

- 1) Users (user_id, *player_id*, *osheme_id*, *dscheme_id*, gamertag, coins)
- 2) Offensive_scheme (oscheme_id, scheme_name)
- 3) Defensive_scheme (dscheme_id, scheme_name)
- 4) Position (position_id, name)
- 5) Players (player_id, *position_id*, *team_id*, player_name, overall, price)
- 6) Teams (team_id, team_name)
- 7) Users_Roster (*user_id*, *player_id*)
- 8) User_OScheme (*user_id*, *oschem_id*, *position_id*, position_value)
- 9) User_DScheme (*user_id*, *dschem_id*, *position_id*, position_value)