**CREATE TABLE** **Users** (

User\_ID int NOT NULL PRIMARY KEY,

First\_Name varchar(50) NOT NULL,

Last\_Name varchar(50),

User\_Name varchar(50) NOT NULL UNIQUE,

Password varchar(25) NOT NULL,

DOB DATE,

Team\_Preference int Foreign Key References Teams(Team\_ID),

Panda\_Team\_ID int Default NULL Foreign Key References PCL\_Teams(Team\_ID),  
);

**CREATE TABLE** **Tournaments** (

Tournament\_ID int NOT NULL PRIMARY KEY,

Tournament\_Status BIT,

Tournament\_Name varchar(100) NOT NULL,

Tournament\_Location varchar(50) NOT NULL,

Tournament\_Start\_Date DATE,

Tournament\_End\_Date DATE,

);

**CREATE TABLE** **MATCHES** (

Match\_ID int NOT NULL PRIMARY KEY,

Team1\_ID int Foreign Key References Teams(Team\_ID),

Team2\_ID int Foreign Key References Teams(Team\_ID),

Match\_Date DATE,

Stadium\_ID int Foreign Key References Stadiums(Stadium\_ID),

Match\_Status BIT,

Winner\_Team\_ID int Foreign Key References Teams(Team\_ID),

Tournament\_ID int Foreign Key References Tournaments(Tournament\_ID),

);

**CREATE TABLE** **Teams** (

Team\_ID int NOT NULL PRIMARY KEY,

Team\_Name varchar(50) NOT NULL,

Tournament\_ID int Foreign Key References Tournaments(Tournament\_ID),

);

**CREATE TABLE** **Players**(

Player\_ID int NOT NULL PRIMARY KEY,

Player\_Name varchar(50) NOT NULL,

Nationality\_ID int Foreign Key References Teams(Team\_ID),

DOB DATE,

Player\_Role varchar(25),

Team\_ID int Foreign Key References Teams(Team\_ID),

);

**CREATE TABLE** **Stadiums**(

Stadium\_ID int NOT NULL PRIMARY KEY,

Stadium\_Capacity int,

Stadium\_City varchar(50) NOT NULL,

Stadium\_Country varchar(50) NOT NULL,

);

**CREATE TABLE** **Stats**(

Stat\_ID int NOT NULL PRIMARY KEY,

Player\_ID int Foreign Key References Players(Player\_ID),

Tournament\_ID int Foreign Key References Tournaments(Tournament\_ID),

Total\_Matches\_Played int Default 0,

Total\_Runs\_Scored int Default 0,

Total\_Balls\_Conceded int Default 0,

Total\_Wickets\_Taken int Default 0,

Total\_Runs\_Conceded int Default 0,

Total\_Overs\_Bowled int Default 0,

);