

## Tables (31)

Name	Type	Schema
<b>complete_nfl_players</b>		CREATE TABLE complete_nfl_players ( player_id TEXT, player_display_name TEXT, recent_team TEXT, position TEXT, source TEXT )
player_id	TEXT	"player_id" TEXT
player_display_name	TEXT	"player_display_name" TEXT
recent_team	TEXT	"recent_team" TEXT
position	TEXT	"position" TEXT
source	TEXT	"source" TEXT
<b>comprehensive_nfl_players</b>		CREATE TABLE comprehensive_nfl_players ( player_name TEXT, team TEXT, position TEXT, source TEXT, player_id TEXT, season BIGINT, created_date DATETIME, is_active BOOLEAN, data_source TEXT )
player_name	TEXT	"player_name" TEXT
team	TEXT	"team" TEXT
position	TEXT	"position" TEXT
source	TEXT	"source" TEXT
player_id	TEXT	"player_id" TEXT
season	BIGINT	"season" BIGINT
created_date	DATETIME	"created_date" DATETIME
is_active	BOOLEAN	"is_active" BOOLEAN
data_source	TEXT	"data_source" TEXT
<b>current_nfl_players</b>		CREATE TABLE current_nfl_players ( player_id TEXT, player_display_name TEXT, recent_team TEXT, position TEXT )
player_id	TEXT	"player_id" TEXT
player_display_name	TEXT	"player_display_name" TEXT
recent_team	TEXT	"recent_team" TEXT
position	TEXT	"position" TEXT
<b>current_nfl_rosters</b>		CREATE TABLE current_nfl_rosters ( player_id TEXT, full_name TEXT, team TEXT )
player_id	TEXT	"player_id" TEXT
full_name	TEXT	"full_name" TEXT
team	TEXT	"team" TEXT
<b>enhanced_nfl_players</b>		CREATE TABLE enhanced_nfl_players ( player_id TEXT PRIMARY KEY, player_name TEXT NOT NULL, team TEXT NOT NULL, position TEXT, source TEXT DEFAULT 'MANUAL_ADDITION', is_active BOOLEAN DEFAULT 1, created_date TIMESTAMP DEFAULT CURRENT_TIMESTAMP, is_key_player BOOLEAN DEFAULT 1, notes TEXT )
player_id	TEXT	"player_id" TEXT
player_name	TEXT	"player_name" TEXT NOT NULL
team	TEXT	"team" TEXT NOT NULL
position	TEXT	"position" TEXT
source	TEXT	"source" TEXT DEFAULT 'MANUAL_ADDITION'
is_active	BOOLEAN	"is_active" BOOLEAN DEFAULT 1
created_date	TIMESTAMP	"created_date" TIMESTAMP DEFAULT CURRENT_TIMESTAMP
is_key_player	BOOLEAN	"is_key_player" BOOLEAN DEFAULT 1

Name	Type	Schema
notes	TEXT	"notes" TEXT
<b>games</b>		CREATE TABLE games ( id VARCHAR NOT NULL, game_date DATETIME, home_team VARCHAR, away_team VARCHAR, home_score INTEGER, away_score INTEGER, game_id VARCHAR, start_time_utc TEXT, start_time_local TEXT, PRIMARY KEY (id) )
id	VARCHAR	"id" VARCHAR NOT NULL
game_date	DATETIME	"game_date" DATETIME
home_team	VARCHAR	"home_team" VARCHAR
away_team	VARCHAR	"away_team" VARCHAR
home_score	INTEGER	"home_score" INTEGER
away_score	INTEGER	"away_score" INTEGER
game_id	VARCHAR	"game_id" VARCHAR
start_time_utc	TEXT	"start_time_utc" TEXT
start_time_local	TEXT	"start_time_local" TEXT
<b>games_backup</b>		CREATE TABLE games_backup( id TEXT, game_date NUM, home_team TEXT, away_team TEXT, home_score INT, away_score INT, game_id TEXT, start_time_utc TEXT, start_time_local TEXT )
id	TEXT	"id" TEXT
game_date	NUM	"game_date" NUM
home_team	TEXT	"home_team" TEXT
away_team	TEXT	"away_team" TEXT
home_score	INT	"home_score" INT
away_score	INT	"away_score" INT
game_id	TEXT	"game_id" TEXT
start_time_utc	TEXT	"start_time_utc" TEXT
start_time_local	TEXT	"start_time_local" TEXT
<b>matchup_power_summary</b>		CREATE TABLE matchup_power_summary ( id TEXT, game_date DATETIME, home_team TEXT, away_team TEXT, home_score BIGINT, away_score BIGINT, game_id TEXT, start_time_utc TEXT, start_time_local TEXT, season BIGINT, home_power FLOAT, away_power FLOAT, power_diff FLOAT, favored_team TEXT, actual_winner TEXT, was_upset BOOLEAN, power_margin FLOAT )
id	TEXT	"id" TEXT
game_date	DATETIME	"game_date" DATETIME
home_team	TEXT	"home_team" TEXT
away_team	TEXT	"away_team" TEXT
home_score	BIGINT	"home_score" BIGINT
away_score	BIGINT	"away_score" BIGINT
game_id	TEXT	"game_id" TEXT
start_time_utc	TEXT	"start_time_utc" TEXT
start_time_local	TEXT	"start_time_local" TEXT
season	BIGINT	"season" BIGINT
home_power	FLOAT	"home_power" FLOAT
away_power	FLOAT	"away_power" FLOAT

Name	Type	Schema
power_diff	FLOAT	"power_diff" FLOAT
favored_team	TEXT	"favored_team" TEXT
actual_winner	TEXT	"actual_winner" TEXT
was_upset	BOOLEAN	"was_upset" BOOLEAN
power_margin	FLOAT	"power_margin" FLOAT
<b>ncaaf_player_stats_2021</b>		CREATE TABLE ncaaf_player_stats_2021 ( season BIGINT, playerid TEXT, player TEXT, team TEXT, conference TEXT, category TEXT, stattype TEXT, stat TEXT )
season	BIGINT	"season" BIGINT
playerid	TEXT	"playerid" TEXT
player	TEXT	"player" TEXT
team	TEXT	"team" TEXT
conference	TEXT	"conference" TEXT
category	TEXT	"category" TEXT
stattype	TEXT	"stattype" TEXT
stat	TEXT	"stat" TEXT
<b>ncaaf_player_stats_2022</b>		CREATE TABLE ncaaf_player_stats_2022 ( season BIGINT, playerid TEXT, player TEXT, team TEXT, conference TEXT, category TEXT, stattype TEXT, stat TEXT )
season	BIGINT	"season" BIGINT
playerid	TEXT	"playerid" TEXT
player	TEXT	"player" TEXT
team	TEXT	"team" TEXT
conference	TEXT	"conference" TEXT
category	TEXT	"category" TEXT
stattype	TEXT	"stattype" TEXT
stat	TEXT	"stat" TEXT
<b>ncaaf_player_stats_2023</b>		CREATE TABLE ncaaf_player_stats_2023 ( season BIGINT, playerid TEXT, player TEXT, team TEXT, conference TEXT, category TEXT, stattype TEXT, stat TEXT )
season	BIGINT	"season" BIGINT
playerid	TEXT	"playerid" TEXT
player	TEXT	"player" TEXT
team	TEXT	"team" TEXT
conference	TEXT	"conference" TEXT
category	TEXT	"category" TEXT
stattype	TEXT	"stattype" TEXT
stat	TEXT	"stat" TEXT
<b>ncaaf_player_stats_2024</b>		CREATE TABLE ncaaf_player_stats_2024 ( season BIGINT, playerid TEXT, player TEXT, team TEXT, conference TEXT, category TEXT, stattype TEXT, stat TEXT )
season	BIGINT	"season" BIGINT
playerid	TEXT	"playerid" TEXT
player	TEXT	"player" TEXT

Name	Type	Schema
team	TEXT	"team" TEXT
conference	TEXT	"conference" TEXT
category	TEXT	"category" TEXT
stattype	TEXT	"stattype" TEXT
stat	TEXT	"stat" TEXT
<b>nfl_injuries</b>		CREATE TABLE nfl_injuries ( date DATETIME, team TEXT, player TEXT, position TEXT, acquired TEXT, relinquished TEXT, notes TEXT, source TEXT, scraped_at TEXT, injury_status TEXT, injury_comment TEXT, injury_type TEXT, is_injury BOOLEAN, is_return BOOLEAN, processed_at TEXT )
date	DATETIME	"date" DATETIME
team	TEXT	"team" TEXT
player	TEXT	"player" TEXT
position	TEXT	"position" TEXT
acquired	TEXT	"acquired" TEXT
relinquished	TEXT	"relinquished" TEXT
notes	TEXT	"notes" TEXT
source	TEXT	"source" TEXT
scraped_at	TEXT	"scraped_at" TEXT
injury_status	TEXT	"injury_status" TEXT
injury_comment	TEXT	"injury_comment" TEXT
injury_type	TEXT	"injury_type" TEXT
is_injury	BOOLEAN	"is_injury" BOOLEAN
is_return	BOOLEAN	"is_return" BOOLEAN
processed_at	TEXT	"processed_at" TEXT
<b>nfl_injuries_backup_20250809_194925</b>		CREATE TABLE nfl_injuries_backup_20250809_194925( id INT, date NUM, team TEXT, player TEXT, position TEXT, injury_status TEXT, injury_detail TEXT, designation TEXT, source TEXT, data_hash TEXT, first_seen NUM, last_updated NUM, is_active NUM, notes TEXT )
id	INT	"id" INT
date	NUM	"date" NUM
team	TEXT	"team" TEXT
player	TEXT	"player" TEXT
position	TEXT	"position" TEXT
injury_status	TEXT	"injury_status" TEXT
injury_detail	TEXT	"injury_detail" TEXT
designation	TEXT	"designation" TEXT
source	TEXT	"source" TEXT
data_hash	TEXT	"data_hash" TEXT
first_seen	NUM	"first_seen" NUM
last_updated	NUM	"last_updated" NUM
is_active	NUM	"is_active" NUM
notes	TEXT	"notes" TEXT
<b>nfl_injuries_backup_2025</b>		CREATE TABLE nfl_injuries_backup_20250809_195205( id INT, date NUM, team TEXT, player TEXT, position

Name	Type	Schema
<b>0809_195205</b>		TEXT, injury_status TEXT, injury_detail TEXT, designation TEXT, source TEXT, data_hash TEXT, first_seen NUM, last_updated NUM, is_active NUM, notes TEXT )
id	INT	"id" INT
date	NUM	"date" NUM
team	TEXT	"team" TEXT
player	TEXT	"player" TEXT
position	TEXT	"position" TEXT
injury_status	TEXT	"injury_status" TEXT
injury_detail	TEXT	"injury_detail" TEXT
designation	TEXT	"designation" TEXT
source	TEXT	"source" TEXT
data_hash	TEXT	"data_hash" TEXT
first_seen	NUM	"first_seen" NUM
last_updated	NUM	"last_updated" NUM
is_active	NUM	"is_active" NUM
notes	TEXT	"notes" TEXT
<b>nfl_injuries_backup_20250811_172208</b>		CREATE TABLE nfl_injuries_backup_20250811_172208( id INT, date NUM, team TEXT, player_name TEXT, player_id TEXT, position TEXT, injury_status TEXT, injury_detail TEXT, designation TEXT, impact_score INT, source TEXT, data_hash TEXT, first_seen NUM, last_updated NUM, is_active NUM, confidence_score REAL, notes TEXT )
id	INT	"id" INT
date	NUM	"date" NUM
team	TEXT	"team" TEXT
player_name	TEXT	"player_name" TEXT
player_id	TEXT	"player_id" TEXT
position	TEXT	"position" TEXT
injury_status	TEXT	"injury_status" TEXT
injury_detail	TEXT	"injury_detail" TEXT
designation	TEXT	"designation" TEXT
impact_score	INT	"impact_score" INT
source	TEXT	"source" TEXT
data_hash	TEXT	"data_hash" TEXT
first_seen	NUM	"first_seen" NUM
last_updated	NUM	"last_updated" NUM
is_active	NUM	"is_active" NUM
confidence_score	REAL	"confidence_score" REAL
notes	TEXT	"notes" TEXT
<b>nfl_injuries_tracking</b>		CREATE TABLE nfl_injuries_tracking ( id INTEGER PRIMARY KEY AUTOINCREMENT, date DATE NOT NULL, team TEXT NOT NULL, player_name TEXT NOT NULL, player_id TEXT, position TEXT, injury_status TEXT, injury_detail TEXT, designation TEXT, impact_score INTEGER DEFAULT 0, source TEXT NOT NULL, data_hash TEXT, first_seen DATETIME, last_updated DATETIME,

Name	Type	Schema
		is_active BOOLEAN DEFAULT 1, confidence_score FLOAT DEFAULT 0.0, notes TEXT )
id	INTEGER	"id" INTEGER
date	DATE	"date" DATE NOT NULL
team	TEXT	"team" TEXT NOT NULL
player_name	TEXT	"player_name" TEXT NOT NULL
player_id	TEXT	"player_id" TEXT
position	TEXT	"position" TEXT
injury_status	TEXT	"injury_status" TEXT
injury_detail	TEXT	"injury_detail" TEXT
designation	TEXT	"designation" TEXT
impact_score	INTEGER	"impact_score" INTEGER DEFAULT 0
source	TEXT	"source" TEXT NOT NULL
data_hash	TEXT	"data_hash" TEXT
first_seen	DATETIME	"first_seen" DATETIME
last_updated	DATETIME	"last_updated" DATETIME
is_active	BOOLEAN	"is_active" BOOLEAN DEFAULT 1
confidence_score	FLOAT	"confidence_score" FLOAT DEFAULT 0.0
notes	TEXT	"notes" TEXT
<b>odds</b>		CREATE TABLE odds ( id INTEGER NOT NULL, game_id VARCHAR, sportsbook VARCHAR, team VARCHAR, market VARCHAR, odds FLOAT, timestamp DATETIME, PRIMARY KEY (id), CONSTRAINT uix_odds_unique UNIQUE (game_id, sportsbook, team, market) )
id	INTEGER	"id" INTEGER NOT NULL
game_id	VARCHAR	"game_id" VARCHAR
sportsbook	VARCHAR	"sportsbook" VARCHAR
team	VARCHAR	"team" VARCHAR
market	VARCHAR	"market" VARCHAR
odds	FLOAT	"odds" FLOAT
timestamp	DATETIME	"timestamp" DATETIME
<b>player_form_trends</b>		CREATE TABLE player_form trends ( player_id TEXT, player_name TEXT, position TEXT, team TEXT, season BIGINT, week BIGINT, fantasy_points FLOAT, avg_last_3 FLOAT, avg_last_5 FLOAT )
player_id	TEXT	"player_id" TEXT
player_name	TEXT	"player_name" TEXT
position	TEXT	"position" TEXT
team	TEXT	"team" TEXT
season	BIGINT	"season" BIGINT
week	BIGINT	"week" BIGINT
fantasy_points	FLOAT	"fantasy_points" FLOAT
avg_last_3	FLOAT	"avg_last_3" FLOAT
avg_last_5	FLOAT	"avg_last_5" FLOAT
<b>player_game_stats</b>		CREATE TABLE player_game_stats ( player_id TEXT, player_name TEXT, player_display_name TEXT, position_x TEXT, position_group TEXT, headshot_url TEXT, recent_team TEXT, season BIGINT, week

Name	Type	Schema
		BIGINT, season_type TEXT, opponent_team TEXT, completions BIGINT, attempts BIGINT, passing_yards FLOAT, passing_tds BIGINT, interceptions FLOAT, sacks FLOAT, sack_yards FLOAT, sack_fumbles BIGINT, sack_fumbles_lost BIGINT, passing_air_yards FLOAT, passing_yards_after_catch FLOAT, passing_first_downs FLOAT, passing_epa FLOAT, passing_2pt_conversions BIGINT, pacr FLOAT, dakota FLOAT, carries BIGINT, rushing_yards FLOAT, rushing_tds BIGINT, rushing_fumbles FLOAT, rushing_fumbles_lost FLOAT, rushing_first_downs FLOAT, rushing_epa FLOAT, rushing_2pt_conversions BIGINT, receptions BIGINT, targets BIGINT, receiving_yards FLOAT, receiving_tds BIGINT, receiving_fumbles FLOAT, receiving_fumbles_lost FLOAT, receiving_air_yards FLOAT, receiving_yards_after_catch FLOAT, receiving_first_downs FLOAT, receiving_epa FLOAT, receiving_2pt_conversions BIGINT, racr FLOAT, target_share FLOAT, air_yards_share FLOAT, wopr FLOAT, special_teams_tds FLOAT, fantasy_points FLOAT, fantasy_points_ppr FLOAT, full_name TEXT, position_y TEXT, team TEXT, game_id TEXT, game_date DATETIME )
player_id	TEXT	"player_id" TEXT
player_name	TEXT	"player_name" TEXT
player_display_name	TEXT	"player_display_name" TEXT
position_x	TEXT	"position_x" TEXT
position_group	TEXT	"position_group" TEXT
headshot_url	TEXT	"headshot_url" TEXT
recent_team	TEXT	"recent_team" TEXT
season	BIGINT	"season" BIGINT
week	BIGINT	"week" BIGINT
season_type	TEXT	"season_type" TEXT
opponent_team	TEXT	"opponent_team" TEXT
completions	BIGINT	"completions" BIGINT
attempts	BIGINT	"attempts" BIGINT
passing_yards	FLOAT	"passing_yards" FLOAT
passing_tds	BIGINT	"passing_tds" BIGINT
interceptions	FLOAT	"interceptions" FLOAT
sacks	FLOAT	"sacks" FLOAT
sack_yards	FLOAT	"sack_yards" FLOAT
sack_fumbles	BIGINT	"sack_fumbles" BIGINT
sack_fumbles_lost	BIGINT	"sack_fumbles_lost" BIGINT
passing_air_yards	FLOAT	"passing_air_yards" FLOAT
passing_yards_after_catch	FLOAT	"passing_yards_after_catch" FLOAT
passing_first_downs	FLOAT	"passing_first_downs" FLOAT
passing_epa	FLOAT	"passing_epa" FLOAT
passing_2pt_conversions	BIGINT	"passing_2pt_conversions" BIGINT
pacr	FLOAT	"pacr" FLOAT
dakota	FLOAT	"dakota" FLOAT

Name	Type	Schema
carries	BIGINT	"carries" BIGINT
rushing_yards	FLOAT	"rushing_yards" FLOAT
rushing_tds	BIGINT	"rushing_tds" BIGINT
rushing_fumbles	FLOAT	"rushing_fumbles" FLOAT
rushing_fumbles_lost	FLOAT	"rushing_fumbles_lost" FLOAT
rushing_first_downs	FLOAT	"rushing_first_downs" FLOAT
rushing_epa	FLOAT	"rushing_epa" FLOAT
rushing_2pt_conversions	BIGINT	"rushing_2pt_conversions" BIGINT
receptions	BIGINT	"receptions" BIGINT
targets	BIGINT	"targets" BIGINT
receiving_yards	FLOAT	"receiving_yards" FLOAT
receiving_tds	BIGINT	"receiving_tds" BIGINT
receiving_fumbles	FLOAT	"receiving_fumbles" FLOAT
receiving_fumbles_lost	FLOAT	"receiving_fumbles_lost" FLOAT
receiving_air_yards	FLOAT	"receiving_air_yards" FLOAT
receiving_yards_after_catch	FLOAT	"receiving_yards_after_catch" FLOAT
receiving_first_downs	FLOAT	"receiving_first_downs" FLOAT
receiving_epa	FLOAT	"receiving_epa" FLOAT
receiving_2pt_conversions	BIGINT	"receiving_2pt_conversions" BIGINT
racr	FLOAT	"racr" FLOAT
target_share	FLOAT	"target_share" FLOAT
air_yards_share	FLOAT	"air_yards_share" FLOAT
wopr	FLOAT	"wopr" FLOAT
special_teams_tds	FLOAT	"special_teams_tds" FLOAT
fantasy_points	FLOAT	"fantasy_points" FLOAT
fantasy_points_ppr	FLOAT	"fantasy_points_ppr" FLOAT
full_name	TEXT	"full_name" TEXT
position_y	TEXT	"position_y" TEXT
team	TEXT	"team" TEXT
game_id	TEXT	"game_id" TEXT
game_date	DATETIME	"game_date" DATETIME
<b>player_season_summary</b>		CREATE TABLE player_season_summary ( player_id TEXT, full_name TEXT, position TEXT, team TEXT, season BIGINT, games_played BIGINT, total_fantasy_points FLOAT, avg_fantasy_points FLOAT, total_touchdowns BIGINT, win_pct FLOAT, tds_per_game FLOAT, star_index FLOAT, madden_grade TEXT )
player_id	TEXT	"player_id" TEXT
full_name	TEXT	"full_name" TEXT
position	TEXT	"position" TEXT
team	TEXT	"team" TEXT
season	BIGINT	"season" BIGINT
games_played	BIGINT	"games_played" BIGINT
total_fantasy_points	FLOAT	"total_fantasy_points" FLOAT
avg_fantasy_points	FLOAT	"avg_fantasy_points" FLOAT



Name	Type	Schema
total_touchdowns	BIGINT	"total_touchdowns" BIGINT
win_pct	FLOAT	"win_pct" FLOAT
tds_per_game	FLOAT	"tds_per_game" FLOAT
star_index	FLOAT	"star_index" FLOAT
madden_grade	TEXT	"madden_grade" TEXT
<b>player_stats_2021</b>		CREATE TABLE player_stats_2021 ( player_id TEXT, player_name TEXT, player_display_name TEXT, position TEXT, position_group TEXT, headshot_url TEXT, recent_team TEXT, season INTEGER, week INTEGER, season_type TEXT, opponent_team TEXT, completions INTEGER, attempts INTEGER, passing_yards FLOAT, passing_tds INTEGER, interceptions FLOAT, sacks FLOAT, sack_yards FLOAT, sack_fumbles INTEGER, sack_fumbles_lost INTEGER, passing_air_yards FLOAT, passing_yards_after_catch FLOAT, passing_first_downs FLOAT, passing_epa FLOAT, passing_2pt_conversions INTEGER, pacr FLOAT, dakota FLOAT, carries INTEGER, rushing_yards FLOAT, rushing_tds INTEGER, rushing_fumbles FLOAT, rushing_fumbles_lost FLOAT, rushing_first_downs FLOAT, rushing_epa FLOAT, rushing_2pt_conversions INTEGER, receptions INTEGER, targets INTEGER, receiving_yards FLOAT, receiving_tds INTEGER, receiving_fumbles FLOAT, receiving_fumbles_lost FLOAT, receiving_air_yards FLOAT, receiving_yards_after_catch FLOAT, receiving_first_downs FLOAT, receiving_epa FLOAT, receiving_2pt_conversions INTEGER, racr FLOAT, target_share FLOAT, air_yards_share FLOAT, wopr FLOAT, special_teams_tds FLOAT, fantasy_points FLOAT, fantasy_points_ppr FLOAT )
player_id	TEXT	"player_id" TEXT
player_name	TEXT	"player_name" TEXT
player_display_name	TEXT	"player_display_name" TEXT
position	TEXT	"position" TEXT
position_group	TEXT	"position_group" TEXT
headshot_url	TEXT	"headshot_url" TEXT
recent_team	TEXT	"recent_team" TEXT
season	INTEGER	"season" INTEGER
week	INTEGER	"week" INTEGER
season_type	TEXT	"season_type" TEXT
opponent_team	TEXT	"opponent_team" TEXT
completions	INTEGER	"completions" INTEGER
attempts	INTEGER	"attempts" INTEGER
passing_yards	FLOAT	"passing_yards" FLOAT
passing_tds	INTEGER	"passing_tds" INTEGER
interceptions	FLOAT	"interceptions" FLOAT
sacks	FLOAT	"sacks" FLOAT
sack_yards	FLOAT	"sack_yards" FLOAT
sack_fumbles	INTEGER	"sack_fumbles" INTEGER
sack_fumbles_lost	INTEGER	"sack_fumbles_lost" INTEGER

Name	Type	Schema
passing_air_yards	FLOAT	"passing_air_yards" FLOAT
passing_yards_after_catch	FLOAT	"passing_yards_after_catch" FLOAT
passing_first_downs	FLOAT	"passing_first_downs" FLOAT
passing_epa	FLOAT	"passing_epa" FLOAT
passing_2pt_conversions	INTEGER	"passing_2pt_conversions" INTEGER
pacr	FLOAT	"pacr" FLOAT
dakota	FLOAT	"dakota" FLOAT
carries	INTEGER	"carries" INTEGER
rushing_yards	FLOAT	"rushing_yards" FLOAT
rushing_tds	INTEGER	"rushing_tds" INTEGER
rushing_fumbles	FLOAT	"rushing_fumbles" FLOAT
rushing_fumbles_lost	FLOAT	"rushing_fumbles_lost" FLOAT
rushing_first_downs	FLOAT	"rushing_first_downs" FLOAT
rushing_epa	FLOAT	"rushing_epa" FLOAT
rushing_2pt_conversions	INTEGER	"rushing_2pt_conversions" INTEGER
receptions	INTEGER	"receptions" INTEGER
targets	INTEGER	"targets" INTEGER
receiving_yards	FLOAT	"receiving_yards" FLOAT
receiving_tds	INTEGER	"receiving_tds" INTEGER
receiving_fumbles	FLOAT	"receiving_fumbles" FLOAT
receiving_fumbles_lost	FLOAT	"receiving_fumbles_lost" FLOAT
receiving_air_yards	FLOAT	"receiving_air_yards" FLOAT
receiving_yards_after_catch	FLOAT	"receiving_yards_after_catch" FLOAT
receiving_first_downs	FLOAT	"receiving_first_downs" FLOAT
receiving_epa	FLOAT	"receiving_epa" FLOAT
receiving_2pt_conversions	INTEGER	"receiving_2pt_conversions" INTEGER
racr	FLOAT	"racr" FLOAT
target_share	FLOAT	"target_share" FLOAT
air_yards_share	FLOAT	"air_yards_share" FLOAT
wopr	FLOAT	"wopr" FLOAT
special_teams_tds	FLOAT	"special_teams_tds" FLOAT
fantasy_points	FLOAT	"fantasy_points" FLOAT
fantasy_points_ppr	FLOAT	"fantasy_points_ppr" FLOAT
<b>player_stats_2022</b>		CREATE TABLE player_stats_2022 (             player_id TEXT,             player_name TEXT,             player_display_name TEXT,             position TEXT,             position_group TEXT,             headshot_url TEXT,             recent_team TEXT,             season INTEGER,             week INTEGER,             season_type TEXT,             opponent_team TEXT,             completions INTEGER,             attempts INTEGER,             passing_yards FLOAT,             passing_tds INTEGER,             interceptions FLOAT,             sacks FLOAT,             sack_yards FLOAT,             sack_fumbles INTEGER,             sack_fumbles_lost INTEGER,             passing_air_yards FLOAT,             passing_yards_after_catch FLOAT,             passing_first_downs FLOAT,             passing_epa FLOAT,             passing_2pt_conversions INTEGER,             pacr FLOAT,             dakota FLOAT,             carries INTEGER,             rushing_yards FLOAT,             rushing_tds INTEGER,             rushing_fumbles FLOAT,             rushing_fumbles_lost FLOAT,             rushing_first_downs           )

Name	Type	Schema
		FLOAT, rushing_epa FLOAT, rushing_2pt_conversions INTEGER, receptions INTEGER, targets INTEGER, receiving_yards FLOAT, receiving_tds INTEGER, receiving_fumbles FLOAT, receiving_fumbles_lost FLOAT, receiving_air_yards FLOAT, receiving_yards_after_catch FLOAT, receiving_first_downs FLOAT, receiving_epa FLOAT, receiving_2pt_conversions INTEGER, racr FLOAT, target_share FLOAT, air_yards_share FLOAT, wopr FLOAT, special_teams_tds FLOAT, fantasy_points FLOAT, fantasy_points_ppr FLOAT )
player_id	TEXT	"player_id" TEXT
player_name	TEXT	"player_name" TEXT
player_display_name	TEXT	"player_display_name" TEXT
position	TEXT	"position" TEXT
position_group	TEXT	"position_group" TEXT
headshot_url	TEXT	"headshot_url" TEXT
recent_team	TEXT	"recent_team" TEXT
season	INTEGER	"season" INTEGER
week	INTEGER	"week" INTEGER
season_type	TEXT	"season_type" TEXT
opponent_team	TEXT	"opponent_team" TEXT
completions	INTEGER	"completions" INTEGER
attempts	INTEGER	"attempts" INTEGER
passing_yards	FLOAT	"passing_yards" FLOAT
passing_tds	INTEGER	"passing_tds" INTEGER
interceptions	FLOAT	"interceptions" FLOAT
sacks	FLOAT	"sacks" FLOAT
sack_yards	FLOAT	"sack_yards" FLOAT
sack_fumbles	INTEGER	"sack_fumbles" INTEGER
sack_fumbles_lost	INTEGER	"sack_fumbles_lost" INTEGER
passing_air_yards	FLOAT	"passing_air_yards" FLOAT
passing_yards_after_catch	FLOAT	"passing_yards_after_catch" FLOAT
passing_first_downs	FLOAT	"passing_first_downs" FLOAT
passing_epa	FLOAT	"passing_epa" FLOAT
passing_2pt_conversions	INTEGER	"passing_2pt_conversions" INTEGER
pacr	FLOAT	"pacr" FLOAT
dakota	FLOAT	"dakota" FLOAT
carries	INTEGER	"carries" INTEGER
rushing_yards	FLOAT	"rushing_yards" FLOAT
rushing_tds	INTEGER	"rushing_tds" INTEGER
rushing_fumbles	FLOAT	"rushing_fumbles" FLOAT
rushing_fumbles_lost	FLOAT	"rushing_fumbles_lost" FLOAT
rushing_first_downs	FLOAT	"rushing_first_downs" FLOAT
rushing_epa	FLOAT	"rushing_epa" FLOAT
rushing_2pt_conversions	INTEGER	"rushing_2pt_conversions" INTEGER
receptions	INTEGER	"receptions" INTEGER
targets	INTEGER	"targets" INTEGER

Name	Type	Schema
receiving_yards	FLOAT	"receiving_yards" FLOAT
receiving_tds	INTEGER	"receiving_tds" INTEGER
receiving_fumbles	FLOAT	"receiving_fumbles" FLOAT
receiving_fumbles_lost	FLOAT	"receiving_fumbles_lost" FLOAT
receiving_air_yards	FLOAT	"receiving_air_yards" FLOAT
receiving_yards_after_catch	FLOAT	"receiving_yards_after_catch" FLOAT
receiving_first_downs	FLOAT	"receiving_first_downs" FLOAT
receiving_epa	FLOAT	"receiving_epa" FLOAT
receiving_2pt_conversions	INTEGER	"receiving_2pt_conversions" INTEGER
racr	FLOAT	"racr" FLOAT
target_share	FLOAT	"target_share" FLOAT
air_yards_share	FLOAT	"air_yards_share" FLOAT
wopr	FLOAT	"wopr" FLOAT
special_teams_tds	FLOAT	"special_teams_tds" FLOAT
fantasy_points	FLOAT	"fantasy_points" FLOAT
fantasy_points_ppr	FLOAT	"fantasy_points_ppr" FLOAT
<b>player_stats_2023</b>		CREATE TABLE player_stats_2023 ( player_id TEXT, player_name TEXT, player_display_name TEXT, position TEXT, position_group TEXT, headshot_url TEXT, recent_team TEXT, season INTEGER, week INTEGER, season_type TEXT, opponent_team TEXT, completions INTEGER, attempts INTEGER, passing_yards FLOAT, passing_tds INTEGER, interceptions FLOAT, sacks FLOAT, sack_yards FLOAT, sack_fumbles INTEGER, sack_fumbles_lost INTEGER, passing_air_yards FLOAT, passing_yards_after_catch FLOAT, passing_first_downs FLOAT, passing_epa FLOAT, passing_2pt_conversions INTEGER, pacr FLOAT, dakota FLOAT, carries INTEGER, rushing_yards FLOAT, rushing_tds INTEGER, rushing_fumbles FLOAT, rushing_fumbles_lost FLOAT, rushing_first_downs FLOAT, rushing_epa FLOAT, rushing_2pt_conversions INTEGER, receptions INTEGER, targets INTEGER, receiving_yards FLOAT, receiving_tds INTEGER, receiving_fumbles FLOAT, receiving_fumbles_lost FLOAT, receiving_air_yards FLOAT, receiving_yards_after_catch FLOAT, receiving_first_downs FLOAT, receiving_epa FLOAT, receiving_2pt_conversions INTEGER, racr FLOAT, target_share FLOAT, air_yards_share FLOAT, wopr FLOAT, special_teams_tds FLOAT, fantasy_points FLOAT, fantasy_points_ppr FLOAT )
player_id	TEXT	"player_id" TEXT
player_name	TEXT	"player_name" TEXT
player_display_name	TEXT	"player_display_name" TEXT
position	TEXT	"position" TEXT
position_group	TEXT	"position_group" TEXT
headshot_url	TEXT	"headshot_url" TEXT
recent_team	TEXT	"recent_team" TEXT
season	INTEGER	"season" INTEGER
week	INTEGER	"week" INTEGER

Name	Type	Schema
season_type	TEXT	"season_type" TEXT
opponent_team	TEXT	"opponent_team" TEXT
completions	INTEGER	"completions" INTEGER
attempts	INTEGER	"attempts" INTEGER
passing_yards	FLOAT	"passing_yards" FLOAT
passing_tds	INTEGER	"passing_tds" INTEGER
interceptions	FLOAT	"interceptions" FLOAT
sacks	FLOAT	"sacks" FLOAT
sack_yards	FLOAT	"sack_yards" FLOAT
sack_fumbles	INTEGER	"sack_fumbles" INTEGER
sack_fumbles_lost	INTEGER	"sack_fumbles_lost" INTEGER
passing_air_yards	FLOAT	"passing_air_yards" FLOAT
passing_yards_after_catch	FLOAT	"passing_yards_after_catch" FLOAT
passing_first_downs	FLOAT	"passing_first_downs" FLOAT
passing_epa	FLOAT	"passing_epa" FLOAT
passing_2pt_conversions	INTEGER	"passing_2pt_conversions" INTEGER
pacr	FLOAT	"pacr" FLOAT
dakota	FLOAT	"dakota" FLOAT
carries	INTEGER	"carries" INTEGER
rushing_yards	FLOAT	"rushing_yards" FLOAT
rushing_tds	INTEGER	"rushing_tds" INTEGER
rushing_fumbles	FLOAT	"rushing_fumbles" FLOAT
rushing_fumbles_lost	FLOAT	"rushing_fumbles_lost" FLOAT
rushing_first_downs	FLOAT	"rushing_first_downs" FLOAT
rushing_epa	FLOAT	"rushing_epa" FLOAT
rushing_2pt_conversions	INTEGER	"rushing_2pt_conversions" INTEGER
receptions	INTEGER	"receptions" INTEGER
targets	INTEGER	"targets" INTEGER
receiving_yards	FLOAT	"receiving_yards" FLOAT
receiving_tds	INTEGER	"receiving_tds" INTEGER
receiving_fumbles	FLOAT	"receiving_fumbles" FLOAT
receiving_fumbles_lost	FLOAT	"receiving_fumbles_lost" FLOAT
receiving_air_yards	FLOAT	"receiving_air_yards" FLOAT
receiving_yards_after_catch	FLOAT	"receiving_yards_after_catch" FLOAT
receiving_first_downs	FLOAT	"receiving_first_downs" FLOAT
receiving_epa	FLOAT	"receiving_epa" FLOAT
receiving_2pt_conversions	INTEGER	"receiving_2pt_conversions" INTEGER
racr	FLOAT	"racr" FLOAT
target_share	FLOAT	"target_share" FLOAT
air_yards_share	FLOAT	"air_yards_share" FLOAT
wopr	FLOAT	"wopr" FLOAT
special_teams_tds	FLOAT	"special_teams_tds" FLOAT
fantasy_points	FLOAT	"fantasy_points" FLOAT
fantasy_points_ppr	FLOAT	"fantasy_points_ppr" FLOAT
<b>player_stats_2024</b>		CREATE TABLE player_stats_2024 ( player_id TEXT,

Name	Type	Schema
		player_name TEXT, player_display_name TEXT, position TEXT, position_group TEXT, headshot_url TEXT, recent_team TEXT, season INTEGER, week INTEGER, season_type TEXT, opponent_team TEXT, completions INTEGER, attempts INTEGER, passing_yards FLOAT, passing_tds INTEGER, interceptions FLOAT, sacks FLOAT, sack_yards FLOAT, sack_fumbles INTEGER, sack_fumbles_lost INTEGER, passing_air_yards FLOAT, passing_yards_after_catch FLOAT, passing_first_downs FLOAT, passing_epa FLOAT, passing_2pt_conversions INTEGER, pacr FLOAT, dakota FLOAT, carries INTEGER, rushing_yards FLOAT, rushing_tds INTEGER, rushing_fumbles FLOAT, rushing_fumbles_lost FLOAT, rushing_first_downs FLOAT, rushing_epa FLOAT, rushing_2pt_conversions INTEGER, receptions INTEGER, targets INTEGER, receiving_yards FLOAT, receiving_tds INTEGER, receiving_fumbles FLOAT, receiving_fumbles_lost FLOAT, receiving_air_yards FLOAT, receiving_yards_after_catch FLOAT, receiving_first_downs FLOAT, receiving_epa FLOAT, receiving_2pt_conversions INTEGER, racr FLOAT, target_share FLOAT, air_yards_share FLOAT, wopr FLOAT, special_teams_tds FLOAT, fantasy_points FLOAT, fantasy_points_ppr FLOAT )
player_id	TEXT	"player_id" TEXT
player_name	TEXT	"player_name" TEXT
player_display_name	TEXT	"player_display_name" TEXT
position	TEXT	"position" TEXT
position_group	TEXT	"position_group" TEXT
headshot_url	TEXT	"headshot_url" TEXT
recent_team	TEXT	"recent_team" TEXT
season	INTEGER	"season" INTEGER
week	INTEGER	"week" INTEGER
season_type	TEXT	"season_type" TEXT
opponent_team	TEXT	"opponent_team" TEXT
completions	INTEGER	"completions" INTEGER
attempts	INTEGER	"attempts" INTEGER
passing_yards	FLOAT	"passing_yards" FLOAT
passing_tds	INTEGER	"passing_tds" INTEGER
interceptions	FLOAT	"interceptions" FLOAT
sacks	FLOAT	"sacks" FLOAT
sack_yards	FLOAT	"sack_yards" FLOAT
sack_fumbles	INTEGER	"sack_fumbles" INTEGER
sack_fumbles_lost	INTEGER	"sack_fumbles_lost" INTEGER
passing_air_yards	FLOAT	"passing_air_yards" FLOAT
passing_yards_after_catch	FLOAT	"passing_yards_after_catch" FLOAT
passing_first_downs	FLOAT	"passing_first_downs" FLOAT
passing_epa	FLOAT	"passing_epa" FLOAT
passing_2pt_conversions	INTEGER	"passing_2pt_conversions" INTEGER

Name	Type	Schema
pacr	FLOAT	"pacr" FLOAT
dakota	FLOAT	"dakota" FLOAT
carries	INTEGER	"carries" INTEGER
rushing_yards	FLOAT	"rushing_yards" FLOAT
rushing_tds	INTEGER	"rushing_tds" INTEGER
rushing_fumbles	FLOAT	"rushing_fumbles" FLOAT
rushing_fumbles_lost	FLOAT	"rushing_fumbles_lost" FLOAT
rushing_first_downs	FLOAT	"rushing_first_downs" FLOAT
rushing_epa	FLOAT	"rushing_epa" FLOAT
rushing_2pt_conversions	INTEGER	"rushing_2pt_conversions" INTEGER
receptions	INTEGER	"receptions" INTEGER
targets	INTEGER	"targets" INTEGER
receiving_yards	FLOAT	"receiving_yards" FLOAT
receiving_tds	INTEGER	"receiving_tds" INTEGER
receiving_fumbles	FLOAT	"receiving_fumbles" FLOAT
receiving_fumbles_lost	FLOAT	"receiving_fumbles_lost" FLOAT
receiving_air_yards	FLOAT	"receiving_air_yards" FLOAT
receiving_yards_after_catch	FLOAT	"receiving_yards_after_catch" FLOAT
receiving_first_downs	FLOAT	"receiving_first_downs" FLOAT
receiving_epa	FLOAT	"receiving_epa" FLOAT
receiving_2pt_conversions	INTEGER	"receiving_2pt_conversions" INTEGER
racr	FLOAT	"racr" FLOAT
target_share	FLOAT	"target_share" FLOAT
air_yards_share	FLOAT	"air_yards_share" FLOAT
wopr	FLOAT	"wopr" FLOAT
special_teams_tds	FLOAT	"special_teams_tds" FLOAT
fantasy_points	FLOAT	"fantasy_points" FLOAT
fantasy_points_ppr	FLOAT	"fantasy_points_ppr" FLOAT
<b>player_team_map</b>		CREATE TABLE player_team_map ( player_id TEXT, season BIGINT, full_name TEXT, position TEXT, team TEXT )
player_id	TEXT	"player_id" TEXT
season	BIGINT	"season" BIGINT
full_name	TEXT	"full_name" TEXT
position	TEXT	"position" TEXT
team	TEXT	"team" TEXT
<b>player_vs_defense_summary</b>		CREATE TABLE player_vs_defense_summary ( player_id TEXT, full_name TEXT, position TEXT, opponent TEXT, season BIGINT, avg_offensive_score FLOAT, avg_defensive_score FLOAT, avg_advantage_score FLOAT, games_played BIGINT )
player_id	TEXT	"player_id" TEXT
full_name	TEXT	"full_name" TEXT
position	TEXT	"position" TEXT
opponent	TEXT	"opponent" TEXT
season	BIGINT	"season" BIGINT

Name	Type	Schema
avg_offensive_score	FLOAT	"avg_offensive_score" FLOAT
avg_defensive_score	FLOAT	"avg_defensive_score" FLOAT
avg_advantage_score	FLOAT	"avg_advantage_score" FLOAT
games_played	BIGINT	"games_played" BIGINT
<b>pos_vs_def_summary</b>		CREATE TABLE pos_vs_def_summary ( season BIGINT, defense_team TEXT, position TEXT, fantasy_points FLOAT, passing_yards FLOAT, rushing_yards FLOAT, receiving_yards FLOAT, passing_tds FLOAT, rushing_tds FLOAT, receiving_tds FLOAT, completions FLOAT, attempts FLOAT, interceptions FLOAT, targets FLOAT, receptions FLOAT )
season	BIGINT	"season" BIGINT
defense_team	TEXT	"defense_team" TEXT
position	TEXT	"position" TEXT
fantasy_points	FLOAT	"fantasy_points" FLOAT
passing_yards	FLOAT	"passing_yards" FLOAT
rushing_yards	FLOAT	"rushing_yards" FLOAT
receiving_yards	FLOAT	"receiving_yards" FLOAT
passing_tds	FLOAT	"passing_tds" FLOAT
rushing_tds	FLOAT	"rushing_tds" FLOAT
receiving_tds	FLOAT	"receiving_tds" FLOAT
completions	FLOAT	"completions" FLOAT
attempts	FLOAT	"attempts" FLOAT
interceptions	FLOAT	"interceptions" FLOAT
targets	FLOAT	"targets" FLOAT
receptions	FLOAT	"receptions" FLOAT
<b>sqlite_sequence</b>		CREATE TABLE sqlite_sequence(name,seq)
name		"name"
seq		"seq"
<b>system_status</b>		CREATE TABLE system_status ( id INTEGER PRIMARY KEY AUTOINCREMENT, task TEXT NOT NULL, started_at TEXT NOT NULL, finished_at TEXT, status TEXT, message TEXT )
id	INTEGER	"id" INTEGER
task	TEXT	"task" TEXT NOT NULL
started_at	TEXT	"started_at" TEXT NOT NULL
finished_at	TEXT	"finished_at" TEXT
status	TEXT	"status" TEXT
message	TEXT	"message" TEXT
<b>team_season_summary</b>		CREATE TABLE team_season_summary ( season BIGINT, team TEXT, games_played BIGINT, avg_points_for FLOAT, avg_points_against FLOAT, wins INTEGER, win_pct FLOAT, point_diff FLOAT, star_players INTEGER, superstars INTEGER, power_score FLOAT )
season	BIGINT	"season" BIGINT
team	TEXT	"team" TEXT
games_played	BIGINT	"games_played" BIGINT
avg_points_for	FLOAT	"avg_points_for" FLOAT



Name	Type	Schema
avg_points_against	FLOAT	"avg_points_against" FLOAT
wins	INTEGER	"wins" INTEGER
win_pct	FLOAT	"win_pct" FLOAT
point_diff	FLOAT	"point_diff" FLOAT
star_players	INTEGER	"star_players" INTEGER
superstars	INTEGER	"superstars" INTEGER
power_score	FLOAT	"power_score" FLOAT

## Indices (6)

Name	Type	Schema
<b>idx_confidence_score</b>		CREATE INDEX idx_confidence_score ON nfl_injuries_tracking(confidence_score)
confidence_score		"confidence_score"
<b>idx_date_active</b>		CREATE INDEX idx_date_active ON nfl_injuries_tracking(date, is_active)
date		"date"
is_active		"is_active"
<b>idx_impact_score</b>		CREATE INDEX idx_impact_score ON nfl_injuries_tracking(impact_score)
impact_score		"impact_score"
<b>idx_player_id</b>		CREATE INDEX idx_player_id ON nfl_injuries_tracking(player_id)
player_id		"player_id"
<b>idx_player_name_team</b>		CREATE INDEX idx_player_name_team ON nfl_injuries_tracking(player_name, team)
player_name		"player_name"
team		"team"
<b>idx_team_designation</b>		CREATE INDEX idx_team_designation ON nfl_injuries_tracking(team, designation)
team		"team"
designation		"designation"

## Views (5)

Name	Type	Schema
<b>ai_injury_summary</b>		CREATE VIEW ai_injury_summary AS SELECT i.player_name, i.player_id, i.team, i.position, i.designation, i.injury_detail, i.impact_score, i.confidence_score, i.date as injury_date, i.last_updated, CASE WHEN i.impact_score = 3 THEN 'AVOID - Player OUT' WHEN i.impact_score = 2 THEN 'HIGH RISK - Doubtful' WHEN i.impact_score = 1 THEN 'MODERATE RISK - Questionable' ELSE 'LOW RISK - Probable' END as ai_recommendation, CASE WHEN i.position IN ('QB', 'RB', 'WR', 'TE') THEN 'KEY_FANTASY' WHEN i.position IN ('K', 'DST') THEN 'SPECIAL' ELSE 'OTHER' END as fantasy_relevance, -- Try to get average fantasy points if available COALESCE( (SELECT AVG(fantasy_points) FROM player_stats_2024 p24 WHERE p24.player_id =

Name	Type	Schema
		i.player_id), (SELECT AVG(fantasy_points) FROM player_stats_2023 p23 WHERE p23.player_id = i.player_id), 0.0 ) as avg_fantasy_points FROM nfl_injuries_tracking i WHERE i.is_active = 1 AND i.date >= date('now', '-14 days') ORDER BY i.impact_score DESC, CASE WHEN i.position IN ('QB', 'RB', 'WR', 'TE') THEN 1 ELSE 2 END, i.confidence_score DESC
player_name	TEXT	"player_name" TEXT
player_id	TEXT	"player_id" TEXT
team	TEXT	"team" TEXT
position	TEXT	"position" TEXT
designation	TEXT	"designation" TEXT
injury_detail	TEXT	"injury_detail" TEXT
impact_score	INTEGER	"impact_score" INTEGER
confidence_score	FLOAT	"confidence_score" FLOAT
injury_date	DATE	"injury_date" DATE
last_updated	DATETIME	"last_updated" DATETIME
ai_recommendation		"ai_recommendation"
fantasy_relevance		"fantasy_relevance"
avg_fantasy_points		"avg_fantasy_points"
<b>ai_player_risk_assessment</b>		CREATE VIEW ai_player_risk_assessment AS SELECT player_name, player_id, team, position, designation, impact_score, confidence_score, CASE WHEN impact_score = 3 THEN 0.0 -- Definitely out WHEN impact_score = 2 THEN 0.25 -- Doubtful = 25% chance WHEN impact_score = 1 THEN 0.75 -- Questionable = 75% chance ELSE 1.0 -- Probable = 100% chance END as play_probability, CASE WHEN position = 'QB' AND impact_score >= 2 THEN 'CRITICAL_AVOID' WHEN position IN ('RB', 'WR', 'TE') AND impact_score = 3 THEN 'AVOID' WHEN position IN ('RB', 'WR', 'TE') AND impact_score = 2 THEN 'HIGH_RISK' WHEN position IN ('RB', 'WR', 'TE') AND impact_score = 1 THEN 'MODERATE_RISK' WHEN position = 'K' AND impact_score >= 2 THEN 'FIND_REPLACEMENT' ELSE 'PLAYABLE' END as betting_recommendation, injury_detail, date as injury_date, last_updated FROM nfl_injuries_tracking WHERE is_active = 1 AND team != 'UNKNOWN' AND confidence_score >= 0.5 -- Only include reasonably confident mappings ORDER BY CASE position WHEN 'QB' THEN 1 WHEN 'RB' THEN 2 WHEN 'WR' THEN 3 WHEN 'TE' THEN 4 WHEN 'K' THEN 5 ELSE 6 END, impact_score DESC
player_name	TEXT	"player_name" TEXT
player_id	TEXT	"player_id" TEXT
team	TEXT	"team" TEXT
position	TEXT	"position" TEXT
designation	TEXT	"designation" TEXT
impact_score	INTEGER	"impact_score" INTEGER
confidence_score	FLOAT	"confidence_score" FLOAT
play_probability		"play_probability"

Name	Type	Schema
betting_recommendation		"betting_recommendation"
injury_detail	TEXT	"injury_detail" TEXT
injury_date	DATE	"injury_date" DATE
last_updated	DATETIME	"last_updated" DATETIME
<b>ai_team_injury_impact</b>		<pre>CREATE VIEW ai_team_injury_impact AS SELECT team, COUNT(*) as total_injuries, SUM(CASE WHEN impact_score = 3 THEN 1 ELSE 0 END) as players_out, SUM(CASE WHEN impact_score = 2 THEN 1 ELSE 0 END) as players_doubtful, SUM(CASE WHEN impact_score = 1 THEN 1 ELSE 0 END) as players_questionable, SUM(CASE WHEN position = 'QB' AND impact_score &gt;= 2 THEN 1 ELSE 0 END) as qb_risk, SUM(CASE WHEN position IN ('RB', 'WR', 'TE') AND impact_score &gt;= 2 THEN 1 ELSE 0 END) as skill_position_risk, AVG(confidence_score) as avg_mapping_confidence, CASE WHEN SUM(CASE WHEN impact_score = 3 THEN 1 ELSE 0 END) &gt;= 3 THEN 'HEAVILY_IMPACTED' WHEN SUM(CASE WHEN impact_score &gt;= 2 THEN 1 ELSE 0 END) &gt;= 2 THEN 'MODERATELY_IMPACTED' WHEN SUM(CASE WHEN impact_score &gt;= 1 THEN 1 ELSE 0 END) &gt;= 1 THEN 'LIGHTLY_IMPACTED' ELSE 'MINIMAL_IMPACT' END as team_impact_level, MAX(last_updated) as last_injury_update FROM nfl_injuries_tracking WHERE is_active = 1 AND team != 'UNKNOWN' GROUP BY team ORDER BY SUM(CASE WHEN impact_score = 3 THEN 1 ELSE 0 END) DESC, SUM(CASE WHEN impact_score &gt;= 2 THEN 1 ELSE 0 END) DESC</pre>
team	TEXT	"team" TEXT
total_injuries		"total_injuries"
players_out		"players_out"
players_doubtful		"players_doubtful"
players_questionable		"players_questionable"
qb_risk		"qb_risk"
skill_position_risk		"skill_position_risk"
avg_mapping_confidence		"avg_mapping_confidence"
team_impact_level		"team_impact_level"
last_injury_update		"last_injury_update"
<b>injury_bot_data</b>		<pre>CREATE VIEW injury_bot_data AS SELECT i.player_name, i.player_id, i.team, i.position, i.designation, i.injury_detail, i.impact_score, i.confidence_score, i.date as injury_date, CASE WHEN i.designation IN ('Out', 'Injured Reserve', 'PUP') THEN 'UNAVAILABLE' WHEN i.designation IN ('Doubtful') THEN 'VERY_UNLIKELY' WHEN i.designation IN ('Questionable') THEN 'GAME_TIME_DECISION' ELSE 'PROBABLE' END as availability_status, CASE WHEN i.impact_score = 3 THEN 'HIGH' WHEN i.impact_score = 2 THEN 'MODERATE' WHEN i.impact_score = 1 THEN 'LOW' ELSE 'MINIMAL' END as risk_level, 0.0 as avg_fantasy_points, -- Placeholder until we can join with player stats 'Unknown' as madden_grade, i.last_updated FROM nfl_injuries_tracking i WHERE i.is_active = 1 AND i.date &gt;= date('now', '-14 days') ORDER BY i.impact_score DESC, i.confidence_score DESC,</pre>

Name	Type	Schema
		i.last_updated DESC
player_name	TEXT	"player_name" TEXT
player_id	TEXT	"player_id" TEXT
team	TEXT	"team" TEXT
position	TEXT	"position" TEXT
designation	TEXT	"designation" TEXT
injury_detail	TEXT	"injury_detail" TEXT
impact_score	INTEGER	"impact_score" INTEGER
confidence_score	FLOAT	"confidence_score" FLOAT
injury_date	DATE	"injury_date" DATE
availability_status		"availability_status"
risk_level		"risk_level"
avg_fantasy_points		"avg_fantasy_points"
madden_grade		"madden_grade"
last_updated	DATETIME	"last_updated" DATETIME
<b>player_injury_summary</b>		CREATE VIEW player_injury_summary AS SELECT player_name, player_id, team, position, designation, injury_detail, impact_score, confidence_score, date as injury_date, CASE WHEN designation IN ('Out', 'Injured Reserve', 'PUP') THEN 'HIGH_RISK' WHEN designation IN ('Doubtful') THEN 'MODERATE_RISK' WHEN designation IN ('Questionable') THEN 'LOW_RISK' ELSE 'MINIMAL_RISK' END as risk_level, last_updated FROM nfl_injuries_tracking WHERE is_active = 1 AND date >= date('now', '-7 days') ORDER BY impact_score DESC, last_updated DESC
player_name	TEXT	"player_name" TEXT
player_id	TEXT	"player_id" TEXT
team	TEXT	"team" TEXT
position	TEXT	"position" TEXT
designation	TEXT	"designation" TEXT
injury_detail	TEXT	"injury_detail" TEXT
impact_score	INTEGER	"impact_score" INTEGER
confidence_score	FLOAT	"confidence_score" FLOAT
injury_date	DATE	"injury_date" DATE
risk_level		"risk_level"
last_updated	DATETIME	"last_updated" DATETIME

## Triggers (0)

Name	Type	Schema
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