



# College Sports Management System

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<https://doi.org/10.55041/ijst.v2i4.355>

**Cite this Article:** Mankar, A., Kachave, P., Mhaske, V., Patil, S. & Rajguru, A. (2026). College Sports Management System. International Journal of Science, Strategic Management and Technology, 02(04). <https://doi.org/10.55041/ijst.v2i4.355>

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## Abstract—

This paper presents the design and development of a College Sports Management System, a web-based platform aimed at digitizing and automating sports-related activities within educational institutions. Traditional sports management methods rely heavily on manual processes, leading to inefficiencies, data inconsistency, and lack of coordination. The proposed system provides a centralized platform where athletes, organizers, clubs, and administrators can manage events, track performance, and access sports-related resources. It integrates advanced features such as real-time score updates, AI-based event recommendations, scholarship management, and an online sports store. It ensures scalability, security, and real-time communication. The implementation demonstrates improved efficiency, transparency, and user engagement in sports management.

## I. INTRODUCTION

Sports play a vital role in the overall development of students by improving physical fitness, mental strength, and teamwork skills. Colleges regularly organize sports events and competitions to encourage participation and talent development. However, managing these activities using

traditional methods such as paper records and spreadsheets is time-consuming and prone to errors. To overcome these challenges, this paper presents a College Sports Management System (Sports Mauli), a web-based platform designed to manage sports activities in an organized manner. The system allows users to register for events, manage clubs, track performance, and access scholarship information. It also provides real-time updates and improved communication. The proposed system enhances efficiency, transparency, and accessibility, making sports management more effective and user-friendly. The system also promotes better coordination among athletes, organizers, and administrators by integrating multiple functionalities into a single platform, thereby reducing manual workload and improving overall system reliability.

## Keywords

Sports Management System, Web-Based Application, Event Management, Real-Time Updates, Player Performance Tracking, Role-Based Access Control, Sports Analytics, Digital Sports Platform

## II. LITERATURE REVIEW

Web-based sports management systems are widely used to improve efficiency, data accuracy, and accessibility in handling sports-related activities [1][2]. These systems enable centralized management of events, players, and records, reducing redundancy and manual errors. RESTful APIs provide a scalable and efficient approach for data communication between system components, ensuring flexibility and maintainability [3][4]. Real-time technologies such as WebSockets are increasingly adopted to deliver instant updates, including live scores and notifications, enhancing user interaction and engagement [11][12]. Hybrid database architectures combining MongoDB and PostgreSQL have proven effective in handling both structured and unstructured data, improving system performance and scalability [8][9]. Security mechanisms such as Role-Based Access Control (RBAC) and JSON Web Token (JWT) authentication are essential for ensuring secure access and data protection in multi-user systems [3][5]. Additionally, modern frameworks and platforms such as Node.js and React enhance system performance and user experience in web-based applications [10][13]. The proposed system integrates these technologies to develop a comprehensive and efficient sports management platform.

## III. METHODOLOGY

The proposed system is designed as a web-based application using modern full-stack technologies to efficiently manage sports activities. The system architecture consists of a frontend developed using React.js and a backend built with Node.js and Express.js, while data is stored using a hybrid database model with MongoDB and PostgreSQL. The platform enables users to register, log in, and access various features based on their roles through secure authentication using JWT. Event organizers can create and manage sports events, which are reviewed and approved by administrators before becoming available to users. Athletes can browse, register, and participate in events, while real-time updates such as live scores and notifications are delivered using Socket.IO. The system continuously processes user inputs and interactions, storing and retrieving data efficiently through optimized APIs. Additional modules such as club management, scholarship

applications, and an online sports store are integrated into the system. The overall workflow ensures smooth coordination between users, real-time communication, and effective management of sports activities, demonstrating the successful implementation of the proposed system.



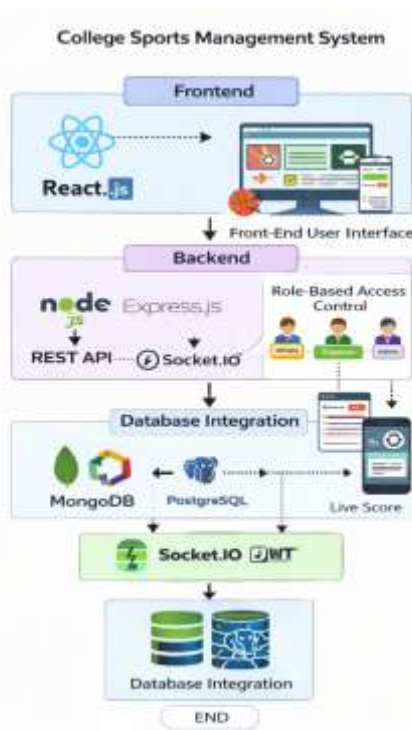
Fig.1.1: System Flowchart

## IV. IMPLEMENTATION

The proposed system is implemented as a web-based application using modern full-stack technologies to achieve efficient management of sports activities and real-time data processing. The system utilizes React.js for the frontend interface and Node.js with Express.js for backend development, enabling smooth interaction between users and system components. A hybrid database architecture is employed, combining MongoDB for handling unstructured data and PostgreSQL for managing structured data, ensuring both flexibility and reliability. The system continuously processes user inputs such as event registrations, updates, and interactions through RESTful APIs.

The backend server acts as the central processing unit, handling requests, validating data, and executing operations based on predefined conditions such as user roles and

permissions. Real-time communication is achieved using Socket.IO, which enables instant updates for scores, notifications, and event changes. The system dynamically determines user actions and provides appropriate responses, such as event participation confirmation or administrative approval processes. The implementation focuses on transforming the conceptual design into a fully functional system through proper integration of frontend, backend, and database components. Secure authentication using JWT, along with role-based access control, ensures safe and controlled access to system functionalities, resulting in a reliable and scalable sports management platform.



**Figure 1.2: College Sport Management System**

## V. RESULT AND DISCUSSION

### VI. Observed Outputs

VII. Case 1: User Login

VIII. USER SUCCESSFULLY LOGGED IN

IX. Case 2: Event Registration

X. EVENT REGISTERED SUCCESSFULLY

XI. Case 3: Real-Time Update

XII. LIVE SCORE / NOTIFICATION DISPLAYED

XIII. Case 4: Admin Approval

XIV. EVENT APPROVED BY ADMIN

XV. Discussion

XVI. System provides efficient data management

XVII. Real-time updates achieved successfully

## VI. CONCLUSION

The College Sports Management System (SportsMauli) was successfully designed and implemented as a web-based platform, demonstrating efficient management of sports activities and real-time data handling. The system ensures improved accessibility, transparency, and coordination among users, highlighting its potential for applications in educational institutions, sports management, and digital event systems..

## ACKNOWLEDGMENT

I would like to express my sincere gratitude to all those who have supported and guided me throughout the development of this project titled “College Sports Management System (SportsMauli).” I am highly thankful to my project guide for their valuable guidance, continuous encouragement, and technical support. Their expert advice helped me understand key concepts such as web development, database management, and real-time system implementation. I would also like to thank the faculty members of my department for providing the necessary infrastructure, laboratory facilities, and academic environment required to carry out this project successfully. I extend my appreciation to my friends and colleagues for their cooperation, suggestions, and assistance during the design, development, and testing phases of the system.



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