

Functional Requirements/Business Rules for ABCD Football Database

1. Players can be traded between teams.
 - Our database supports player trading between multiple teams so that the organizational heads of a team can make adjustments to their team's needs
2. Player trading can only occur prior to the trade deadline. After this deadline, players can no longer be traded until the following season.
 - Deadline: The Tuesday following the sixth week of the regular season
 - This encourages early trade activity between teams and prevents players from having to learn new systems late
3. Teams can have a maximum of 53 players on their roster during the regular season.
- 3a. Teams can have a maximum of 90 players until the first week of the regular season.
- 3b. Teams can only have 45 players "active" for any game.
 - Doesn't always have to be the same 45
4. Only 11 players are allowed on the field from one team at any time during a game.
5. Every team has either a state or a city associated with it.
6. Conferences must have an equal number of teams
7. The football league must have an even number of total teams
 - An odd number of teams would lead to scheduling problems and create some divisions with odd numbers of teams while others had an even number of teams
8. 12 teams from each conference can qualify for the playoffs.
9. The eight teams that have the best overall record in their division win their division and qualify for the playoffs.
10. The four teams with the best overall record that did not win their division qualify for the playoffs.
11. If two or more teams within a division have identical records, and these teams have the best record in their division, the tie is broken by which team has the better head-to-head record (wins/losses vs only the other tied team).
12. Each team has one bye-week (one week off) during the regular season.

13. A season includes 17 weeks in which games are held.
14. Each team plays 16 regular season games.
15. Each team plays four preseason games.
16. Regular season games can end in a tie.
17. Playoff games cannot end in a tie.
18. Each position is uniquely identified by a two-letter string. (i.e. QB).
19. Seasons are uniquely identified by the year in which they started. (i.e. 2010).
20. Each player must have a unique primary position.
21. Players can play more than one position during a game or season.
 - 21a. Players can generate both offensive and defensive statistics during a game or season
22. Players can only play for one team at a time.
23. Teams cannot belong to more than one division.
24. Each division must belong to one conference.
25. Each team can only have one head coach.