



Assumptions:

KeyPairs:
WEIGHTCLASSES.Name = FIGHTERS.WeightClass
WEIGHTCLASSES.Name = FIGHTERS.WeightClass
FIGHTERS.FighterID = MATCHES.FighterID
EVENTS.EventID = MATCHES.EventID
FIGHTERS.FighterID = MISSED_WEIGHT.FightersID

Subsets:
CHAMPIONS is made for the purpose of adding information regarding fighters that have become champions.
MISSED_WEIGHT is made for the purpose of adding information regarding a missed weight cancellation

Constraints for Cardinality:
MATCHES decides on a VICTORY once or never if it's canceled
Each MATCHES can decide 1 VICTORY
A VICTORY can be decided by many MATCHES
Each MATCHES can have 1 SCORING
A SCORING can be had by multiple MATCHES
An EVENT can Host Multiple MATCHES
A MATCHES can only be Hosted by one EVENT
A FIGHTERS can be in one or multiple MATCHES
A MATCH can have two FIGHTERS
TAKEDOWNS are used by multiple FIGHTERS
A FIGHTERS can use multiple TAKEDOWNS
FIGHTINGSTYLES can be used by multiple FIGHTERS
A FIGHTERS can use multiple FIGHTINGSTYLES
WEIGHTCLASSES have multiple FIGHTERS
A FIGHTERS belongs to one WEIGHTCLASSES

Constraints for (min, max):
MATCHES must either decide no victory (ex: cancelled match) or 1 victory
VICTORY must be decided 0 to many times
MATCHES must have no scoring (ex: knockout) or 1 scoring
SCORING must be had 0 to many times
MATCHES must be hosted by an event
EVENTS must host at least one match
FIGHTERS can fight in 0 to many matches
For a MATCHES entity to be entered into the database there can be 0 to 2 FIGHTERS
FIGHTERS must belong in one weightclass
0 TAKEDOWNS is a possibility, so is no FIGHTERS doing a takedown