Shane Hauck

CS 345 Database Systems

Final Project Schema Document

Players(player_name, date_of_birth, age, place_of_birth, citizenship, height, foot)

       player_name → date_of_birth, age, place_of_birth, citizenship, height, foot

Clubs(squad, country)

       squad→ country

Competitions(Competition)

Clubs_Play_In(Team, Comp)

Positions_Played(player_name, position)

Fixtures(Date, Team, Competition, Round, Venue, Opponent)

       Date, Team → Competition, Round, Venue, Opponent

Fixture_Report(Date, Team, Result, GF, GA, xG, xGA, Poss)

       Date, Team → Result, GF, GA, xG, xGA, Poss

Player_Plays_In(Player_Name, Date, Team, Starting, Min)

       Player_Name, Date, Team → Starting, Min

Player_Game_Summary(Player, Match_Date, Team, Pos, Min, Gls, Ast, PK, PKatt, Sh, SoT, CrdY, CrdR,

                  Touches, Tkl, Int, Blocks, SCA_SCA, GCA_SCA, Cmp_Passes, Att_Passes,

                  Cmp_percent_Passes, Prog_Passes, Succ_Dribbles, Att_Dribbles)

       Player, Match_Date, Team, → Pos, Min, Gls, Ast, PK, PKatt, Sh, SoT, CrdY, CrdR, Touches, Tkl,

Int, Blocks, SCA_SCA, GCA_SCA, Cmp_Passes, Att_Passes,

Cmp_percent_Passes, Prog_Passes, Succ_Dribbles, Att_Dribbles

Player_Game_Possession(<u>Player</u>, <u>Match_Date</u>, <u>Team</u>, Pos, Min, Touches, Def Pen_Touches,

Def 3rd_Touches, Mid 3rd_Touches, Att 3rd_Touches, Att Pen_Touches,

Live_Touches, Succ_Dribbles, Att_Dribbles, Succ_percent_Dribbles,
Mis_Dribbles, Dis_Dribbles, Rec_Receiving, Prog_Receiving)

Player, Match_Date, Team, → Pos, Min, Touches, Def Pen_Touches,

Def 3rd_Touches, Mid 3rd_Touches, Att 3rd_Touches,

Att Pen_Touches, Live_Touches, Succ_Dribbles, Att_Dribbles,

Succ_percent_Dribbles, Mis_Dribbles, Dis_Dribbles,

Receiving, Prog_Receiving

Player_Game_Passing(<u>Player</u>, <u>Match_Date</u>, <u>Team</u>, Pos, Min, Cmp_Total, Att_Total, Cmp_percent_Total,

TotDist_Total, PrgDist_Total, Cmp_Short, Att_Short, Cmp_percent_Short,

Cmp_Medium, Att_Medium, Cmp_percent_Medium, Cmp_Long, Att_Long,

Cmp_percent_Long, Ast, xAG, xA, KP, Final_Third, PPA, CrsPA, Prog)

Player, Match_Date, Team, → Pos, Min, Touches, Cmp_Total, Att_Total, Cmp_percent_Total,

TotDist_Total, PrgDist_Total, Cmp_Short, Att_Short,

Cmp_percent_Short, Cmp_Medium, Att_Medium,

Cmp_percent_Medium, Cmp_Long, Att_Long,

Cmp_percent_Long, Ast, xAG, xA, KP, Final_Third, PPA,

CrsPA, Prog

Player_Game_Misc(<u>Player</u>, <u>Match_Date</u>, <u>Team</u>, Pos, Min, CrdY, CrdR, 2CrdY, Fls, Fld, Off, Crs, Int, TklW,

PKwon, PKcon, OG, Recov, Won_Aerial_Duels, Lost_Aerial_Duels,

Won_percent_Aerial_Duels)

Player, Match_Date, Team, → Pos, Min, Touches, CrdY, CrdR, 2CrdY, Fls, Fld, Off, Crs, Int, TklW,

PKwon, PKcon, OG, Recov, Won_Aerial_Duels,

Lost_Aerial_Duels, Won_percent_Aerial_Duels

Player_Game_Passing_Types(Player, Match_Date, Team, Pos, Min, Att, Live_Pass_Types,

Dead_Pass_Types, FK_Pass_Types, TB_Pass_Types, SW_Pass_Types,

Crs_Pass_Types, TI_Pass_Types, CK_Pass_Types, In_Corner_Kicks,

Out_Corner_Kicks, Str_Corner_Kicks, Cmp_Outcomes, Off_Outcomes,

Blocks_Outcomes)

Player, Match_Date, Team, → Pos, Min, Att, Live_Pass_Types, Dead_Pass_Types,

FK_Pass_Types, TB_Pass_Types, SW_Pass_Types,

Crs_Pass_Types, TI_Pass_Types, CK_Pass_Types,

In_Corner_Kicks,

Out_Corner_Kicks, Str_Corner_Kicks, Cmp_Outcomes,

Off_Outcomes, Blocks_Outcomes

Player_Game_Defense(Player, Match_Date, Team, Pos, Min, Tkl_Tackles, TklW_Tackles,

Def 3rd_Tackles, Mid 3rd_Tackles, Att 3rd_Tackles, Tkl_Vs_Dribbles,

Att_Vs_Dribbles, Tkl_percent_Vs_Dribbles, Past_Vs_Dribbles, Blocks_Blocks,

Sh_Blocks, Pass_Blocks, Int, Tkl+Int, Clr, Err)

Player, Match_Date, Team, → Pos, Min, Tkl_Tackles, TklW_Tackles,

Def 3rd_Tackles, Mid 3rd_Tackles, Att 3rd_Tackles,

Tkl_Vs_Dribbles, Att_Vs_Dribbles, Tkl_percent_Vs_Dribbles,

Past_Vs_Dribbles, Blocks_Blocks, Sh_Blocks, Pass_Blocks, Int,

Tkl+Int, Clr, Err

Plays_For(player_name, current_club, joined, contract_expires)

player_name, current_club -> joined, contract_expires

Player_Citizenship(player_name, citizenship)

Player_Season_Summary(<u>Player</u>, Min, Gls, Ast, PK, PKatt, Sh, SoT, CrdY, CrdR, Touches, Tkl, Int,

Blocks, SCA_SCA, GCA_SCA, Cmp_Passes, Att_Passes, Cmp_percent_Passes,

Prog_Passes, Succ_Dribbles, Att_Dribbles)

Player → Pos, Min, Gls, Ast, PK, PKatt, Sh, SoT, CrdY, CrdR, Touches, Tkl, Int, Blocks, SCA_SCA,

GCA_SCA, Cmp_Passes, Att_Passes, Cmp_percent_Passes, Prog_Passes, Succ_Dribbles,

Att_Dribbles

Player_Season_Possession(<u>Player</u>, Min, Touches, Def Pen_Touches, Def 3rd_Touches,

Mid 3rd_Touches, Att 3rd_Touches, Att Pen_Touches, Live_Touches,

Succ_Dribbles, Att_Dribbles, Succ_percent_Dribbles, Mis_Dribbles, Dis_Dribbles,

Rec_Receiving, Prog_Receiving)

Player → Pos, Min, Touches, Def Pen_Touches, Def 3rd_Touches, Mid 3rd_Touches,

Att 3rd_Touches, Att Pen_Touches, Live_Touches, Succ_Dribbles, Att_Dribbles,

Succ_percent_Dribbles, Mis_Dribbles, Dis_Dribbles, Receiving, Prog_Receiving

Player_Season_Passing(<u>Player</u>, Pos, Min, Cmp_Total, Att_Total, Cmp_percent_Total,

TotDist_Total, PrgDist_Total, Cmp_Short, Att_Short, Cmp_percent_Short,

Cmp_Medium, Att_Medium, Cmp_percent_Medium, Cmp_Long, Att_Long,

Cmp_percent_Long, Ast, xAG, xA, KP, Final_Third, PPA, CrsPA, Prog)

Player → Pos, Min, Touches, Cmp_Total, Att_Total, Cmp_percent_Total, TotDist_Total,

PrgDist_Total, Cmp_Short, Att_Short, Cmp_percent_Short, Cmp_Medium, Att_Medium,

Cmp_percent_Medium, Cmp_Long, Att_Long, Cmp_percent_Long, Ast, xAG, xA, KP,

Final_Third, PPA, CrsPA, Prog

Player_Season_Misc(<u>Player</u>, Min, CrdY, CrdR, 2CrdY, Fls, Fld, Off, Crs, Int, TklW, PKwon, PKcon, OG,

Recov, Won_Aerial_Duels, Lost_Aerial_Duels, Won_percent_Aerial_Duels)

Player → Min, Touches, CrdY, CrdR, 2CrdY, Fls, Fld, Off, Crs, Int, TklW, PKwon, PKcon, OG,

Recov, Won_Aerial_Duels, Lost_Aerial_Duels, Won_percent_Aerial_Duels

Player_Season_Passing_Types(<u>Player</u>, Min, Att, Live_Pass_Types, Dead_Pass_Types, FK_Pass_Types, TB_Pass_Types, SW_Pass_Types, Crs_Pass_Types, TI_Pass_Types, CK_Pass_Types, In_Corner_Kicks, Out_Corner_Kicks, Str_Corner_Kicks, Cmp_Outcomes, Off_Outcomes, Blocks_Outcomes)

Player → Pos, Min, Att, Live_Pass_Types, Dead_Pass_Types, FK_Pass_Types, TB_Pass_Types, SW_Pass_Types, Crs_Pass_Types, TI_Pass_Types, CK_Pass_Types, In_Corner_Kicks, Out_Corner_Kicks, Str_Corner_Kicks, Cmp_Outcomes, Off_Outcomes, Blocks_Outcomes

Player_Season_Defense(<u>Player</u>, Min, Tkl_Tackles, TklW_Tackles, Def 3rd_Tackles, Mid 3rd_Tackles, Att 3rd_Tackles, Tkl_Vs_Dribbles, Att_Vs_Dribbles, Tkl_percent_Vs_Dribbles, Past_Vs_Dribbles, Blocks_Blocks, Sh_Blocks, Pass_Blocks, Int, Tkl+Int, Clr, Err)

Player → Min, Tkl_Tackles, TklW_Tackles, Def 3rd_Tackles, Mid 3rd_Tackles, Att 3rd_Tackles, Tkl_Vs_Dribbles, Att_Vs_Dribbles, Tkl_percent_Vs_Dribbles, Past_Vs_Dribbles, Blocks_Blocks, Sh_Blocks, Pass_Blocks, Int, Tkl+Int, Clr, Err

Player_Valuations(<u>player_name</u>, player_valuation, max_player_valuation, max_player_valuation_date)

player_name → player_valuation, max_player_valuation, max_player_valuation_date