1. Team – used to describe who owns the team, its name, where it’s located, and the division they are in
   1. team\_id
      1. PK (int)
      2. Unique team ID
   2. team\_owner
      1. VARCHAR
   3. team\_name
      1. VARCHAR
      2. Full team name
   4. stadium\_id
      1. FK (int)
   5. city
      1. VARCHAR
      2. City name
   6. abbreviation
      1. VARCHAR (3)
      2. Teams short code
   7. division-id
      1. FK to division (int)
2. Player – gives the players details, what team and position they are on including their jersey number
   1. player\_id
      1. PK (int)
      2. Players unique id
   2. first\_name
      1. VARCHAR
   3. last\_name
      1. VARCHAR
   4. team\_id
      1. FK to team (int)
   5. position\_id
      1. FK to position (int)
   6. jersey\_number
      1. int
3. Position – gives the code and name of the position
   1. position\_id
      1. PK (int)
   2. position\_code
      1. VARCHAR (3)
   3. position\_name
      1. VARCHAR
4. Game – gives the details of each game including who the home and away teams are, the date of the game and the stadium where the game will be played
   1. game\_id
      1. PK (int)
   2. home\_team\_id
      1. FK to team (int)
   3. away\_team\_id
      1. FK to team (int)
   4. game\_date
      1. DATETIME
   5. stadium\_id
      1. FK to stadium (int)
5. PlayerStats – A stats for each game a player is in
   1. player\_stat\_id
      1. PK (int)
   2. game\_id
      1. FK to game (int)
   3. player\_id
      1. FK to player (int)
   4. passing\_yards
      1. Int
   5. rushing\_yards
      1. Int
   6. sacks
      1. Int
   7. fumbles
      1. Int
   8. interceptions
      1. Int
   9. ypa
      1. Decimal
      2. Calculated var, yards per attempt
   10. touchdown
       1. Int
   11. field\_goals
       1. Int
   12. rushing\_attempts
       1. Int
   13. passing\_yards
       1. Int
6. Division – gives the name and id for the divisions
   1. division\_id
      1. PK (int)
   2. division\_name
      1. VARCHAR
   3. confrence\_id
      1. FK to confrence (int)
7. Confrence – gives the name for the confrences
   1. confrence\_id
      1. PK (int)
   2. name
      1. VARCHAR
8. Stadium – gives the name, address, and sponsor as well as the max occupancy for the stadium
   1. stadium\_id
      1. PK (int)
   2. address
      1. VARCHAR
   3. name
      1. VARCHAR
   4. sponsor
      1. VARCHAR
   5. max\_occupancy
      1. Int