A

Project Report On

"KickMaster"

Football-club Management System
By

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Roll no:30

Under the Guidance of

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Certificate of Approval

This is to certify that the project titled "**KickMaster** "System successfully completed <u>Sudiksha Pandurang Kawale</u> for <u>Semester-II (Academic year 2024-25) in partial fulfillment of Masters of Computer</u> Application, University of Mumbai, Mumbai through the NCRD's Sterling Institute of Management Studies Nerul, Navi Mumbai, carried out by him/her under our guidance and supervision.

Date: 19/ 04/2025

Internal Guide   **HOD**

Prof. Manjula Ma'am   **Dr. Pragati Goel**

Examiner

DECLARATION

We declare that this written submission represents our ideas in our own words and where others' ideas or words have been included, we have adequately cited and referenced the original sources. We also declare that we have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in our submission. We understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

Date: 19/ 04 /2025

Sudiksha Pandurang Kawale

ACKNOWLEDGMENT

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ABSTRACT

This project explores the development of a comprehensive management system for a football club, aimed at enhancing operational efficiency and member engagement. The system addresses key areas such as player registration, scheduling of matches and training sessions, among club members. Through a user-friendly interface, members can easily access information about upcoming fixtures, match results, and club activities, fostering a sense of community and active participation. The project integrates a robust database management system to streamline administrative tasks and enable real-time updates. By implementing this management system, the football club seeks to improve overall coordination, increase member involvement, and establish a well-organized environment for both players and club administrators, ultimately contributing to the growth and sustainability of the club.

1 – INTRODUCTION

1.1.1. Problem definition:-

Football, as one of the most popular sports globally, fosters not only athletic skill but also community spirit and camaraderie among players and supporters. Effective management of a football club is essential to ensuring smooth operations, promoting participation, and enhancing the overall experience for members. This project aims to develop a robust Football Club Management System that addresses the unique challenges faced by football clubs, including member coordination, scheduling, and financial oversight.

The traditional methods of managing a football club—often reliant on manual processes and disparate communication channels—can lead to inefficiencies, miscommunication, and decreased member engagement. With the increasing complexity of club operations, there is a pressing need for a centralized solution that simplifies these tasks.

This project proposes an integrated management system designed to facilitate member registration, organize fixtures, manage finances, and enable seamless communication among club members. By leveraging technology, the system will not only streamline administrative processes but also foster a vibrant club culture that encourages participation and enhances the overall enjoyment of the sport.

In this document, we will outline the objectives, features, and expected outcomes of the Football Club Management System, highlighting how it can transform the operational landscape of football clubs and contribute to their growth and sustainability.

1.1.2. Objective:

When developing a project for football club management, it's essential to outline clear objectives to ensure the project meets the needs of the club and its members. Here are some potential objectives for a football club management project:

1. **Streamlined Administration:**
   - Develop a centralized system for managing club operations, including membership registration, payments, and communication.
2. **Enhanced Member Engagement:**
   - Create platforms for better communication among members, including newsletters, forums, and social media integration to foster community spirit.
3. **Efficient Scheduling:**
   - Implement a scheduling system for training sessions, matches, and events that allows for easy access and updates for all members.
4. **Performance Tracking:**
   - Establish a system for tracking player performance, statistics, and progress over time to aid in coaching and development.
5. **Financial Management:**
   - Develop a budget and financial tracking system to manage club finances, including income from memberships, sponsorships, and expenses.

6. **Event Management:**
   o Create a framework for organizing and managing tournaments, fundraisers, and social events to enhance club visibility and engagement.
7. **Coaching and Development Programs:**
   o Implement training programs and workshops for players and coaches to improve skills and knowledge of the game.
8. **Sponsorship and Fundraising:**
   o Identify potential sponsors and develop strategies for fundraising to support club activities and facilities.
9. **Facility Management:**
   o Ensure proper maintenance and scheduling of training grounds, football pitches, and clubhouses.
10. **Inclusivity and Diversity:**
- Promote inclusivity within the club by encouraging participation from diverse groups and ensuring equal opportunities for all members.
11. **Health and Safety Compliance:**
- Establish health and safety protocols to ensure the well-being of players and staff during training sessions and matches.
12. **Feedback Mechanism:**
- Create a system for gathering feedback from members to continuously improve club operations and member satisfaction.
13. **Digital Presence:**
- Enhance the club's online presence through a user-friendly website and active social media engagement to attract new members and sponsors.
14. **Sustainability Initiatives:**
- Implement eco-friendly practices within the club to promote sustainability and environmental responsibility.

Scope:

1. Membership Management
- **Registration:** Online registration for new members, including player profiles and personal information.
- **Renewals**: Automated reminders for membership renewals and payment processing.
- **Member Database**: A centralized database to store member information, including contact details, playing history, and roles within the club.

2. Scheduling and Fixtures
- **Match Scheduling:** Tools for scheduling matches, training sessions, and events, with calendar integration.
- **Availability Tracking:** A system for players to indicate their availability for matches and training.
- **Notifications**: Automated notifications for upcoming matches, schedule changes, and other important announcements.

3. Financial Management
• **Budgeting:** Tools for creating and managing the club's budget**.**
• **Payment Processing:** Secure online payment options for membership fees, event registrations, and merchandise.
• **Financial Reporting:** Generation of financial reports to track income, expenses, and overall financial health.

4. Performance Tracking
• **Statistics Management:** Tools for tracking player statistics, match results, and team performance.
• **Player Development:** Systems for coaches to provide feedback and track player development over time.

5. Communication and Engagement
• **Internal Communication:** Platforms for communication among members, including forums, chat groups, and newsletters.
• **Event Promotion:** Tools for promoting club events, tournaments, and social gatherings.

6. Coaching and Training
• **Training Programs:** Development of training schedules and resources for players and coaches.
• **Workshops and Clinics**: Organization of coaching clinics and workshops for skill development.

7. Event Management
• **Tournament Organization:** Tools for planning and managing tournaments, including registration, scheduling, and results tracking.
• **Social Events:** Planning and management of social events, fundraisers, and community outreach programs.

8. Facility Management
• **Booking System**: A system for booking training grounds and match venues, including pitches and clubhouses.
• **Maintenance Tracking:** Tools for tracking maintenance needs and scheduling repairs for club facilities.

9. Sponsorship and Fundraising
• **Sponsorship Management:** Tools for managing relationships with sponsors, including tracking sponsorship agreements and benefits.
• **Fundraising Campaigns**: Development of fundraising strategies and campaigns to support club activities.

10. Health and Safety Compliance

• **Safety Protocols:** Implementation of health and safety guidelines for training and matches.
• **Emergency Procedures:** Development of emergency response plans and training for staff and volunteers.

11. Digital Presence:
• **Website Development:** Creation and maintenance of a user-friendly website with information about the club, events, and membership.
• **Social Media Integration:** Active engagement on social media platforms to promote the club and connect with members.

12. Feedback and Improvement
• **Surveys and Feedback:** Tools for gathering feedback from members on club operations and events.
• **Continuous Improvement:** Mechanisms for implementing changes based on member feedback and performance evaluations.

1.2 Technical Details:

1.2.1. Overview of the Front End:-
1. Front-End Development (HTML & CSS)
1.1. HTML Structure □ Page Layout:

• HTML will be used to create the structure of the web pages, including forms, navigation bars, tables,

and data display sections.

• Key pages include:

Home Page: Introduction to the football club and access to other sections.

Player Registration Page: A form to register players with fields such as name, age, contact info, position, and availability.

Login Page: Allows players and administrators to log in securely.

Team Management Page: Displays teams, allows team creation and modifications.

Match Schedule Page: Displays upcoming matches and match details.

Performance Dashboard: Displays player statistics and match scores.

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1.2. CSS Styling
Designing the UI:

• CSS will be used to style the HTML pages, ensuring a clean and user-friendly interface.
• **Responsive Design:** Implementing media queries in CSS to ensure the system works on various devices (desktop, tablets, and mobile).
• **Consistency:** Using a common CSS file to maintain consistency in fonts, buttons, input fields, and layouts across the entire system.

• **Interactive Elements:** CSS will be used to highlight active elements (e.g., hover effects on buttons and links) to enhance user interaction.

Front-End Validation (JavaScript)

• **Input Validation:** JavaScript (along with HTML5 attributes) will be used for basic client-side validation in the player registration and login forms (e.g., ensuring required fields are filled out and emails are in the correct format).
• This will reduce the load on the server by catching basic errors before submitting forms to the server.

Back-End Development (PHP)
Player Registration
Form Handling:
 • PHP will be used to handle data submitted via HTML forms. When a player submits the registration form, PHP will process the data (e.g., sanitize and validate inputs) and store it in the SQL database.

Database Insertion:
• PHP's MySQL functions (such as `mysql_query` or `PDO`) will be used to insert the data into the players table in the SQL database.

• **Error Handling:**
• Implement error handling in PHP to provide feedback if the registration fails due to database errors (e.g., duplicate entries or invalid data).

2. System Study and Planning

2.1 System Study

2.2.Existing system

2.1.3. Proposed system

The proposed system will be a web-based application that provides a centralized platform for managing all aspects of the football club, including membership, scheduling, finances, communication, and performance tracking. The system will be accessible via desktop and mobile devices to ensure ease of use for all members.
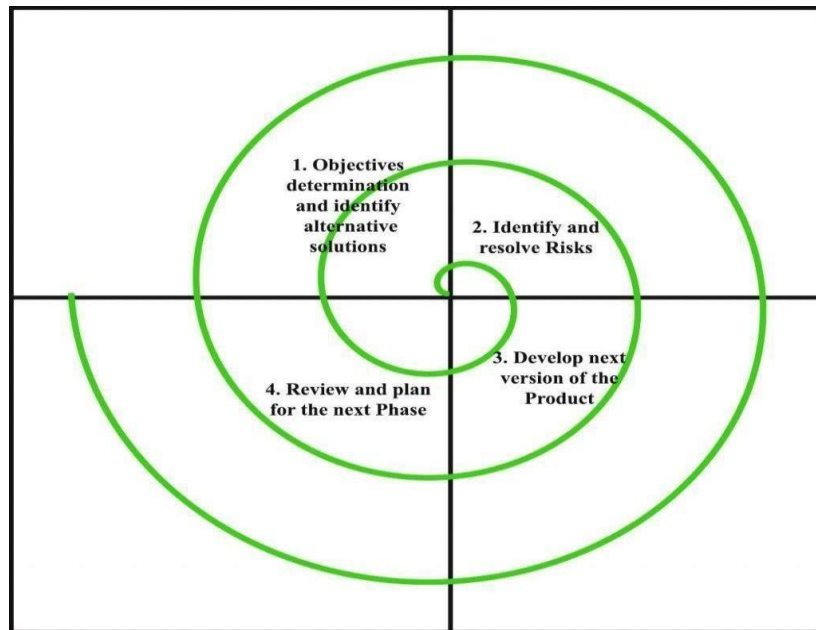
2.2 System planning and schedule

2.2.1 Software development model:-

This project is developed on the concept of the **Spiral Model**. The Spiral Model is a software development life cycle (SDLC) model that provides a systematic and iterative approach to software development.

It is based on the idea of a spiral, with each iteration of the spiral representing a complete software development cycle, from requirements gathering and analysis to design, implementation, testing, and maintenance.

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1. Objectives determination and identify alternative solutions

2. Identify and resolve Risks

3. Develop next version of the Product

4. Review and plan for the next Phase

2.2.2 Gant chart:-

A Gantt chart is a graphical depiction of a project schedule

The Gantt chart is the most widely use chart in project management.

 These charts are useful in planning a project and defining the sequence of tasks that require completion. In most instances, the chart is displayed as a horizontal bar chart.

Months		SEPTMEBER				OCTOBER				NOVEMBER				DECEMBER			
Weeks	1	3	3	4	4	1	2	3	4	1	2	3	4	1	2	3	4
Req. Gathering	■	■	■	■	■												
Analysis					■	■	■	■									
Planning									■	■	■	■	■	■			
Design																■	■
Code																	
Testing																	
Implementation																	

3. System Design

3.1 Software Requirement Specification(SRS)

3.1.1 :-Introduction of SRS:-

A software requirements specification (SRS) is a document that describes what the software A software requirements specification (SRS) is a document that describes what the software will do and how it will be expected to perform. It also describes the functionality the product needs to fulfill the needs of all stakeholders (business, users).

SRS is a blueprint or roadmap for the software you're going to build.

An SRS not only keeps your teams aligned and working toward a common vision of the product, it also helps ensure that each requirement is met. It can ultimately help you make vital decisions on your product's lifecycle, such as when to retire an obsolete feature.
It takes time and careful consideration to create a proper SRS. But the effort it takes to write an SRS is gained back in the development phase. It helps your team better understand your product, the business needs it serves, its users, and the time it will take to complete.

3.1.2 Technology Requirements

3.1.2.1 Hardware to be used:-

1) CPU-Processor – 2 Ghz CPU or above.

2) RAM – 4 GB RAM or above.

3) Disk space – 5 GB or above.

3.1.2.2. Software to be used:-

4) Any browser like Microsoft Edge,Chrome.

5) Windows 7 above.

6) A browser supporting Visual Studio and SQL server on system

Actors:
1. **Admin**: Manages the overall system, including user accounts, events, and finances.
2. **Member**: Regular club members who participate in activities, register for events, and access their profiles.

3. **Coach**: Responsible for training players, managing practice sessions, and tracking player performance.
4. **Visitor**: Potential new members or guests who can view club information and events.
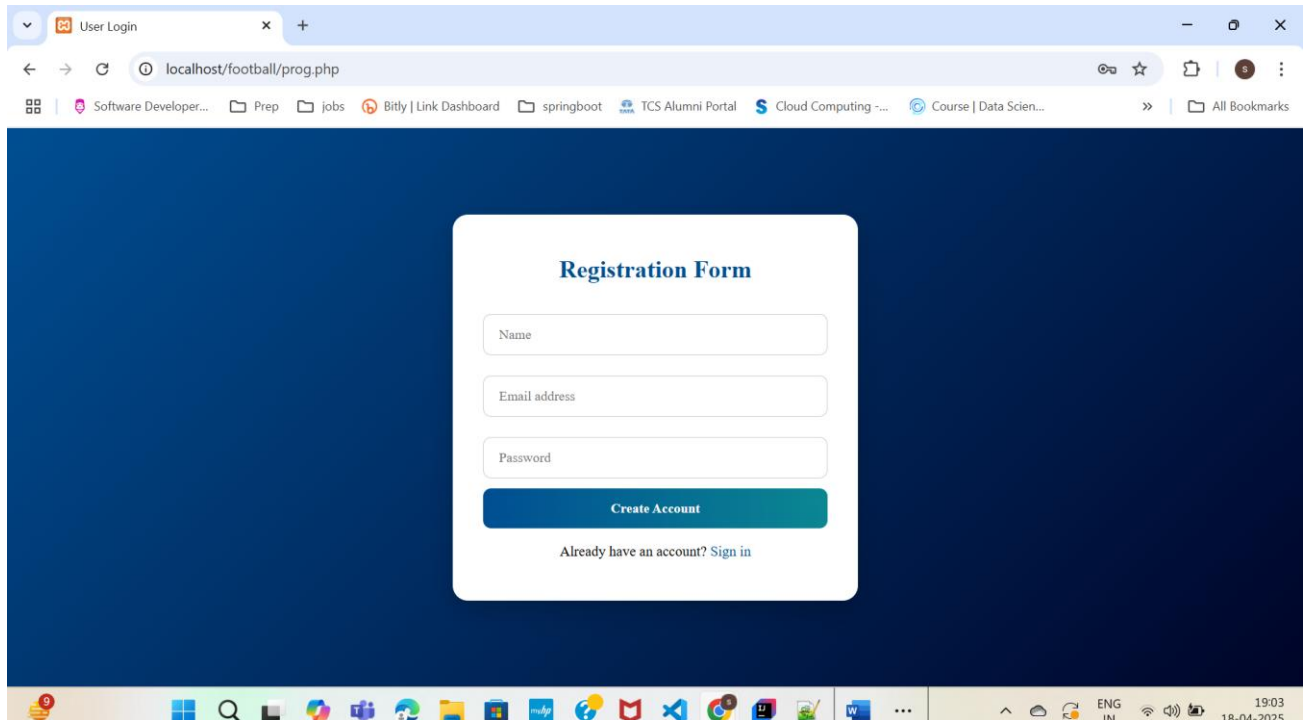
Use Cases:
1. **Manage Membership**
   - Register new members
   - Renew membership
   - Update member information
   - View member list
2. **Schedule Matches and Events**
   - Create match schedules
   - Update match schedules
   - View upcoming matches and events
3. **Financial Management**
   - Process membership payments
   - Track expenses and income
   - Generate financial reports
4. **Performance Tracking**
   - Record player statistics
   - Generate performance reports
   - Provide feedback to players
5. **Communication**
   - Send notifications to members
   - Post announcements
   - Manage internal messaging
6. **Event Management**
   - Organize tournaments
   - Manage event registrations
   - Promote events
7. **Facility Management**
   - Book practice and match facilities
   - Track facility maintenance
8. **User Management**
   - Create and manage user accounts
   - Assign roles and permissions

3.2.3.1 **Database Table:-**

In the football club management system, the database is needed to store records or information such as player registrations, match schedules, training sessions, payments, and performance statistics. Additionally, if there are changes in fixtures or availability of facilities, users become aware of it through real-time database updates.

1. Registration page

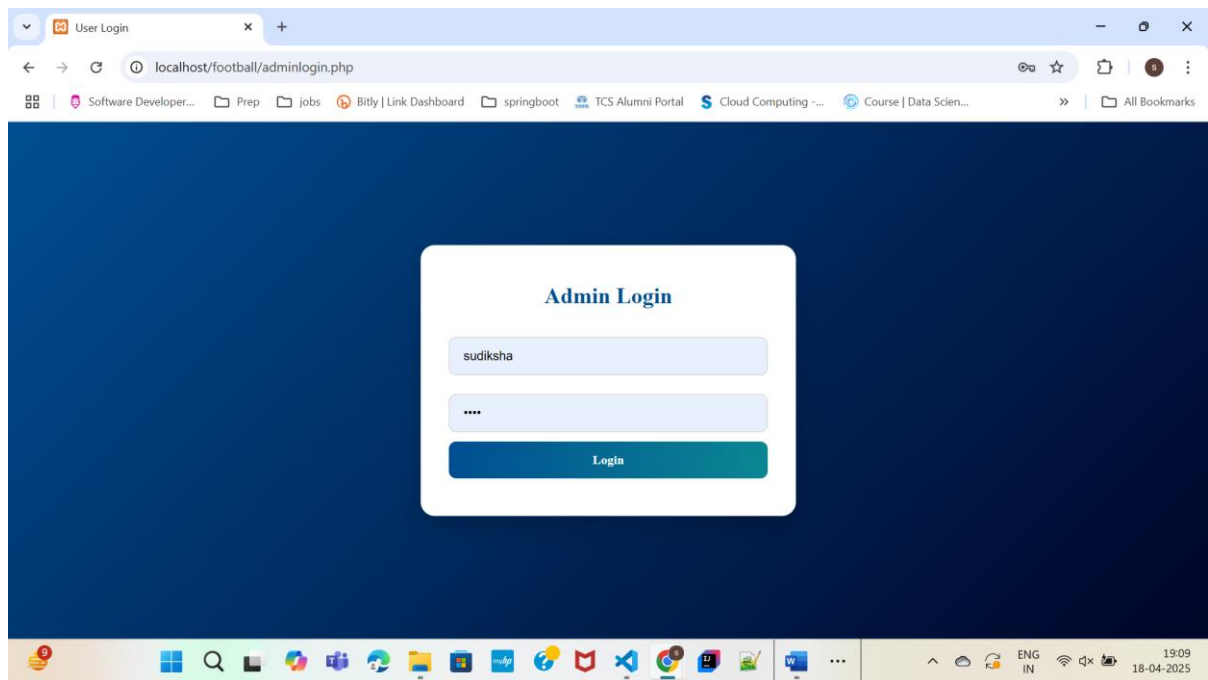Login page for football club user registration

1. **Admin Dashboard**

Admin dashboard with all the functionalities to mark the players , members,the ground bookings.
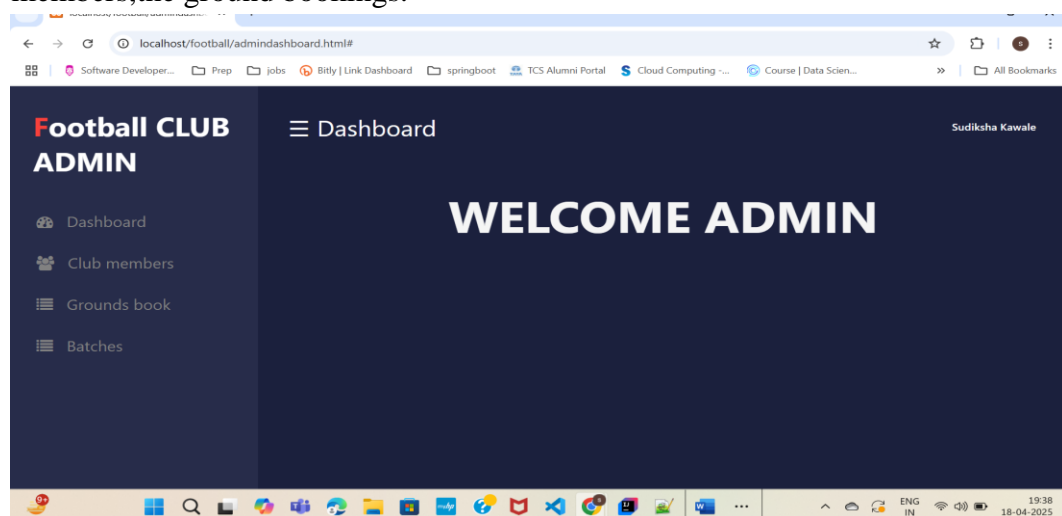
2. **Admin login**

4.Functionalities in Admin login:
Players, members, the ground bookings and the batches.
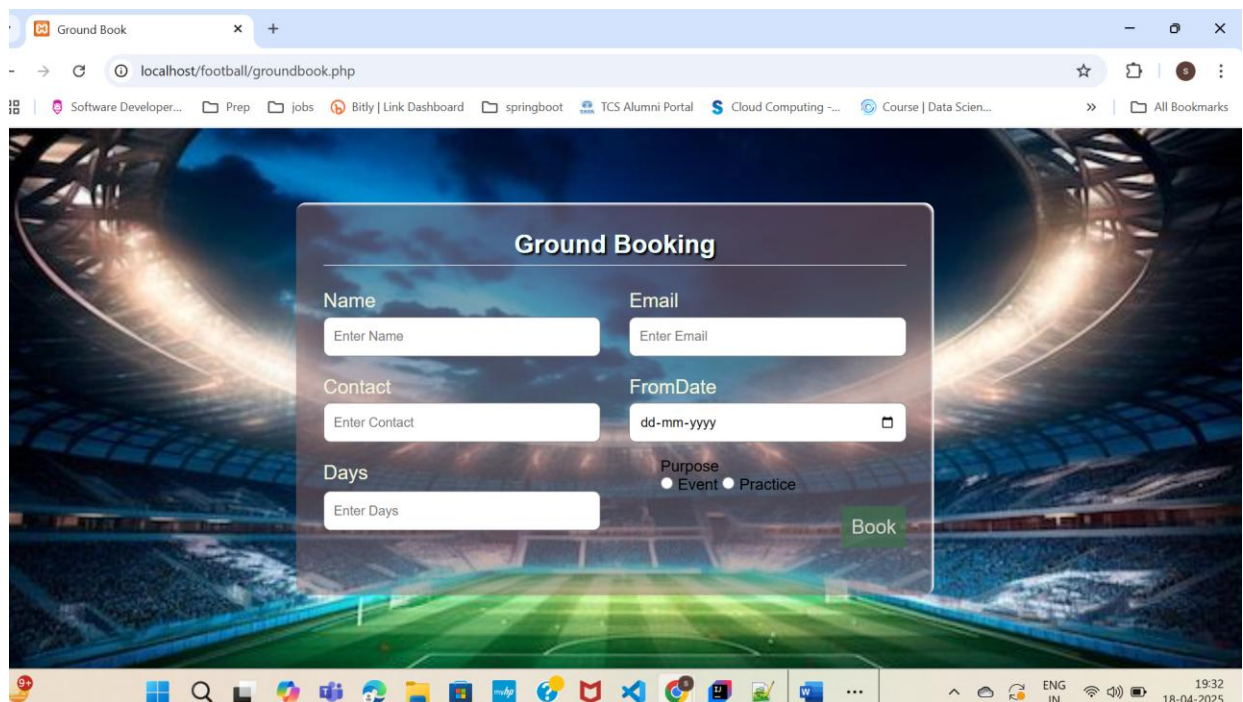
LIST OF BATCH REGISTERED

name	email	contact	batchtype	batchtiming	fromdate
Radha	aady67@gmail.com	23456789	Afternoon	15:02:00	2020-09-28
sudiksha	sudikshak14@gmail.com	765432	regular	17:51:00	2025-09-22
sudiksha	sudi@gmail.com	765432	regular	19:46:00	2025-09-21

LIST OF CLUB MEMBERS

name	email	contact	address	gender	age	profession
Aaditi	aadu56@gmail.com	78978789	panvel	female	22	student
sudiksha	sudikshak14@gmail.com	765432	abc	female	22	student
sudiksha	sudi@gmail.com	765432	abc	female	22	student
Aish	apkawale27@gmail.com	687267462	adsf	female	24	student
sudiksha	sudikshak@gmail.com	765432	abc	female	22	student

Conclusion

Our project is a humble yet determined effort to meet the essential requirements of managing a football club in a streamlined and efficient manner. The Football Club Management System has been designed and developed with a focus on usability, accessibility, and scalability, making it a valuable tool for club administrators, players, coaches, and members alike.

We have employed user-friendly coding practices and an optimized system architecture to ensure smooth navigation and efficient performance. Every module of the system has been designed with real-world scenarios in mind, enabling effective management of club activities such as player registration, match scheduling, event coordination, financial tracking, and communication.

The core objective of software planning in this project is to establish a solid and realistic foundation for estimating the time, resources, and complexity involved in system development. This planning framework allows project stakeholders to define achievable goals, manage risks, and adapt to changes as the project progresses. By continuously revisiting and refining these estimations, we ensure that the project remains on track, meets quality expectations, and is delivered within the expected timeframe.

In addition, this system is designed to be adaptable for future enhancements, keeping in mind the dynamic nature of sports management and technological advancement. It is not only a solution for present-day needs but also a scalable platform that can evolve over time to include advanced features like analytics, mobile integration, and real-time communication tools.

In conclusion, the Football Club Management System is a significant step towards digitizing and simplifying the operations of football clubs. It has the potential to enhance member engagement, streamline administrative tasks,
and promote better decision-making through structured data and reporting. As technology continues to evolve, we foresee this system growing in scope and capability, further strengthening the way football clubs operate and thrive.

Limitations

1. Resource Constraints

- Budget Limitations**:** Financial constraints may limit the integration of advanced features or cutting-edge technology.
- Human Resources: A lack of skilled developers, designers, or testers may affect project timelines and quality.

2. Time Constraints

- Tight Deadlines: Limited time for implementation may cause rushed development, potentially compromising quality.
- Seasonal Variability: Football tournament seasons may interfere with testing, user feedback, and timely deployment.

3. Technological Limitations

- Integration Challenges: Issues may arise while integrating third-party services like payment gateways or scheduling APIs.
- Technology Adoption: Members or staff may resist switching to a digital system, slowing down implementation.

4. User Acceptance

- Training Needs: Users may need thorough training to effectively use the new system.
- Varied Technical Skills: Differences in users' tech knowledge can make it difficult to design a one-size-fits-all UI.

5. Data Management Issues

- Data Privacy and Security: Securing sensitive data such as player information and payments is a top priority.
- Data Migration: Transferring data from older systems to the new one may involve errors and compatibility issues.

6. Scope Creep

- Changing Requirements: Requests for feature additions during development can extend timelines.
- Unclear Objectives: Vague or shifting goals can cause confusion and misalignment.

7. Limited Functionality

- Basic Features Only: The initial version may include only essential modules.
- Customization Limitations: The system may lack flexibility to suit specific club practices.

8. External Factors

- Regulatory Compliance: Changes in data laws or sports regulations could require system updates.
- Market Competition: Competing clubs adopting better systems may impact membership and engagement.

9. Maintenance and Support

- Ongoing Maintenance: Regular updates and bug fixes require dedicated time and budget.
- User Support: Providing continuous support with a small team may be challenging.

Future Enhancements

1. Mobile Application Development

- Dedicated App: Launch iOS and Android apps for accessing schedules, news, and stats.
- Push Notifications: For match reminders, announcements, and emergency updates.

2. Advanced Analytics and Reporting

- Performance Metrics: In-depth analysis of player stats, match results, and attendance.
- Financial Dashboards: Manage budget, donations, and sponsorships more effectively.

3. Enhanced Communication Tools

- Real-Time Chat: Internal communication between players, staff, and coaches.
- Forums: Discussions about training, tactics, and events.

4. Integration with Social Media

- Sharing Results: Share match stats and highlights on platforms like Instagram and Facebook.
- Live Updates: Broadcast match scores to followers in real-time.

5. Event Management Enhancements

- Online Event Registration: Easy signup for matches, training camps, and fundraisers.
- Feedback System: Post-event reviews to improve future events.

6. Training and Development Tools

- Skill Drills: Video tutorials, fitness plans, and training regimens.
- Coach Assessments: Track progress with customizable evaluation tools.

7. Gamification Features

- Badges & Rewards: Encourage participation with achievements.
- Leaderboards: Display top scorers, best assists, and most improved players.

8. Enhanced User Experience

- Custom Dashboards: Personalized views based on user roles.
- Accessibility Features: Support for visually impaired and differently abled users.

9. Payment and Financial Management Enhancements

- Automated Invoicing: Recurring billing for memberships and event fees.
- Sponsor Management: Track sponsor agreements and their benefits.

10. Data Security and Compliance

- Advanced Security: Two-factor authentication and data encryption.
- Legal Compliance: Adherence to GDPR and local sports regulations.

11. Community Engagement Features

- Volunteer Coordination: Manage roles, shifts, and hours.
- Outreach Programs: Youth camps, charity matches, and awareness drives.

12. Integration with Wearable Tech

- Fitness Trackers: Sync player performance data in real time.
- Health Monitoring: Track player injuries and recovery data.

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4. *Digital Football Marketing* by Simon Chadwick – Discusses digital transformation in modern football.
5. *Soccer Analytics* by Chris Anderson – A guide to using data and metrics in football performance and business.

Websites

1. FIFA.com – Global rules, regulations, and governance for football.
2. UEFA.com – European football updates, club data, and analytics.
3. TeamSnap – Football club management software inspiration.
4. Transfermarkt – Player statistics, match schedules, and club management data.
5. LinkedIn Learning – Courses on sports management and project planning.

Articles and Online Resources

1. *How to Run a Football Club* – Various blog articles on managing small to mid-size football clubs.
2. *YouTube Channels* – Search "football club management system", "football analytics", and "club management software demo" for visual guidance.
3. *ResearchGate & Google Scholar* – Academic insights into managing sports teams, player data, and fan engagement.