**Table: Team**



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Team\_ID | City | Coach | Club\_Name | Team\_Points | Goal |

Assumptions:

All attributes are dependent on Primary Key. No other attributes (except for primary key) will get you access to any other attributes in Team table. So in Team table, Club\_Name cannot give you the value for City, Coach, Team\_Points and Goal. All the attributes are the first level information of Team.

Logically it might seem possible that a Coach information can give you the information of the club\_name. But the assumption is Coach and Club\_name is both information given by the Team\_ID. Similarly with any attributes you can get to all the attributes only by using Team\_ID.

**Table: Game**



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Game\_ID | Winner | Team1ID | Team2ID | Team1Goal | Team2Goal |

Assumptions:

All attributes are dependent on Game\_ID (the only primary key). For example, you cannot view Team1Goal just by accessing Winner or any other attributes. You have to relate the attribute(the one you want to view the data) with Game\_ID in order to access any other attributes.

Also the Team1Goal or Team2Goal is not the same as Goal of the Team table. So every attributes on this table is also the first level information of that particular game.

**Table: Player**



|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Player\_ID | Name | Playing | Captain | Position | Skill\_Level | Injury | Team\_ID | Goal | Fouls |

Assumptions:

Any Player’s information in a game can only be given via Player\_ID, which is the only primary key in the Player Table.

**Table: Foul**



|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Foul\_ID | Red | Yellow | Foul\_count | Player\_ID |

Assumptions:

Every other attribute is dependent on Foul\_id(Primary Key). You cannot access Foul information of any player if you don’t use Foul\_ID attribute.

**Table: Injury**



|  |  |  |  |
| --- | --- | --- | --- |
| Injury\_ID | Injury\_Type | Recovery\_Period | Player\_ID |

Assumptions:

If you want to retrieve an Injury information of a player, you can only do so by using the Primary key which is Injury\_Id. No other attributes can give you information of the other attribute.