captains, scheduling matches, and updating match winners without any system errors or data conflicts.

All features were validated for correctness and usability. The system successfully handled player registration, captain assignments, and match creation, while the interface for viewing players alongside their team and captain provided a clear and organized output. The match winner update module worked reliably, reflecting accurate results in the match history. Each form was tested with both valid and invalid data inputs, including empty fields, invalid selections, and duplicate entries. The application consistently displayed appropriate validation messages and maintained data integrity.

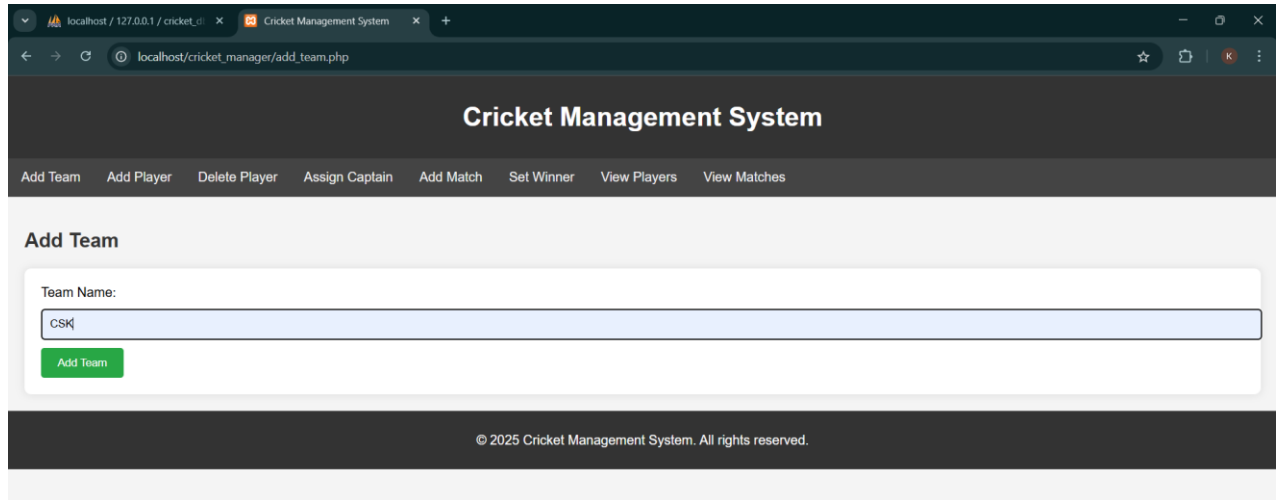
Performance was evaluated through multiple rounds of user simulation. Page transitions and database interactions—such as inserting player details or assigning a match—were completed with an average response time of under two seconds. The MySQL backend efficiently managed relational data between tables (Teams, Players, and Matches), and all foreign key constraints operated as expected during updates and deletions.

The web interface was responsive and maintained compatibility across major browsers including Google Chrome and Mozilla Firefox. Overall, the system demonstrated reliability, usability, and performance robustness, making it suitable for real-world deployment in school tournaments, local leagues, or sports academies.

4.1) OUTPUT SCREEN

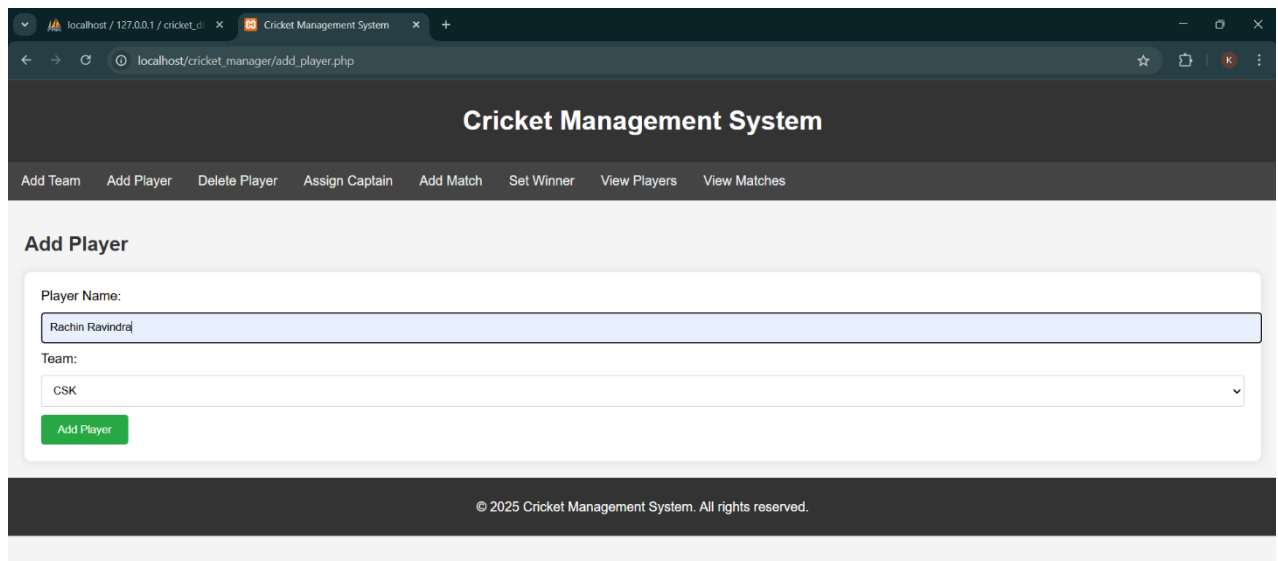
1) Operations

1.1) Add Team



The screenshot shows a web browser window with the URL `localhost/cricket_manager/add_team.php`. The page title is "Cricket Management System". A navigation bar contains links: "Add Team", "Add Player", "Delete Player", "Assign Captain", "Add Match", "Set Winner", "View Players", and "View Matches". The main content area is titled "Add Team" and features a form with a "Team Name:" label and a text input field containing "CSK". Below the input field is a green "Add Team" button. The footer displays "© 2025 Cricket Management System. All rights reserved."

1.2) Add Player



The screenshot shows a web browser window with the URL `localhost/cricket_manager/add_player.php`. The page title is "Cricket Management System". A navigation bar contains links: "Add Team", "Add Player", "Delete Player", "Assign Captain", "Add Match", "Set Winner", "View Players", and "View Matches". The main content area is titled "Add Player" and features a form with a "Player Name:" label and a text input field containing "Rachin Ravindra". Below this is a "Team:" label and a dropdown menu showing "CSK". A green "Add Player" button is at the bottom of the form. The footer displays "© 2025 Cricket Management System. All rights reserved."

1.3) Assign Captain

localhost / 127.0.0.1 / cricket_01

Cricket Management System

localhost/cricket_manager/assign_captain.php

Cricket Management System

[Add Team](#) [Add Player](#) [Delete Player](#) [Assign Captain](#) [Add Match](#) [Set Winner](#) [View Players](#) [View Matches](#)

Assign Captain

Player ID:

Assign Captain

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1.4) Display all players

localhost / 127.0.0.1 / cricket_01

Cricket Management System

localhost/cricket_manager/view_players.php

Cricket Management System

[Add Team](#) [Add Player](#) [Delete Player](#) [Assign Captain](#) [Add Match](#) [Set Winner](#) [View Players](#) [View Matches](#)

All Players

ID	Name	Team	Captain
1	Rachin Ravindra	CSK	No

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1.5) Add Match

localhost / 127.0.0.1 / cricket_01

Cricket Management System

localhost/cricket_manager/add_match.php

Cricket Management System

[Add Team](#) [Add Player](#) [Delete Player](#) [Assign Captain](#) [Add Match](#) [Set Winner](#) [View Players](#) [View Matches](#)

Add Match

Team 1:

CSK

Team 2:

MI

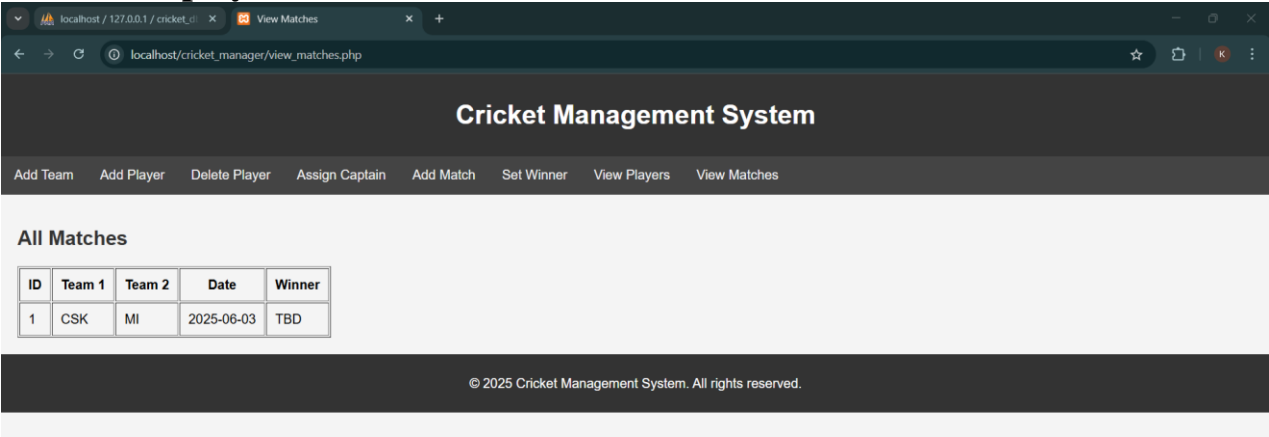
Match Date:

03-06-2025

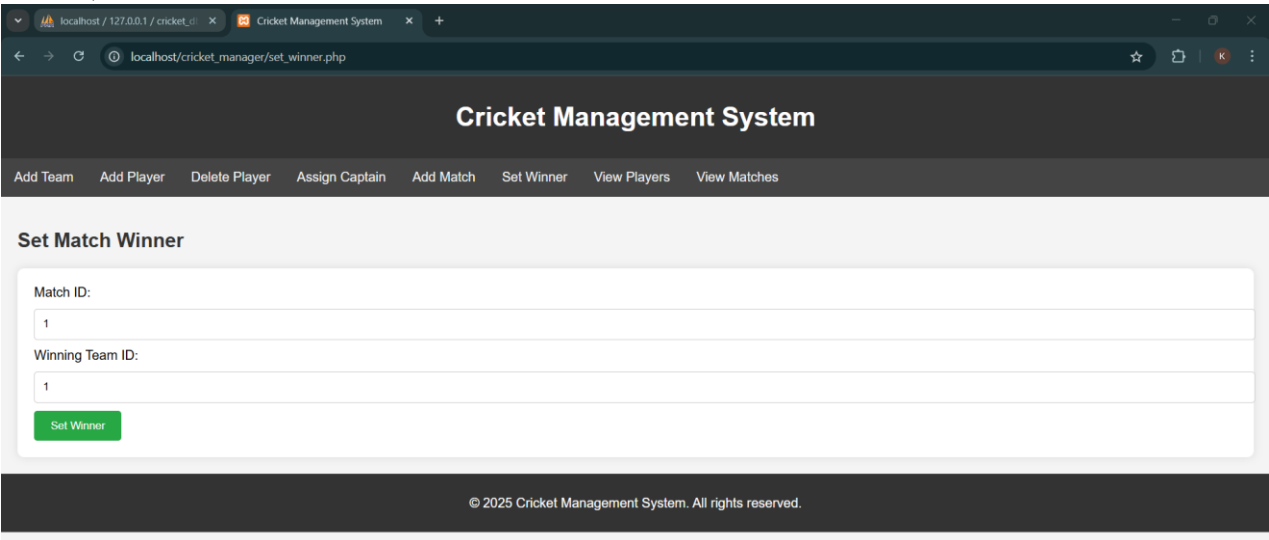
Add Match

© 2025 Cricket Management System. All rights reserved.

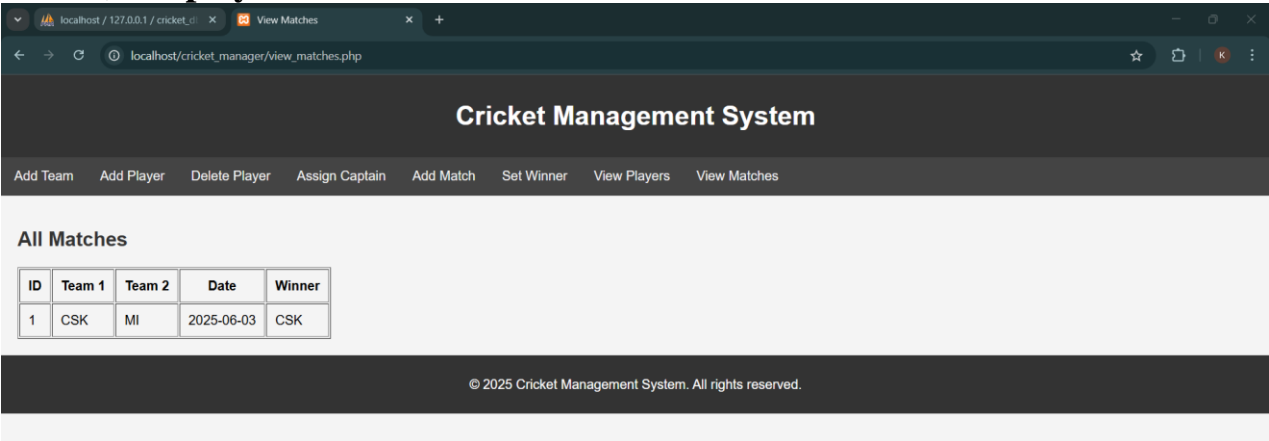
1.6) Display Matches



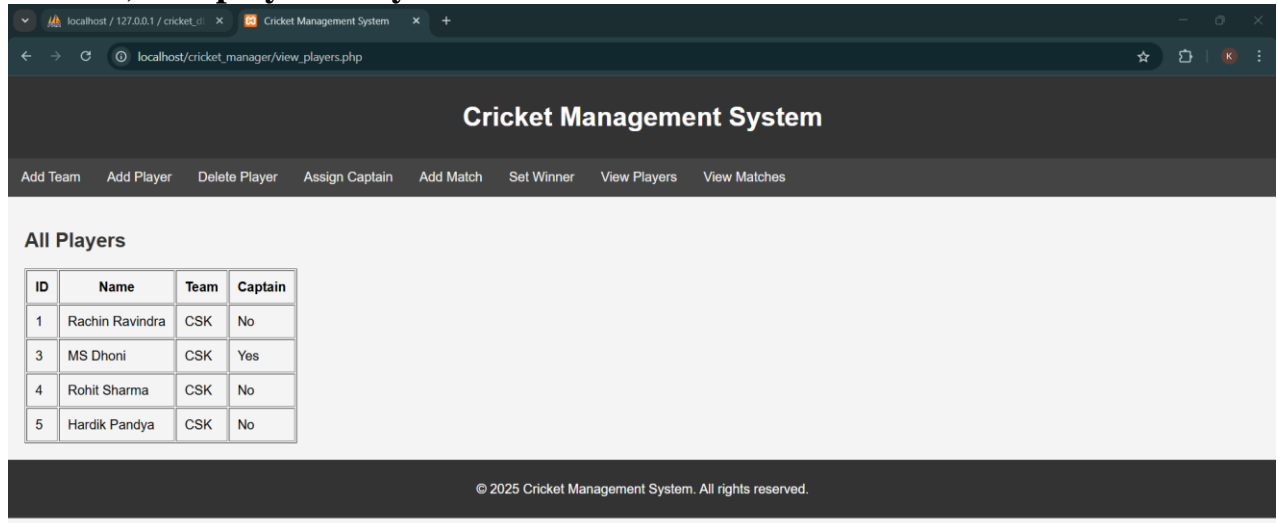
1.7) Set Match Winner



1.8) Display Winner Team



1.9) Display all Players

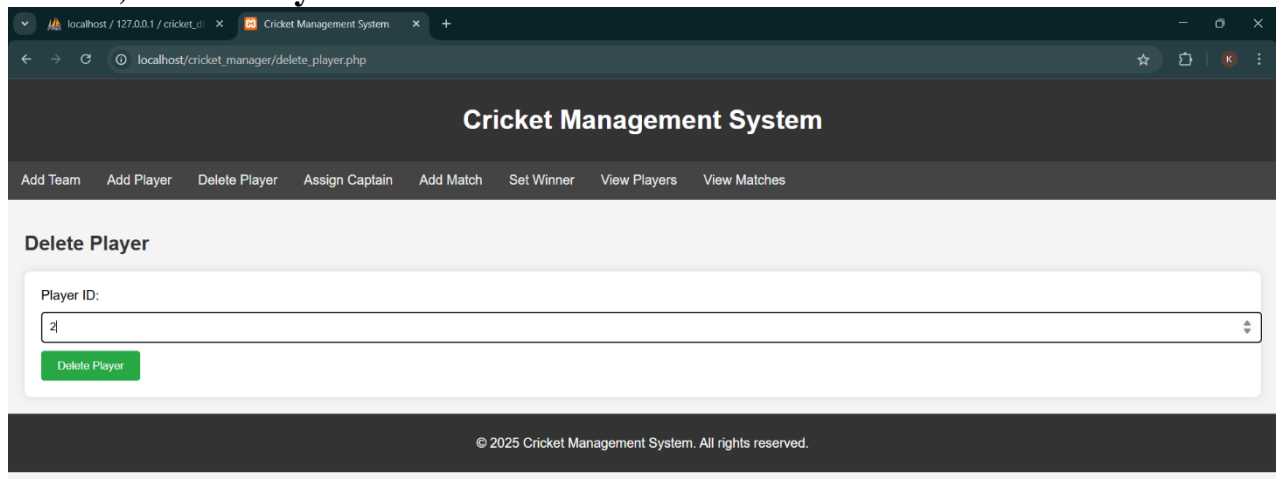


The screenshot shows a web browser displaying the 'Cricket Management System' interface. The page title is 'Cricket Management System'. The navigation bar includes links: Add Team, Add Player, Delete Player, Assign Captain, Add Match, Set Winner, View Players, and View Matches. The main content area is titled 'All Players' and displays a table with the following data:

ID	Name	Team	Captain
1	Rachin Ravindra	CSK	No
3	MS Dhoni	CSK	Yes
4	Rohit Sharma	CSK	No
5	Hardik Pandya	CSK	No

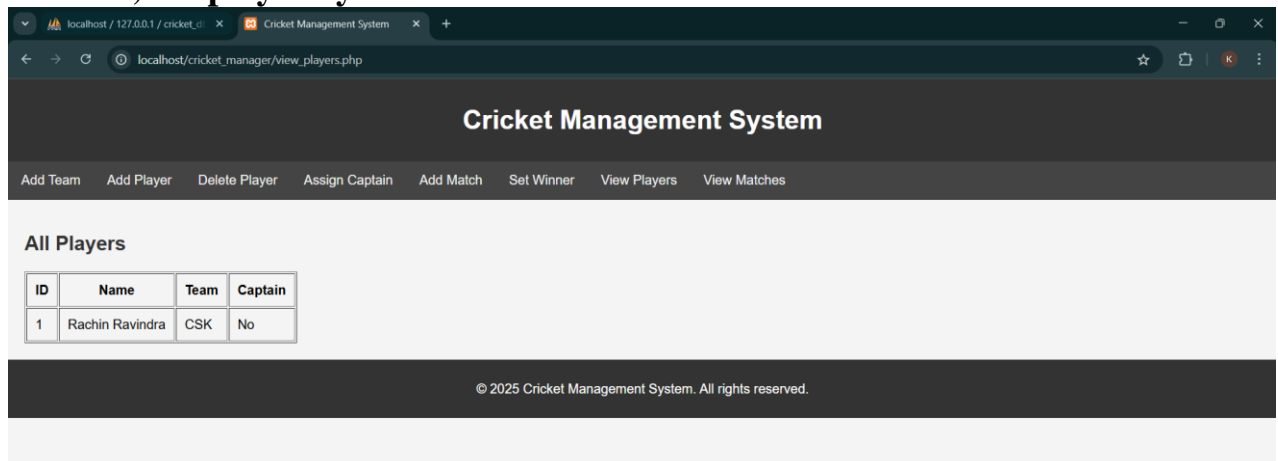
The footer of the page contains the text: © 2025 Cricket Management System. All rights reserved.

1.10) Delete Player



The screenshot shows the 'Delete Player' form in the 'Cricket Management System'. The form has a title 'Delete Player' and a label 'Player ID:'. Below the label is a text input field containing the value '4'. A green button labeled 'Delete Player' is positioned below the input field. The footer of the page contains the text: © 2025 Cricket Management System. All rights reserved.

1.11) Display Players after delete



The screenshot shows the 'All Players' page in the 'Cricket Management System' after deleting a player. The table now only contains one player:

ID	Name	Team	Captain
1	Rachin Ravindra	CSK	No

The footer of the page contains the text: © 2025 Cricket Management System. All rights reserved.

2) TABLES

2.1) Category

The screenshot shows the phpMyAdmin interface for a database named 'cricket_db'. The left sidebar displays a tree view of databases, including 'cricket_db', 'information_schema', 'mysql', 'performance_schema', 'phpmyadmin', 'school', 'student_admission', and 'test'. The main panel shows the 'Structure' tab for the 'cricket_db' database. It lists three tables: 'matches', 'players', and 'teams'. Each table has a 'Browse' button and a 'Structure' button. The 'matches' table has 1 row, 'players' has 5 rows, and 'teams' has 2 rows. The 'Sum' row shows a total of 8 rows across all tables. The table details include 'InnoDB' engine, 'utf8mb4_general_ci' collation, and sizes in KiB.

Table	Action	Rows	Type	Collation	Size	Overhead
<input type="checkbox"/> matches	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_general_ci	64.0 KiB	-
<input type="checkbox"/> players	Browse Structure Search Insert Empty Drop	5	InnoDB	utf8mb4_general_ci	32.0 KiB	-
<input type="checkbox"/> teams	Browse Structure Search Insert Empty Drop	2	InnoDB	utf8mb4_general_ci	16.0 KiB	-
3 tables	Sum	8	InnoDB	utf8mb4_general_ci	112.0 KiB	0 B

2.2) Matches

The screenshot shows the phpMyAdmin interface for the 'matches' table in the 'cricket_db' database. The 'Browse' tab is selected, displaying the table structure and data. The table has columns: 'id', 'team1_id', 'team2_id', 'winner_id', 'match_date', 'location', 'score1', 'score2', and 'status'. The data shows one match with id 1, team1_id 1, team2_id 2, winner_id 1, match_date 2025-05-22, location NULL, score1 NULL, score2 NULL, and status Scheduled. The interface includes a search bar, a 'Show all' button, and a 'Query results operations' section with buttons for 'Print', 'Copy to clipboard', 'Export', 'Display chart', and 'Create view'.

	id	team1_id	team2_id	winner_id	match_date	location	score1	score2	status
<input type="checkbox"/> Edit Copy Delete	1	1	2	1	2025-05-22	NULL	NULL	NULL	Scheduled

2.3) Players

Server: 127.0.0.1 » Database: cricket_db » Table: players

Showing rows 0 - 4 (5 total, Query took 0.0004 seconds.)

```
SELECT * FROM `players`
```

☐ Profiling [[Edit inline](#)] [[Edit](#)] [[Explain SQL](#)] [[Create PHP code](#)] [[Refresh](#)]

☐ Show all | Number of rows: 25 | Filter rows: Search this table | Sort by key: None

Extra options

	id	name	team_id	is_captain
<input type="checkbox"/> Edit Copy Delete	1	Rachin Ravindra	1	0
<input type="checkbox"/> Edit Copy Delete	2	MS Dhoni	1	1
<input type="checkbox"/> Edit Copy Delete	3	Rohit Sharma	2	0
<input type="checkbox"/> Edit Copy Delete	4	Hardik Pandya	2	1
<input type="checkbox"/> Edit Copy Delete	6	Tilak Varma	2	0

☐ Check all | With selected: [Edit](#) [Copy](#) [Delete](#) [Export](#)

☐ Show all | Number of rows: 25 | Filter rows: Search this table | Sort by key: None

2.3) Teams

Server: 127.0.0.1 » Database: cricket_db » Table: teams

Showing rows 0 - 1 (2 total, Query took 0.0002 seconds.)

```
SELECT * FROM `teams`
```

☐ Profiling [[Edit inline](#)] [[Edit](#)] [[Explain SQL](#)] [[Create PHP code](#)] [[Refresh](#)]

☐ Show all | Number of rows: 25 | Filter rows: Search this table | Sort by key: None

Extra options

	id	name
<input type="checkbox"/> Edit Copy Delete	1	CSK
<input type="checkbox"/> Edit Copy Delete	2	MI

☐ Check all | With selected: [Edit](#) [Copy](#) [Delete](#) [Export](#)

☐ Show all | Number of rows: 25 | Filter rows: Search this table | Sort by key: None

Query results operations

[Print](#) [Copy to clipboard](#) [Export](#) [Display chart](#) [Create view](#)

5) CONCLUSION

The **Cricket Management System** offers a reliable and efficient solution for managing cricket-related activities in a digital format. By eliminating traditional manual record-keeping methods, the system enhances accuracy, reduces administrative workload, and minimizes the chances of human error. It enables administrators to efficiently register players, create teams, assign captains, schedule matches, and record match results through a centralized web-based platform.

The user interface is simple and intuitive, making it accessible even to users with basic computer skills. Built with scalability and modularity in mind, the system allows for easy future enhancements, such as performance tracking, automated notifications, or integration with mobile apps. The backend database maintains strong relational integrity, ensuring consistent and organized data management across teams, players, and matches.

Overall, this project successfully meets its objective of streamlining the organization and administration of cricket activities. It provides a modern, easy-to-use platform for cricket clubs, schools, and sports academies to manage their operations effectively while improving the overall experience for administrators and users alike.

6) REFERENCES

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