```
CREATE TABLE USER
    username CHAR(20),
    user password CHAR(16),
    surname CHAR(20),
   PRIMARY KEY (username)
)
CREATE TABLE PLAYER
   username CHAR(20),
   height REAL,
    date of birth DATE,
    weight REAL,
   FOREIGN KEY (username) REFERENCES USER (username),
   PRIMARY KEY (username)
)
CREATE TABLE POSITION TYPE
    position id REAL,
    position name CHAR(20) NOT NULL,
    PRIMARY KEY (position id)
)
CREATE TABLE PLAYER POSITION
    username CHAR(20) NOT NULL,
    position id REAL NOT NULL,
    FOREIGN KEY (username) REFERENCES PLAYER(username) ON DELETE CASCADE
ON UPDATE CASCADE,
   FOREIGN KEY (position id) REFERENCES POSITION TYPE (position id) ON
DELETE CASCADE ON UPDATE CASCADE,
    PRIMARY KEY (username, position id)
)
CREATE TABLE PLAYER LIST
    username CHAR(20) NOT NULL,
    session id REAL NOT NULL,
    FOREIGN KEY (username) REFERENCES PLAYER(username) CASCADE ON DELETE
CASCADE ON UPDATE CASCADE,
   FOREIGN KEY (session id) REFERENCES VOLLEYBALL MATCH (session id) ON
DELETE CASCADE ON UPDATE CASCADE,
   PRIMARY KEY (username, session id)
)
CREATE TABLE VOLLEYBALL MATCH
   session id REAL,
   team id REAL NOT NULL,
   PRIMARY KEY (session id)
)
```

```
CREATE TABLE COACH
    username CHAR(20),
    nationality CHAR(20) NOT NULL,
    FOREIGN KEY (username) REFERENCES USER (username),
    PRIMARY KEY (username)
)
CREATE TABLE JURY
   username CHAR(20),
   nationality CHAR(20) NOT NULL,
    FOREIGN KEY (username) REFERENCES USER (username),
    PRIMARY KEY (username)
)
CREATE TABLE CHANNEL
    channel id CHAR(20),
    channel name CHAR(20) UNIQUE,
    PRIMARY KEY (channel id)
)
CREATE TABLE TEAM
    team id REAL,
   team name CHAR(20),
   channel id CHAR(20) NOT NULL,
    FOREIGN KEY (channel id) REFERENCES CHANNEL (channel id),
    PRIMARY KEY (team id)
)
CREATE TABLE DIRECTS
    team id REAL,
    coach username CHAR(20),
    contract start date DATE,
    contract end date DATE,
    FOREIGN KEY (team id) REFERENCES TEAM(team id),
    FOREIGN KEY (coach username) REFERENCES COACH(username),
    PRIMARY KEY (team_id, coach_username)
)
CREATE TABLE STADIUM
    stadium id REAL,
    stadium name CHAR(20),
    stadium country CHAR(20),
    PRIMARY KEY (stadium id)
)
CREATE TABLE VOLLEYBALL_MATCH_STADIUM
(
    session_id REAL,
```

```
time slot INTEGER NOT NULL,
    stadium id REAL NOT NULL,
    match date DATE NOT NULL,
    FOREIGN KEY (session id) REFERENCES VOLLEYBALL MATCH(session id),
    FOREIGN KEY (stadium id) REFERENCES STADIUM(stadium id),
    PRIMARY KEY (session id),
   CHECK (time slot \geq 0 AND time slot \leq 4),
    UNIQUE (stadium id, match date, time slot)
)
CREATE TABLE RATES
   username CHAR(20),
    session id REAL,
   rating REAL,
   FOREIGN KEY (username) REFERENCES JURY (username),
    FOREIGN KEY (session id) REFERENCES VOLLEYBALL MATCH (session id),
   PRIMARY KEY (username, session_id)
)
CREATE TABLE PLAYER TEAM
   username CHAR(20) NOT NULL,
    team id REAL NOT NULL,
    FOREIGN KEY (username) REFERENCES PLAYER(username) ON DELETE CASCADE
ON UPDATE CASCADE,
   FOREIGN KEY (team_id) REFERENCES TEAM(team_id) ON DELETE CASCADE ON
UPDATE CASCADE,
   PRIMARY KEY (username, team id)
)
```

- Like in the ER model, I was unable to restrain a jury rate a match only once. I could not figure a way out to do that.
- I prevented a match from happening at the same at the same stadium by using UNIQUE key for match day and stadium, and CHECK method for time slots. I did this in the VOLLEYBALL\_MATCH\_STADIUM table.
- A player plays only one position in the match by making username and position id a primary key in player position table.
- Player list can be different than the whole squad, because I have another table for it, player list, and its primary key is session id and username. So, only registered players name can be added to that table.
- By making both coach username and team id the primary key, a coach directs only one team
- A jury rates only one session, by making session id and username a primary key.
- Coaches and juries have only one nationality, because they have a single value for corresponding attributes.