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| **Rule Information**  **Rule Statement**: A team is only able to be a part of one league  **Constraint**:  **Type**: Database Oriented **Category**: Field Specific  Application Oriented Relationship Specific |
| **Structure Affect:**  Field Names:  Table Names: Team, League |
| **Field Elements affected:**  Data Type Character Support  Data length Null Support  Decimal Points Range of Values  Key Type Default Value |
| **Relationship Characteristics Affected**  Degree of Participation Type of Relationship  Deletion Rule |
| **Actions Taken to Change the Database from the Default ERD shown above.**  The relationship between team and League is one and only one, must be restricted. |

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| **Rule Information**  **Rule Statement**: A player must have a status of either injured or not, cannot be null  **Constraint**:  **Type**: Database Oriented **Category**: Field Specific  Application Oriented Relationship Specific |
| **Structure Affect:**  Field Names: PlayerInjured  Table Names: Player |
| **Field Elements affected:**  Data Type Character Support  Data length Null Support  Decimal Points Range of Values  Key Type Default Value |
| **Relationship Characteristics Affected**  Degree of Participation Type of Relationship  Deletion Rule |
| **Actions Taken to Change the Database from the Default ERD shown above.**  Use a BIT data type to create a binary option of 1 representing “Yes” (Is injured) and 0 representing “No” (Not injured). |

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| **Rule Information**  **Rule Statement**: A team may not have a Mascot, and can be null  **Constraint**:  **Type**: Database Oriented **Category**: Field Specific  Application Oriented Relationship Specific |
| **Structure Affect:**  Field Names: TeamMascot  Table Names: Team |
| **Field Elements affected:**  Data Type Character Support  Data length Null Support  Decimal Points Range of Values  Key Type Default Value |
| **Relationship Characteristics Affected**  Degree of Participation Type of Relationship  Deletion Rule |
| **Actions Taken to Change the Database from the Default ERD shown above.**  Null support for TeamMascot must allow for nulls. |