

**A MINI PROJECT REPORT
ON
SPORTS MANAGEMENT SYSTEM**

Submitted in partial fulfillment of the requirements for the Degree of

BACHELOR OF TECHNOLOGY

In

COMPUTER SCIENCE AND ENGINEERING

by

**D.GAYATHRI
(19FE1A0532)**

**D.LAKSHMAN
(19FE1A0534)**

**A.JAYA PRAKASH
(19FE1A0507)**

**D.SESHA SAI DINESH
(19FE1A0531)**

Under the guidance of
Mrs. K.LALITHA VANISRI
Assistant Professor
Department of Computer Science and Engineering



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
VIGNAN'S LARA INSTITUTE OF TECHNOLOGY & SCIENCE**

(Affiliated to Jawaharlal Nehru Technological University Kakinada, Kakinada)

(An ISO 9001:2015 Certified Institution, Approved by AICTE)

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Vadlamudi-522213



CERTIFICATE

This is to certify that Mini Project report entitled “**SPORTS MANAGEMENT SYSTEM**” is a bonafide by **D.GAYATHRI(19FE1A0532), D.LAKSHMAN(19FE1A0534), A.JAYAPRAKASH (19FE1A0507), D.SESHA SAI DINESH(19FE1A0531)** under my guidance and submitted in fulfillment of the requirements for the degree of Bachelor of Technology in **COMPUTER SCIENCE AND ENGINEERING** from **JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA, KAKINADA**. The work embodied in this project report is not submitted to any University or Institution.

Project Guide
Mrs. K.LALITHA VANISRI, M.Tech(PhD)
Assistant Professor

Head of the Department
Dr. K. VENKATESWARA RAO, PhD
Professor

External Examiner

DECLARATION

We hereby declare that Mini project report entitled ” **SPORTS MANAGEMENT SYSTEM**” is a record of an original work done by us under the guidance of **Mrs. K.LALITHA VANISRI**, Assistant Professor of Computer Science and Engineering and this project report is submitted in the fulfillment of the requirements for the Degree of Bachelor of Technology in Computer Science and Engineering. The results embodied in this project report are not submitted to any other University or Institute.

Project Members

Place: Vadlamudi **D. GAYATHRI (19FE1A0532)**_____

Date: **D. LAKSHMAN (19FE1A0534)**
 A. JAYA PRAKASH (19FE1A0507)_____

D. SESA SAI DINESH (19FE1A0531)_____

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Project Members

D.GAYATHRI	(19FE1A0532)
D.LAKSHMAN	(19FE1A0534)
A.JAYA PRAKASH	(19FE1A0507)
D.SESHA SAI DINESH	(19FE1A0531)

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ABSTRACT

Sports management system is to provide which manages the activity of many sports at a time. It also manages the selection activity of students to college/school level. This Website will provide the information regarding a sports tournament and will provide all the necessary details about the tournament. The user will consume less amount of time when compared to manual paper work through the automated system. The system will provide the serving activity in a quick and easy manner. To maintain information about the teams participating in the tournament and related to particular sports. The student's information will be stored in the database depending on particular sports. Tournament date and venue will be maintained in database. Sports teacher and students can use this system. The winner in the sport event will be announced through this system. The selected students for the next level will be announced through this system.

INTRODUCTION

The sports Management System objective is to provide a platform to manage the activity of many sports at a time. It will manage the selection activity of students to college and state level competition. This Sports Management System project used to manage the activities of Sports and Games. It stores many sports and games database in a single software. This software stores records of Football, Cricket, Hockey, Volleyball, Badminton, Basket ball. This project can be used for college and mainly this software stores student details and selection details.

Sport is one of the most important activity that most of the students like to participate whether it is at school state or district level. Different students will be having interest in different sports. But sometimes the students may not be able to participate in such games since their names will not be in the participants list. This will happen only if the names are taken through the pen and paper method. To solve these problems sports management system can play a very good role. The students will be able to register their names in different sports of their choice at the college level through this website.

There will be following two users of the system:

- ☐ ADMIN
- ☐ STUDENTS

Data storing is easier. It will be able to check any report at any time. Paper work and manual work is reduced. The system is user friendly and easy to use.

- ☐ Goal oriented
- ☐ Deliberately Structured
- ☐ Deliberately Coordinated
- ☐ Exist as a system of individuals and groups
- ☐ Made up of people with special skills

Users' information has to be compelled to be registered within the system thus on establish every one of them unambiguously and do the-the required group action as simple potential.

Without registration, there are a few options and pages one user can see which are landing on the home page and taking the features to read but he won't be allowed to use those. For use, he will have to register. One person needs to put all the details properly and precisely. After registration one will log within the system because the operator of the system either on the behalf of the user. when this he has the opposite helpful interfaces accessible for any actions. Here the student log in with their unique identity and passwords.

After this, they will be directed to the main user interface from where they have further options. This is quite often that people tend to forget the password they keep for the login. So, this could be very tedious and hectic to recover the password manually in case if one needs to login in an emergency. So, to overcome this problem we have this module named as forgot the password, and using this module users can recover their password in seconds.

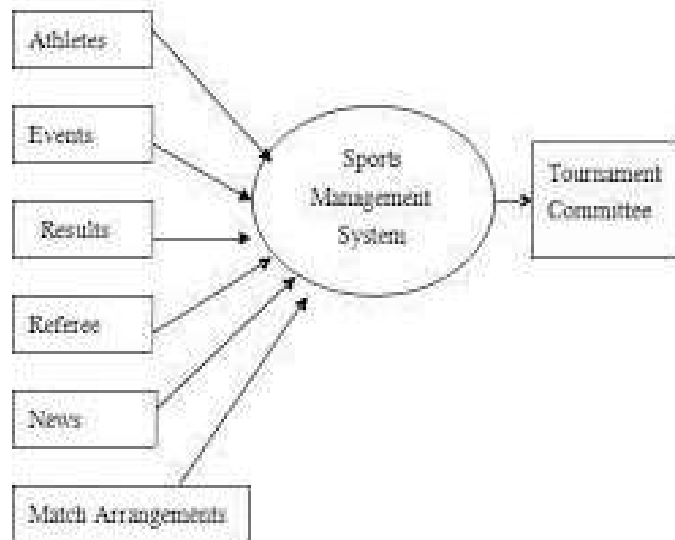
So here we need to only put our registered email Id and hit the enter. Then one confirmation email will go to the email where he has the option to reset the password. In seconds one can use this module and get rid of the forgetting password. Admin has the official powers to control the flow of the data from one part of the system to the other. He has the power to manipulate the access of the users to the data. The main purpose of this account is to make the user data relevant and then giving the inputs to the other interface module and make it work optimistically and get the timetable according to the wish we want to create for a particular type of inputs.

LITERATURE SURVEY

England is the birthplace of modern sport and sports management. James Mason was the first funder of sports management. He developed the first sport management programs in the United States at Ohio University in the year 1966.

Sports management jobs consist of a variety of options which include the following:

- Athletic Coach
- Athlete Development Specialist
- Athletic Director
- Business Development Coordinator
- Event Coordinator
- Financial Analyst
- Fitness Manager
- Sales Coordinator
- Sport Agent
- Sport Lawyer



EXISTING SYSTEM

With the existing Sports Management System the students are not able to get proper information about the games conducted in various colleges of university. They are aware of the information provided by their college. The student needs to spend the time to get the information about game. The student should attend the venue to get registered for the game which takes a lot of time. If the students are not available at the time of registration they may lose their chance to participate. The participant list will be stored in the paper. In case if the paper is lost then the students may lose their chance.

Different students will be having interest in different sports. But sometimes the students may not be able to participate in such games since their names will not be in the participants list. This will happen only if the names are taken through the pen and paper method. To solve these problems sports management system can play a very good role. The students will be able to register their names in different sports of their choice at the college level through this website.

DISADVANTAGES:

- ☐ Lack of security
- ☐ Inefficiency in querying details
- ☐ Periodic report generation takes a lot of time
- ☐ Paper work and Manual work is needed

PROPOSED SYSTEM

The program to be developed is Sports Management System (SMS). There are two users i.e., the admin and the students. Admin is responsible for managing and handling the website. The first procedure is to login to the page using name and password. If the user is not having the account then he/she need to create the account using “SIGNUP” module. Then the page will navigate to “HOME” page .

In “HOME” page we are having modules like:

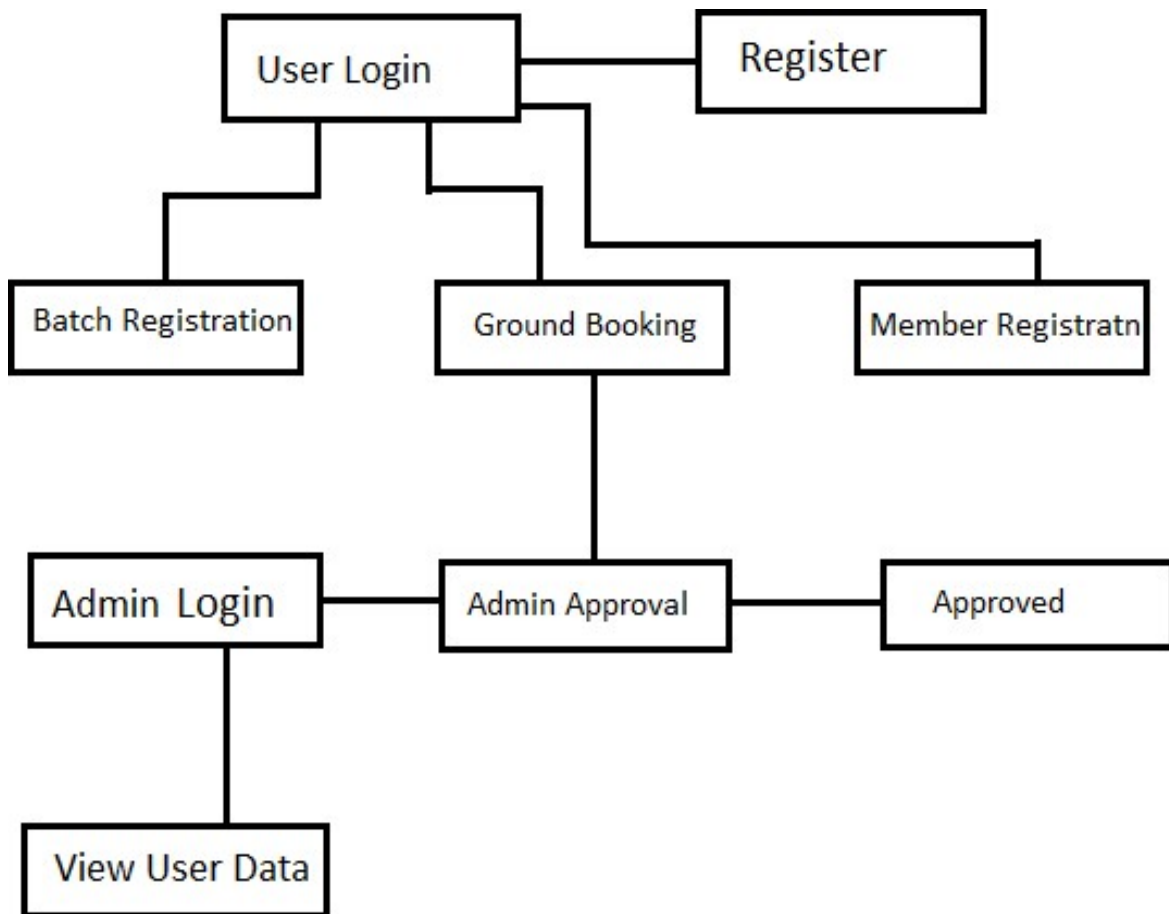
- ☐ REGISTRATION
- ☐ ACHIEVEMENTS
- ☐ PROFILE
- ☐ LOGOUT

In the Registration module the student can register for the interested sport. The achievement module contains the information about the winners of the previous sports of various games and their details. This helps to encourage the students towards the sports. Achievement module also contain the images of various sports. When we click on those images it will show the winners of that sport in previous competitions. In the “PROFILE” module the student can view his/her activity.

ADVANTAGES:

- ☐ Rich user interface is provided in order to interact with the application
- ☐ Reports are generated dynamically on a periodic basis
- ☐ The system also does the selection procedure toe the college level and the state level competition
- ☐ Reduce the paper and manual work
- ☐ To the college level all the players are allowed to play. Where as to the state level the best players will be selected from the college level list which will be also saved in the database.

METHODOLOGY



MODULES :

- ☐ LOGIN
- ☐ HOME
- ☐ PROFILE
- ☐ ACHIEVEMENTS
- ☐ REGISTRATION
- ☐ LOGOUT

LOGIN/SIGNUP : Here the user has to give login credentials. The login credentials consist of username and password fields. If the user doesn't have account then he/she has to create account by clicking on signup



The image shows a 'signup' form on a blue background. The title 'signup' is in white, bold, serif font. The form itself is a light gray rounded rectangle containing four labels: 'Full Name', 'E-Mail', 'Reg No', and 'PassWord'. Each label is followed by a white rounded rectangular input field with a light gray border. The input fields contain the placeholder text 'Enter Your Name', 'Enter Your Mail', 'Enter Reg No', and 'Enter Password' respectively. Below the input fields is a white rounded rectangular 'Submit' button. At the bottom of the form, there is a link that says 'Already have an account [sign in](#)'.

signup

Full Name

E-Mail

Reg No

PassWord

Already have an account [sign in](#)



The image shows a 'signin' form on a blue background. The title 'signin' is in white, bold, serif font. The form is a light gray rounded rectangle containing two labels: 'User Name' and 'PassWord'. Each label is followed by a white rounded rectangular input field with a light gray border. The input fields contain the placeholder text 'Enter Your Name' and 'Enter Your Password' respectively. Below the input fields is a white rounded rectangular 'Submit' button.

signin

User Name

PassWord

HOME : After logging in the user will be navigated to home page. It contains various modules like LOGIN, HOME, PROFILE, ACHIEVEMENTS, REGISTRATION, and LOGOUT.



STUDENT REGISTRATION:

Here the student enter the details and sport they want to compete in. both of this information will be stored in the database .

A screenshot of a web browser showing a registration form titled "REGISTER FOR VARIOUS SPORTS". The form is displayed on a blue background. It includes the following fields and options:

- Name: [text input]
- Email id: [text input]
- Phone no: [text input]
- Gender: ☐ Male ☐ Female
- Register No: [text input]
- User id: [text input]
- Password: [text input]
- Sports interested:
 - ☐ Cricket
 - ☐ Volleyball
 - ☐ Football
 - ☐ Kabaddi
 - ☐ Chess
 - ☐ Carrom
 - ☐ Kho Kho
 - ☐ Table Tennis

LOGOUT: This module helps the user to check in to program. Further operations cannot be carried out until the user exists.

IMPLEMENTATION

Code for Home Page:

```
<html>
<head>
<style>
body{
background-color:Blue;
}
.one{
width:100%;
height:75px;
overflow:auto;
}
nav{
width:100%;
height:400px;
}
.two{
width:100%;
height:125px;
margin-left:150px;
display:flex;
}
.five{
margin-top:40px;
margin-right:10px;
width:100px;
height:100px;
background-color:white;
border-radius:50%;
}
nav{
margin-left:58%;
}
nav ul li{
display:flex;
float:left;
padding:13px;
}
a{
color:black;
font-weight:3px;
```

```

font-size:18px;
text-decoration:none;
}
a:hover{
color:white;
}
h3{
font-size:60px;
}
.three{
width:100%;
height:5px;
background-color:white;
}
.four{
width:100%;
max-width:100%;
max-height:5%;
}
</style>
</head>
<body>
<nav>
<ul>
<li><a class="home" href="#>HOME</a></li>
<li><a class="sign" href="#>SIGNUP/LOGIN</a></li>
<li><a class="register" href="#>REGISTER</a></li>
<li><a class="achievements" href="#>ACHIEVEMENTS</a></li>
<li><a class="about" href="#>ABOUT</a></li>
</ul>
</nav>
<div class="two">
</img>
<h3>VIGNAN'S LARA SPORTS PORTAL</h3>
</div>
<br>
<br>
<div class="three">
</div>
</a>
</body>

```


</html>

Code for Signup page:

```
<html>
<head>
<style type="text/css">
body{
background-color:blue;
}
h3{
font-family:Optima;
font-size:45px;
color:floralwhite;
}
.one{
padding:25px;
position:relative;
width:425px;
height:350px;
border-radius:25px;
text-align:center;
background-color:lightgrey;
}
.one:hover{
background-color:white;
}
table{
margin-left:30px;
}
td{
padding-right:30px;
}
.two{
font-size:20px;
font-weight:500;
text-align:left;
line-height:50px;
}
.ele{
height:40px;
width:150%;
```

```

border-radius:20px;
}
input:hover{
border-color:Blue;
}
input:active{
color:Green;
}
.sub{
width:30%;
height:40px;
border-radius:20px;
}
.sub:hover{
background-color:grey;
}
</style>
</head>
<body>
<center>
<h3>signup</h3>
<center>
<div class="one">
<form>
<table class="two">
<tr>
<td><span>Full Name</span></td>
<td><input class="ele" type="text" placeholder="Enter Your Name" required></td>
</tr>
<tr>
<td><span> E-Mail</span></td>
<td><input class="ele" type="mail" placeholder="Enter Your Mail" required></td>
</tr>
<tr>
<td><span> Reg No</span></td>
<td><input class="ele" type="text" placeholder="Enter Reg No " required></td>
</tr>
<tr>
<td><span>PassWord</span></td>
<td><input class="ele" type="password" placeholder="Enter Password " required></td>
</tr>
</table>
<br>
<br>

```

```

<center>
<div >
<input class="sub" type="submit" placeholder="REGISTER" required>
</div>
</center>
</form>
<p>Already have an account <a href="signin.html">sign in</a></p>
</div>
</body>
</html>

```

Code for signin page:

```

<html>
<head>
<style type="text/css">
body{
background-color:Blue;
}
h3{
font-family:Optima;
font-size:45px;
color:floralwhite;
}
.one{
padding:25px;
position:relative;
width:425px;
height:200px;
border-radius:25px;
text-align:center;
background-color:lightgrey;
}
table{
margin-left:30px;
}
td{
padding-right:30px;
}
.two{
font-size:20px;
font-weight:500;
text-align:left;

```

```

line-height:50px;
}
input{
height:40px;
width:150%;
border-radius:20px;
}
input:hover{
border-color:Blue;
}
.sub{
width:30%;
}
.sub:hover{
background-color:grey;
}
.one:hover{
background-color:floralwhite;
}
</style>
</head>
<body>
<center>
<h3>signin</h3>
<center>
<div class="one">
<form>
<table class="two">
<tr>
<td><span>User Name</span></td>
<td><input type="text" placeholder="Enter Your Name" required></td>
</tr>
<tr>
<td><span>PassWord</span></td>
<td><input type="password" placeholder="Enter Your Password " required></td>
</tr>
</table>
<br>
<br>
<center>
<div >
<input class="sub" type="submit" placeholder="REGISTER" required>
</div>
</center>

```

```

</form>
</body>
</html>

```

Csscode :

```

body{
    padding: 0;
    background-color: rgb(216, 224, 197);
}
/*title css*/
#title{
    align-items: center;
    text-align: center;
    text-shadow: #bbb;
    text-decoration-color: rgb(197, 111, 30);
    padding: 20px;
    background-color: #e054c9;
    font-size: large;

}
#title img{
    margin-top: 5px;
    padding:none;
}
#title marquee a{
    text-decoration: antiquewhite;
    color: rgb(212, 105, 42);
    font-family: 'Gill Sans', 'Gill Sans MT', Calibri, 'Trebuchet MS', sans-serif;
    font-weight: bolder;

    size: 40px;
}
/*vaugation bar*/

#headercon{
    background-color: transparent;
    width: 100%;
    height: 70px;
    font-family: Arial;
    font-weight: bolder;
    text-transform: uppercase;
    position: absolute;

}
#header{

background-color:transparent;

}

```

```

ul{
  list-style-type: none;
  margin:10px;
  padding: 10px;

}
#header li{
  float: right;
  border-left: 2px solid #bbb;
  padding: 25px;

}

#header li a{
  display: block;
  color: black;
  text-align: center;
}
/*responsive*/

#header li a:hover{
  color: crimson;
}


/*administration */
#admin{
  align-items: center;
  align-self: center;
}
#admin img{
  align-self: center;
}
#photos1{
  padding: None;

}
#photos1 img{
  display: inline;
  margin: 20px;

}
.prec{
  font-size: 20px;
}

#contact1{
  background-color: rgb(119, 119, 182);
  width: 100%;
  height: 300px;
  text-align:center;
}

```

```
}  
.contact1 {  
  display: inline-block;  
  margin: 50px;  
  margin-left: 100px;  
  
  height: 200px;  
  text-align: center;  
}  
  
.cont {  
  display: inline-block;  
}  
.contimg {  
  
  width: 60px;  
  height: 60px;  
}  
.contimg:hover {  
  zoom: 80%;  
}
```

SOFTWARE REQUIREMENTS

FRONT END REQUIREMENTS:

1. **Html:** It is used to create and save web document.
Example : Vscode
2. **Css :** (cascading style sheets) create attractive Layout.
3. **Bootstrap:** responsive design mobile friendly site.
4. **JavaScript :** It is a programming language, commonly use with web browsers

BACKEND REQUIREMENTS:

1. **PHP:** Hypertext preprocessor is a technology that allows software developers to create dynamically generated web pages, in HTML, XML, or other document types, as per client request. PHP is open source software.
2. **MYSQL:** MYSQL is a database, the application is used for wide range of purposes including data warehousing, e-commerce, and logging applications.
3. **XAMPP:** It is used to execute the php files.

HARDWARE REQUIREMENTS

The Hard ware requirements are:

- Processor-Intel core - I5
- Hard disk - 8 GB
- Ram - 8GB
- Operating system - windows 10
- System Type - 64 bit operating system.

APPLICATIONS

This system can be implemented for grounds meant for conducting events. Sports club can utilize this system for conducting sports events. It can also be used in hotels.

Sports management system can be used in the below organizations:

- ☐ Colleges
- ☐ Schools
- ☐ Organizations
- ☐ Office.

CONCLUSION

A Sport Management System is not only rewarding but it also helps the programmer to quickly organize the sports events and lists in short interval of time. I personally see this as a great way to find even more information for this topic. Sports management system helps in organizing the sports events in short interval of time. It is the direct result for the need to employ proper management skills for vents and also ensures that the event should begin and ends on schedule.

All factors such as logistical management, crowd logistics and event preparation can achieve actively and efficiently. Well, all above we are tried to show all of the things of our project. We have also made this report as a real life software development like feel. Now let us know you about that what we have get by doing this project and what we learn from it.

We think as we have done this project so we need some outcome of it. And we need to get something from this. So in our opinion we have got vast idea about it. As our main goal is to this web development, so we have taken this project to take challenge like real life projects that done in industry level. So we know fully about the layout design that never break and can also know how to make a layout that can easily be fully responsive. On the other hand, though we have making a web application so we have a vast knowledge on that how to develop the programming knowledge into development sector. There was an important part that was database design. We can get a very nice idea how to develop a database with according to the database models and styles. So far as we have talked about, we can get much more things from this project.

FUTURE SCOPE

Though we need to complete the project at a short amount of time, so obviously cannot fulfill our complete goal. So what's the point that we need to develop for further scope. We can integrate a search engine for this sports management system. Cause sometimes user need to search something that they cannot found in the option. Then we can use this search engine for user can search their data and then they can find their necessary things. Thus anyone can learn AI to build this type of search engine.

On the other hand we are tried to integrate a chat bot into the system. So the admin need not to stay online to reply the message. Our AI bot will reply event store the user data for further query to the admin. So the user can get instant and useful reply from the bot.

There is another thing; we have a cost manager that has integrated to site. But this has just maintain cost that admin want to. But we need to integrate a system here, thus the admin can get alert the amount of money that he spend. So the admin can get an alert if he used excess use of money and if that going to out of the budget.

So that's all about our project and its total future plan. If these all steps can be taken, then this can be a best sports management system ever.

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<https://getmyuni.azureedge.net/college-image/big/vignans-lara-institute-of-technology-science-guntur.jpg>
https://img.freepik.com/free-vector/cricket-player-logo-design-vector-icon-symbol-template-illustration_647432-120.jpg?w=2000p