**FOOTBALL MANAGNMENT SYSTEM(SCHEMA)**

USE sys;

create table team\_rank (

TEAM\_ID INT ,

win int,

draw int,

lose int,

points int

);

create table matches (

match\_id INT PRIMARY KEY,

date\_ char(20),

venue char(20),

result char(20),

hometeam\_id int,

awayteam\_id int

);

Create the table within the selected database

CREATE TABLE team\_bar (

TEAM\_ID INT PRIMARY KEY,

TEAM\_NAME CHAR(20)

);

Inserting data into the team\_bar table

INSERT INTO players (player\_id, team\_id,fname,lname,position,jerseyno)

VALUES

('ZI17',3,'Zlatan','Ibrahimović','CENTER FORWARD',17 );

CREATE TABLE players (

player\_id INT PRIMARY KEY,

team\_id int,

fname CHAR(20),

lname char(20),

position char(20),

jerseyno int

);

ALTER TABLE players

ADD CONSTRAINT fk\_team\_id

FOREIGN KEY (team\_id)

REFERENCES team\_bar(TEAM\_ID);

ALTER TABLE matches

ADD CONSTRAINT fk\_h\_id

FOREIGN KEY (hometeam\_id)

REFERENCES team\_bar(TEAM\_ID);

ALTER TABLE matches

ADD CONSTRAINT fk\_a\_id

FOREIGN KEY (awayteam\_id)

REFERENCES team\_bar(TEAM\_ID);

ALTER TABLE team\_rank

ADD CONSTRAINT fk\_tr\_id

FOREIGN KEY (TEAM\_ID)

REFERENCES team\_bar(TEAM\_ID);

DELIMITER //

CREATE TRIGGER check\_player\_count

BEFORE INSERT ON players

FOR EACH ROW

BEGIN

DECLARE player\_count INT;

SELECT COUNT(\*) INTO player\_count

FROM players

WHERE player\_id = NEW.player\_id;

IF player\_count >= 11 THEN

SIGNAL SQLSTATE '45000'

SET MESSAGE\_TEXT = 'Cannot insert more than 11 players with the same player\_id in a team.';

END IF;

END;

//

DELIMITER ;

SELECT \* FROM sys.matches;

SELECT \* FROM sys.team\_rank;

SELECT \* FROM sys.team\_bar;

SELECT \* FROM sys.players;

SELECT \* FROM sys.register;