



Cricket Tournament DBMS

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Overview

We will create a cricket database management system in which we will store information regarding a local tournament in Delhi between different zones in which we will provide all the information regarding players and their performance , zones and stadiums in which these matches will be played and also the teams that are participating in this tournament.

Tables of Database :

1. Zone
2. Ground
3. Team
4. Player
5. Match
6. Batsman
7. Bowler
8. Wicketkeeper
9. Match Played

Attributes Of the Following Tables :

1. Zone

- Zone ID
- Zone Name
- PK(City ID)

2. Ground

- Ground ID
- Ground Name
- Zone ID
- PK(Ground ID)
- Fk(Zone ID) references Zone(Zone ID)

3. Team

- Team ID
- Team Name
- PK(Team ID)

4. Player

- Player ID
- Player Name
- DOB
- Zone ID
- Team ID
- FK(Zone ID) references Zone(Zone ID)
- FK(Team ID) references Team(Team ID)
- PK(Player ID)

5. Match

- Match ID
- DateOfMatch
- Ground ID
- Team 1
- Team 2
- Toss Winner
- MOM
- Match Winner
- FK(Ground ID) references Ground(Ground ID)
- FK(MOM) references Player(MOM)
- FK(Team 1) references Team(Team ID)
- FK(Team 2) references Team(Team ID)
- PK(Match ID)

6. Batsman

- Player ID
- Type
- Average
- StrikeRate
- Best Score

- PK(Player ID)
- FK(Player ID) references Player(Player ID)

7. Bowler

- Player ID
- Type
- Wickets Taken
- Economy
- Best Figures
- PK(Player ID)
- FK(Player ID) references Player(Player ID)

8. WicketKeeper

- Player ID
- Catches Taken
- Stumpings
- PK(Player ID)
- FK(Player ID) references Player(Player ID)

9. MatchPlayed

- Player ID
- Match ID
- Runs Scored
- Balls Taken
- Out Type
- Overs Bowled
- Wickets Taken
- Runs Given
- PK(Player ID, Match ID)
- FK(Player ID) references Player(Player ID)
- FK(Match ID) references Match(Match ID)

Mini-World Description :

The project will allow us to maintain records of interzone Delhi cricket tournament. It will include six teams namely :


1. North Zone
2. South Zone
3. West Zone
4. East Zone
5. SouthWest Zone
6. NorthEast Zone

A player can be identified by his player ID and will be categorised either by bowler , batsman or wicket keeper. We will have six zone teams which will be identified by Team ID , also the grounds will also have ground ID .

Stats of players will be stored according to their type and admin will be monitoring all the matches closely and will keep on adding the details to the database as the tournament will progress.

Entity Sets :

1. Ground
2. Zone
3. Team
4. Match
5. Player
6. Batsmen

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7. Bowler
 8. Wicketkeeper
 9. MatchPlayed

Relationships :

1. Includes : Will tell the stadiums under one zone.
2. Venue : Name of the Ground in which the match will be played.
3. Type of : Type of player eg: bowler
4. Played : Performance of each player in current match.
5. Scheduled : Schedule of the match.

ER Diagram :

