Poker Game - DB Design

This may not be an accurate representation of the current design, but should give you an idea of how I went about planning the data during development.

GameType [game_types]

pk	id	increments
	name	varchar

HandType [hand_type]

pk	id	increments
	name	varchar
	ranking	int

Table [tables]

pk	id	increments
	name	varchar
	seats	integer

HandWinner [hand_winners]

pk	id	increments
fk	hand_id	foreignId
fk	player_id	foreignId
fk	hand_type_id	foreignId

Hand [hands]

pk	id	increments
fk	game_type_id	foreignId
fk	table_id	foreignId
	completed_on	datetime

Bankroll [bankrolls]

pk	id	increments
fk	player_id	foreignId
	amount	float

TableSeat [table_seats]

pk	id	increments
fk	table_id	foreignId
fk	player_id	foreignId|nullable
	number	integer
	can_continue	boolean
	is_dealer	boolean
	action_on	boolean

Player [players]

pk	id	increments
	name	varchar

Street [streets]

pk	id	increments
	name	varchar

HandStreet [hand_streets]

pk	id	increments
fk	street_id	foreignId
fk	hand_id	foreignId

Card [cards]

pk	id	increments
fk	rank	foreignId
fk	suit	foreignId

Rank [ranks]

pk	id	increments
	name	varchar
	value	int
	high_and_low	boolean

Suit [suits]

pk	id	increments
	name	varchar

HandStreetCard [hand_street_cards]

pk	id	increments
fk	hand_street_id	foreignId
fk	card_id	foreignId

WholeCard [whole_cards]

pk	id	increments
fk	card_id	foreignId
fk	player_id	foreignId
fk	hand_id	foreignId|nullable

PlayerAction [player_actions]

pk	id	increments
fk	action_id	foreignId|nullable
fk	player_id	foreignId
fk	hand_street_id	foreignId
fk	hand_id	foreignId
fk	table_seat_id	foreignId
	bet_amount	number|nullable
	active	boolean

Stack [stacks]

pk	id	increments
fk	player_id	foreignId
fk	table_id	foreignId|nullable
	amount	float

Action [actions]

pk	id	increments
	name	varchar

Pot [pots]

pk	id	increments
fk	hand_id	foreignId
	amount	number