## Conceptual Design

### **Entity-Relation Diagram**

You can access the ER diagram here: ER Diagram.

#### Assumptions

- 1. If an attribute is the same for every row in a table, we may omit that attribute. Examples include the 'duration' attribute in the event tables. In many cases, 'duration' is always 0.0 for those tables we omit the 'duration' attribute entirely.
- 2. The 'related\_events' attribute cannot refer to an event from a different match. This assumption was made for data validation and to significantly reduce json\_loader execution times.

## Reduction to Relational Schemas

You can access the full schema here: Reduction to Relational Schemas. Otherwise, we have included screenshots below.





managers_by_team_and_match	
match_id	
manager_id	
team_id	

competitions	
competition_id ${\cal O}$	integer
country	
name	
gender	
youth	
international	

teams	
team_id ${\cal O}$	integer
name	
gender	
group	
country	

players	
player_id 🖉	integer
name	
nickname	
country	

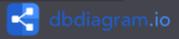
referees	
referee_id ${\cal O}$	integer
name	
country	



lineups	
match_id	integer
team_id	integer
player_id	integer
cards	card[]
positions	position[]
jersey_number	integer



events_by_type	
event_id ${\cal O}$	uuid
table_name	char(8)



 event\_id 
event\_id

event\_9

event\_id ② uuid

match\_id integer
index integer
period integer
timestamp timestamp
possession integer
play\_pattern varchar(14)
team\_id integer
player\_id integer
position varchar(25)
location point
under\_pressure boolean
out boolean
aerial\_won boolean
body\_part varchar(20)



event_18	
event_id ${\cal O}$	
match_id	
index	
period	
possession_team_id	
play_pattern	
team_id	
late_video_start	



event\_40

event_10	
event_id $arrho$	
match_id	
index	
period	
timestamp	
possession_team_id	
play_pattern	
team_id	
player_id	
under_pressure	
off_camera	

event_id ${\cal O}$	
match_id	
index	
period	
timestamp	
possession	
possession_team_id	
play_pattern	
team_id	
player_id	
under_pressure	
off_camera	
aerial_won	

event\_38

event_id ${\cal O}$	
match_id	
index	
period	
timestamp	
possession	
possession_team_id	
play_pattern	
team_id	
player_id	
under_pressure	
off_camera	
recipient	
length	
angle	
height	
end_location	
assisted_shot_id	
backheel	
deflected	
cut_back	
switch	
shot_assist	
goal_assist	
body_part	
type	

event\_30

event\_20

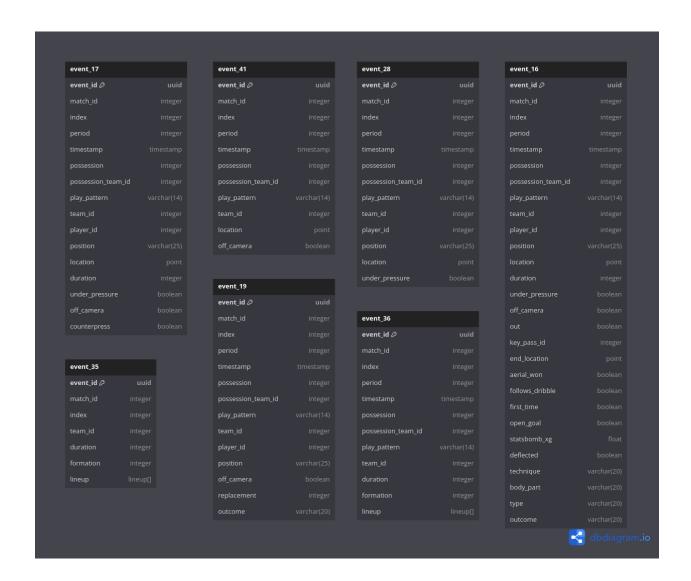
event\_26

event_25	
event_id ${\cal O}$	
match_id	
index	
period	
timestamp	
possession_team_id	
play_pattern	
team_id	
player_id	

event_8	
event_id ${\cal O}$	
match_id	
index	
period	
timestamp	
possession	
possession_team_id	
play_pattern	
team_id	
player_id	
position	

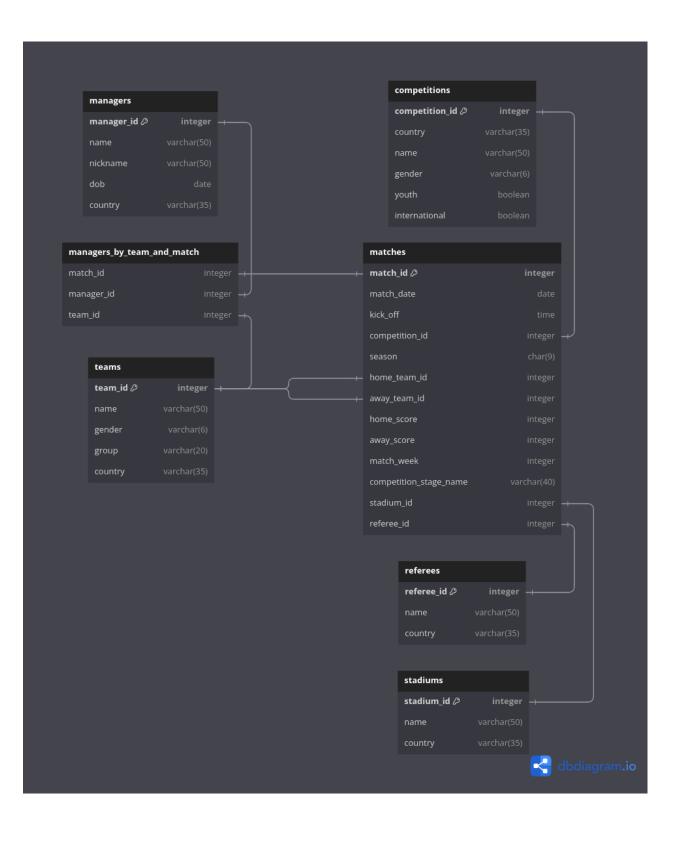
event_8	
event_id ${\cal O}$	
match_id	
index	
period	
timestamp	
possession_team_id	
play_pattern	
team_id	
player_id	
position	

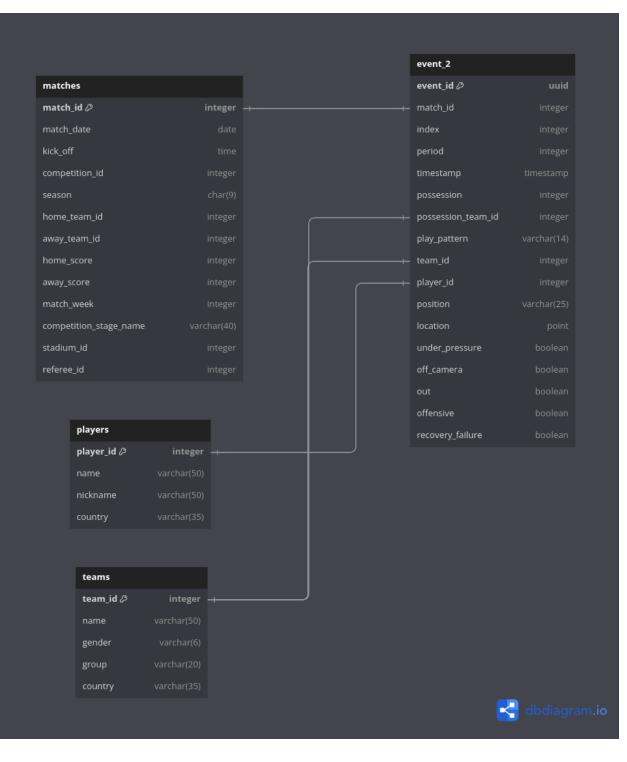
aerial_won	
event_27	
event_id 🖉	
match_id	
index	
period	
timestamp	
possession_team_id	
play_pattern	
team_id	
player_id	
off_camera	

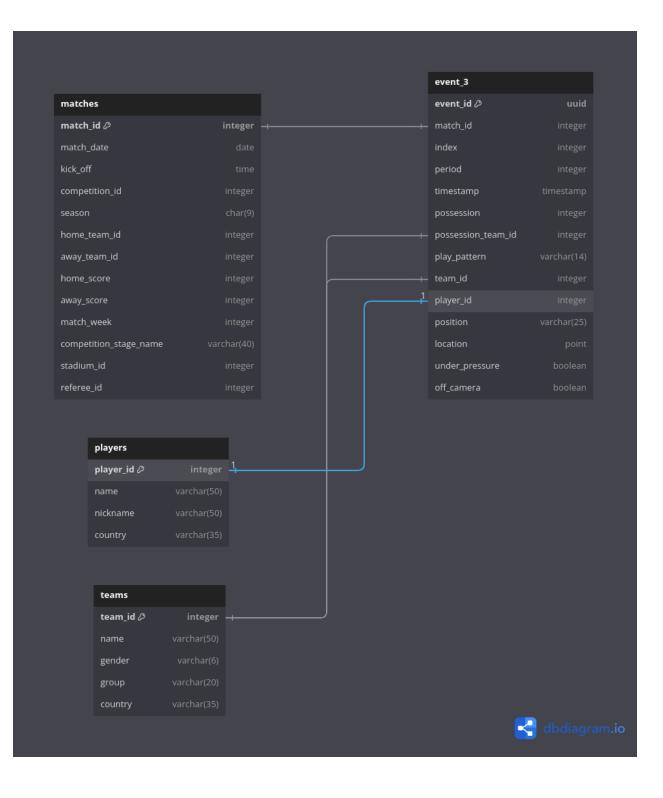


# Database Schema Diagram

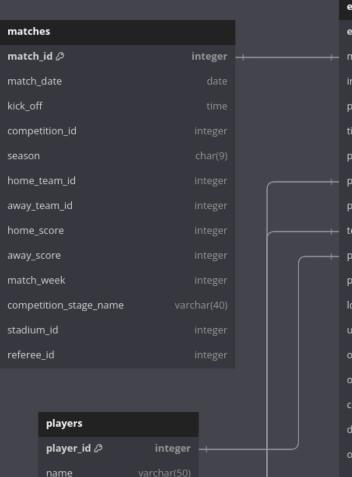
You can access the full diagram here: Database Schema Diagram. Otherwise, we have included screenshots below.











event_6	
event_id ${\cal O}$	uuid
match_id	
index	
period	
timestamp	timestamp
possession	
possession_team_id	
play_pattern	varchar(14)
team_id	
player_id	
position	varchar(25)
location	
under_pressure	boolean
off_camera	boolean
out	boolean
counterpress	boolean
deflection	boolean
offensive	boolean
save_block	boolean

teams

team\_id ② integer

name varchar(50)

gender varchar(6)

group varchar(20)

country varchar(35)





