## PROJECT PART-1: CRICKET CLUB MANAGEMENT SYSTEM      <mark>(Updated)</mark>

**Players:** This entity represents individual cricket players associated with the club. It includes essential details such as a unique player ID, their full name, age, nationality, and contact information. This information helps in managing player profiles and communication with players.

**Coaches:** This entity stores information about cricket coaches who provide coaching services to the club. It includes attributes such as a unique coach ID, the coach's full name, specialization area (e.g., batting, bowling), and contact information. This data facilitates effective coordination and support from coaches.

**Matches:** This entity represents cricket matches played by the club. It includes attributes like a unique match ID, the date of the match, the location where the match took place, the opponent team, and the result of the match (e.g., win, loss, draw). This data helps in tracking match history and performance.

**Tournaments:** This entity contains information about cricket tournaments the club participates in. It includes attributes such as a unique tournament ID, the tournament name, the start date, the end date, and the list of participating teams. This data aids in organizing tournament schedules and tracking the club's participation.

**Teams:** This entity represents different cricket teams within the club. It includes attributes such as a unique team ID, the team name, the captain of the team, the coach assigned to the team, and the list of players who are part of the team. This information helps in managing team compositions and leadership.

**Practice_Sessions:** This entity tracks practice sessions organized by the club. It includes attributes like a unique session ID, the date and time of the session, the location where the session is conducted, and the coach responsible for conducting the session. This data assists in scheduling and monitoring practice sessions.

**Injuries:** This entity represents injuries sustained by players during matches or practice sessions. It includes attributes such as a unique injury ID, the player affected by the injury, a description of the injury, and the recovery status of the player. This data helps in managing player health and recovery.

**Awards:** This entity stores information about awards won by players or the team, such as Player of the Match, Best Bowler, etc. It includes attributes like a unique award ID, name, description and the award category. This data acknowledges player achievements and team recognition.

**Sponsors:** This entity represents companies or individuals who sponsor the cricket club. It includes attributes such as a unique sponsor ID, the sponsor's name, contact information. This data helps in managing sponsor relationships and financial support.

**Grounds:** This entity contains details about cricket grounds where matches and practice sessions are held. It includes information such as a unique ground ID, the name of the ground, its location, and the facilities available. This data aids in organizing events and ensuring proper facilities.

**Umpires:** This entity represents cricket match umpires. It includes attributes such as a unique umpire ID, the umpire's name, nationality, and contact information. This data helps in coordinating with match officials.

**Scorers:** This entity stores information about scorers responsible for keeping score during matches. It includes attributes like a unique scorer ID, the scorer's name, and contact information. This data assists in managing scorekeeping resources.

**Selection_Committee:** This entity represents the selection committee responsible for choosing players for matches and tournaments. It includes attributes such as a unique committee ID, purpose, formation date, closing date. This data helps in coordination and selection processes.

**Committee-members:** The attributes are member id, name, contact information. Among the members, a chair is selected with start date and end date.

**Registrations:** This entity represents player registrations with the club. It includes attributes such as a unique registration ID, player information, the registration date, and the registration status (e.g., active, expired). This data helps in managing player affiliations.

**Contracts:** This entity tracks contracts signed with players and coaches. It includes attributes such as a unique contract ID, the contract duration, contract amount, and terms of the contract. This data helps in managing contractual agreements.

**Match_Officials:** This entity represents match officials involved in organizing and managing cricket matches. It includes attributes such as a unique official ID, the official's name, role (e.g., match referee, match manager), and contact information. This data aids in coordinating match logistics.

**Training_Equipment:** This entity manages information about training equipment used during practice sessions. It includes attributes such as a unique equipment ID, the name of the equipment, the quantity available, and its condition. This data helps in maintaining training resources.

**Departments:** This entity represents different departments within the cricket club, such as administration, marketing, finance, etc. It includes attributes such as a unique department ID, the department name, and the name of the department head. This data facilitates departmental organization and communication.

**Media_Coverage:** This entity tracks media coverage and press releases related to the club and its activities. It includes attributes such as a unique coverage ID, the date of coverage, the media source, and the content of the coverage. This data helps in monitoring media exposure.

**Fan_Clubs:** This entity represents fan clubs associated with the cricket club. It includes attributes such as a unique club ID, the club name, location, and contact information. This data helps in engaging with fans and supporters.

**Medical_Staff:** This entity represents medical staff responsible for player health and injuries. It includes attributes such as a unique staff ID, the staff member's name, specialization (e.g., sports medicine, physiotherapy), and contact information. This data ensures player health and well-being.

**Transportation:** This entity represents transportation services used by the club for travel to matches and tournaments. It includes attributes such as a unique transport ID, the type of transportation (e.g., bus, van), capacity, and availability. This data helps in managing travel logistics.

**Community_Outreach:** This entity tracks community outreach programs and initiatives conducted by the club. It includes attributes such as a unique program ID, the date of the program, the location, and the target audience. This data helps in promoting community engagement.

**Merchandise:** This entity represents club merchandise available for fans and supporters. It includes attributes such as a unique merchandise ID, the name of the merchandise, a description of the product, and its price. This data helps in managing merchandise sales.

**Social_Media:** This entity tracks social media accounts and activities of the cricket club. It includes attributes such as a unique account ID, the platform (e.g., Twitter, Instagram), the number of followers, and the content of posts. This data helps in managing social media presence.

**Charity_Drives:** This entity represents charity drives and fundraising events organized by the club. It includes attributes such as a unique drive ID, the date of the drive, the cause it supports, and the funds raised. This data helps in promoting charitable initiatives.

**Ticketing:** This entity manages ticketing services for matches and events. It includes attributes such as a unique ticket ID, details of the match or event, the ticket price, and availability status. This data facilitates ticket sales and event management.

**Volunteers:** This entity represents volunteers who contribute their time and efforts to the club's activities. It includes attributes such as a unique volunteer ID, the volunteer's name, role within the club, and contact information. This data helps in coordinating volunteer efforts.

**Media_Rights:** This entity manages media rights and broadcasting contracts associated with the club's matches and events. It includes attributes such as a unique rights ID, the media partner involved, and the duration of the contract. This data ensures proper management of media rights.

## Additional Requirements

1. Player profile including contact details, educational qualifications details, training and other personal achievements (Batting, bowling, ... etc.
2. Total contact money can be paid to player by 2 to 10 installments