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**SE IT**

**Batch D**

**Football League Management System**

1. Description:

Football being a premier sport witnesses several adherents throughout the globe. Thus, needless to say, there are many tournaments and leagues organized for football every year and they garner a lot of attention from all kinds of masses.

1. Scope and Implementation:

The Football League Management System is applicable to all the football leagues across the globe. Right from ticket-collection, authentication; to team-selection,management; to maintaining team standings, specific data collection(viz. Red Cards list, Yellow Cards list, Most Goals list, Most Assists List and much more); to handling venue outsourcing, add-sense and much more.

1. Advantages:

* Easily trackable for the owners, staff and the public
* Easily tracked by wolrd-wide football fans for daily updates
* Save time, effort
* Minimize paperwork
* Ensure data accuracy
* Streamlines the management part

1. Case :

#### Any football league has many teams divided into various pools and each pool has a designated pool name, pool leader, pool standings. Each standing consists of many teams, goals scored, red cards incurred, yellow cards incurred, assists made.

All teams consists of a coach, 11 on-field players and 6 rest players out of which one is the captain.

The Finance Department fixes the stadium alloted for each match, the add-sense and maintains a note of the total expenses incurred and donations parred up.

A player has a unique Player ID, goals scored, cards incurred, passes made and his/her current position in the squad.

1. Entities :

➔ Football League : League ID, Name, Country,League owner

➔ Finance Department: Dept Id,Donations given,Expenses incurred,Add money collected

➔ Pools: Pool Name, Pool Leader, Pool Rank

➔ Team: Team-ID, name, Captain,Lead Scorer,Goals Scored, Goals Conceded

➔ Player: P-ID,Name,Position,Goals Scored,Passes Made,Yellow card,Red Card

1. ER Diagram :

