

Cricket Club Management System

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Abstract: The proposed Cricket Club Management System is completely automated. The proposed system allows the user to book ground for various days, request for club membership and register for the various training batches. Less effort is required for maintaining the database of club using this software. Margin of error will be reduced and regulating members will be a breeze by using this software. The end users can register for membership, book ground, register for different training batches and receive notices from the management. The managerial functions are carried out by the Admin. Admin can approve the bookings done by end users, send notices to the online notice board, check different members of the club and the users registered for various training batches.

Keywords: Tournament, Ground, Training.

1. Introduction

The project “Cricket club Management System” a web application is developed mainly to contact with the tournament. Many cricket teams try to participate in the tournament, but the team captain can track out the tournament details through the portal. If any of the organization conducts the cricket tournament the details such as tournament place, organizer details, entry fees details that are stored in the database can be viewed. Any team who want to participate in the tournament should register their team name, members name, phone number, email to the server, and then the user can login with the username and password in the login form and can view the tournament details. The website details are monitored by administrator and the match allotment is allotted by admin. The match result is also published in the website. The Project is developed in Web Application Platform and base language is PHP with the database is MYSQL. PHP base code is effective language to write, understand easily and also user friendly to both Programmer and user compare to all other web technologies. MYSQL Server is very essential to develop web-based application and it is very simple to create and maintain.

2. Literature Survey

1. Muthusamy and Lam predicted the performance of propagation network and radial basis network function to predict how many runs a bowler is likely to concede and how many wickets a bowler is likely to take in a given match.
2. Wickramasinghe predicted the performance of batsmen in a test series using a hierarchical linear model. Using

neural networks study of predicting “How many wickets will a bowler take?” can be possible.

3. Iyer and Sharda used neural networks to predict the performance of players where they classify batsmen and bowlers separately in three categories – performer, moderate and failure. Based on the number of times a player has received different ratings, they recommend if the player should be included in the team.
4. Paudi predicts the outcome of a cricket match by comparing the strengths of the two teams. For this, they measured the performances of individual players of each team.
5. Lemmer defined a new measure called Combined Bowling Rate to measure the performance of bowlers.

3. Proposed Method

The proposed system is computerize which helps in maintaining the record easily. The System is cost effective. The achievements done by the register and get the tournament information through website in the proposed system no need to meet the club member all the information are published in online. The teams are notified immediately about the tournaments and sport related information. As the proposed system is portable it can be accessed anywhere irrespective of time. All of this information will be stored in the database. Next is the entry of the tournaments. The Tournament date time and venue is saved in the database for further information. All the player’s details will be displayed.

4. Conclusion

This paper presented an overview of Cricket club management system.

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