**BUILD SQL**

**BUILD in SQLite:**

**DROP TABLE IF EXISTS LEAGUE;**

**CREATE TABLE LEAGUE**

**(LEAGUEID CHAR(8) NOT NULL,**

**LEAGUENAME VARCHAR(25) NOT NULL,**

**ADMINFIRSTNAME VARCHAR(25) NOT NULL,**

**ADMINLASTNAME VARCHAR(30) NOT NULL,**

**ADMINPHONE CHAR(11) NOT NULL,**

**ADMINEMAIL VARCHAR(50) NOT NULL,**

**STREETADDRESS VARCHAR(30) NOT NULL,**

**CITY VARCHAR(30) NOT NULL,**

**STATE CHAR(2) NOT NULL,**

**ZIP CHAR(5) NOT NULL,**

**PRIMARY KEY (LEAGUEID));**

**DROP TABLE IF EXISTS TEAM;**

**CREATE TABLE TEAM**

**(TEAMID CHAR(8) NOT NULL,**

**TEAMNAME VARCHAR(25) NOT NULL,**

**TEAMCAPTAIN VARCHAR(30) NOT NULL,**

**WINS CHAR(2)NOT NULL,**

**DRAWS CHAR(2)NOT NULL,**

**LOSSES CHAR(2) NOT NULL,**

**STANDING VARCHAR(7) NOT NULL,**

**PRIMARY KEY (TEAMID));**

**DROP TABLE IF EXISTS SOCCERPLAYER;**

**CREATE TABLE SOCCERPLAYER**

**(PLAYERID CHAR(10) NOT NULL,**

**PLAYERFIRSTNAME VARCHAR(25) NOT NULL,**

**PLAYERMIDDLENAME VARCHAR(50),**

**PLAYERLASTNAME VARCHAR(30) NOT NULL,**

**PLAYERPHONE CHAR(11) NOT NULL,**

**PLAYERDOB TIMESTAMP,**

**PLAYERSEX CHAR(1),**

**PLAYEREMAIL VARCHAR(50) NOT NULL,**

**FEESPAID CHAR(1) NOT NULL,**

**LEAGUEID CHAR(8) NOT NULL,**

**TEAMID CHAR(8) NOT NULL,**

**PRIMARY KEY (PLAYERID),**

**FOREIGN KEY (LEAGUEID) REFERENCES LEAGUE (LEAGUEID),**

**FOREIGN KEY (TEAMID) REFERENCES TEAM (TEAMID));**

**DROP TABLE IF EXISTS EMERGENCYCONTACT;**

**CREATE TABLE EMERGENCYCONTACT**

**(EMERGENCYID CHAR(8) NOT NULL,**

**EMERGENCYFIRSTNAME VARCHAR(25) NOT NULL,**

**EMERGENCYLASTNAME VARCHAR(30) NOT NULL,**

**EMERGENCYPHONE CHAR(11) NOT NULL,**

**EMERGENCYPHONE2 CHAR(11) NOT NULL,**

**EMERGENCYRELATION VARCHAR(30) NOT NULL,**

**PLAYERID CHAR(10) NOT NULL,**

**FOREIGN KEY (PLAYERID) REFERENCES SOCCERPLAYER (PLAYERID),**

**PRIMARY KEY (EMERGENCYID));**

**DROP TABLE IF EXISTS FIELD;**

**CREATE TABLE FIELD**

**(FIELDID CHAR(10) NOT NULL,**

**STREETADDRESS VARCHAR(30) NOT NULL,**

**CITY VARCHAR(30) NOT NULL,**

**ZIP CHAR(5) NOT NULL,**

**FIELDNAME VARCHAR(30) NOT NULL,**

**PRIMARY KEY (FIELDID));**

**DROP TABLE IF EXISTS GAME;**

**CREATE TABLE GAME**

**(GAMEID CHAR(8) NOT NULL,**

**DATE TIMESTAMP NOT NULL,**

**FIELDID CHAR(10) NOT NULL,**

**LEAGUEID CHAR(8) NOT NULL,**

**TEAMIDHOME CHAR(8) NOT NULL,**

**TEAMIDAWAY CHAR(8) NOT NULL,**

**FOREIGN KEY (FIELDID) REFERENCES FIELD (FIELDID),**

**FOREIGN KEY (LEAGUEID) REFERENCES LEAGUE (LEAGUEID),**

**FOREIGN KEY (TEAMIDHOME) REFERENCES TEAM (TEAMID),**

**FOREIGN KEY (TEAMIDAWAY) REFERENCES TEAM (TEAMID),**

**PRIMARY KEY (GAMEID));**

**DROP TABLE IF EXISTS EQUIPMENT;**

**CREATE TABLE EQUIPMENT**

**(EQUIPMENTID CHAR(8) NOT NULL,**

**EQTYPE VARCHAR(25) NOT NULL,**

**COST INT(30) NOT NULL,**

**QOH INT(3) NOT NULL,**

**WEIGHTLBS INT(11) NOT NULL,**

**PRIMARY KEY (EQUIPMENTID));**

**DROP TABLE IF EXISTS NUMBERNEEDED;**

**CREATE TABLE NUMBERNEEDED**

**(NUMBERNEEDED VARCHAR(2) NOT NULL,**

**EQUIPMENTID CHAR(8) NOT NULL,**

**GAMEID CHAR(8) NOT NULL,**

**CONSTRAINT NUMBERNEEDED\_PK PRIMARY KEY (GAMEID, EQUIPMENTID),**

**FOREIGN KEY (EQUIPMENTID) REFERENCES EQUIPMENT (EQUIPMENTID)**

**FOREIGN KEY (GAMEID) REFERENCES GAME (GAMEID));**