

## Tables (21)

Name	Type	Schema
<b>fieldgoals</b>		CREATE TABLE fieldgoals ( id UUID PRIMARY KEY, team_id UUID REFERENCES Team(id), attempts Integer, made Integer, blocked Integer, yards Integer, avg_yards Float, longest Integer, net_attempts Integer, missed Integer, pct Float, attempts_19 Integer, attempts_29 Integer, attempts_39 Integer, attempts_49 Integer, attempts_50 Integer, made_19 Integer, made_29 Integer, made_39 Integer, made_49 Integer, made_50 Integer )
id	UUID	"id" UUID
team_id	UUID	"team_id" UUID
attempts	Integer	"attempts" Integer
made	Integer	"made" Integer
blocked	Integer	"blocked" Integer
yards	Integer	"yards" Integer
avg_yards	Float	"avg_yards" Float
longest	Integer	"longest" Integer
net_attempts	Integer	"net_attempts" Integer
missed	Integer	"missed" Integer
pct	Float	"pct" Float
attempts_19	Integer	"attempts_19" Integer
attempts_29	Integer	"attempts_29" Integer
attempts_39	Integer	"attempts_39" Integer
attempts_49	Integer	"attempts_49" Integer

Name	Type	Schema
attempts_50	Integer	"attempts_50" Integer
made_19	Integer	"made_19" Integer
made_29	Integer	"made_29" Integer
made_39	Integer	"made_39" Integer
made_49	Integer	"made_49" Integer
made_50	Integer	"made_50" Integer
<b>fumbles</b>		CREATE TABLE fumbles ( id UUID PRIMARY KEY, team_id UUID REFERENCES Team(id), fumbles Integer, lost_fumbles Integer, own_rec Integer, own_rec_yards Integer, opp_rec Integer, opp_rec_yards Integer, out_of_bounds Integer, forced_fumbles Integer, own_rec_tds Integer, opp_rec_tds Integer, ez_rec_tds Integer )
id	UUID	"id" UUID
team_id	UUID	"team_id" UUID
fumbles	Integer	"fumbles" Integer
lost_fumbles	Integer	"lost_fumbles" Integer
own_rec	Integer	"own_rec" Integer
own_rec_yards	Integer	"own_rec_yards" Integer
opp_rec	Integer	"opp_rec" Integer
opp_rec_yards	Integer	"opp_rec_yards" Integer
out_of_bounds	Integer	"out_of_bounds" Integer
forced_fumbles	Integer	"forced_fumbles" Integer
own_rec_tds	Integer	"own_rec_tds" Integer
opp_rec_tds	Integer	"opp_rec_tds" Integer
ez_rec_tds	Integer	"ez_rec_tds" Integer
<b>games</b>		CREATE TABLE games ( game_id VARCHAR(255)

Name	Type	Schema
		PRIMARY KEY, status VARCHAR(50), scheduled TIMESTAMP, attendance INT, entry_mode VARCHAR(10), sr_id VARCHAR(255), game_type VARCHAR(50), conference_game BOOLEAN, duration TIME, home_team_id VARCHAR(255) REFERENCES teams(team_id), away_team_id VARCHAR(255) REFERENCES teams(team_id), venue_id VARCHAR(255) REFERENCES venues(venue_id), broadcast_network VARCHAR(50) )
game_id	VARCHAR(255)	"game_id" VARCHAR(255)
status	VARCHAR(50)	"status" VARCHAR(50)
scheduled	TIMESTAMP	"scheduled" TIMESTAMP
attendance	INT	"attendance" INT
entry_mode	VARCHAR(10)	"entry_mode" VARCHAR(10)
sr_id	VARCHAR(255)	"sr_id" VARCHAR(255)
game_type	VARCHAR(50)	"game_type" VARCHAR(50)
conference_game	BOOLEAN	"conference_game" BOOLEAN
duration	TIME	"duration" TIME
home_team_id	VARCHAR(255)	"home_team_id" VARCHAR(255)
away_team_id	VARCHAR(255)	"away_team_id" VARCHAR(255)
venue_id	VARCHAR(255)	"venue_id" VARCHAR(255)
broadcast_network	VARCHAR(50)	"broadcast_network" VARCHAR(50)
<b>passing</b>		CREATE TABLE passing ( id INTEGER PRIMARY KEY AUTOINCREMENT, game_id

Name	Type	Schema
		TEXT NOT NULL, team_id TEXT NOT NULL, completions INTEGER, attempts INTEGER, pct REAL, yards INTEGER, avg_yards REAL, touchdowns INTEGER, interceptions INTEGER, longest INTEGER, rating REAL, sacks INTEGER, sack_yards INTEGER, air_yards INTEGER, redzone_attempts INTEGER, UNIQUE(game_id, team_id), FOREIGN KEY(game_id) REFERENCES games(game_id), FOREIGN KEY(team_id) REFERENCES teams(team_id) )
id	INTEGER	"id" INTEGER
game_id	TEXT	"game_id" TEXT NOT NULL
team_id	TEXT	"team_id" TEXT NOT NULL
completions	INTEGER	"completions" INTEGER
attempts	INTEGER	"attempts" INTEGER
pct	REAL	"pct" REAL
yards	INTEGER	"yards" INTEGER
avg_yards	REAL	"avg_yards" REAL
touchdowns	INTEGER	"touchdowns" INTEGER
interceptions	INTEGER	"interceptions" INTEGER
longest	INTEGER	"longest" INTEGER
rating	REAL	"rating" REAL
sacks	INTEGER	"sacks" INTEGER
sack_yards	INTEGER	"sack_yards" INTEGER
air_yards	INTEGER	"air_yards" INTEGER
redzone_attempts	INTEGER	"redzone_attempts" INTEGER
		CREATE TABLE penalties (

Name	Type	Schema
<b>penalties</b>		id UUID PRIMARY KEY, team_id UUID REFERENCES Team(id), penalties Integer, yards Integer, first_downs Integer )
id	UUID	"id" UUID
team_id	UUID	"team_id" UUID
penalties	Integer	"penalties" Integer
yards	Integer	"yards" Integer
first_downs	Integer	"first_downs" Integer
<b>periods</b>		CREATE TABLE periods ( period_id VARCHAR(255) PRIMARY KEY, score_id INT REFERENCES scoring(score_id), period_type VARCHAR(50), number INT, sequence INT, home_points INT, away_points INT )
period_id	VARCHAR(255)	"period_id" VARCHAR(255)
score_id	INT	"score_id" INT
period_type	VARCHAR(50)	"period_type" VARCHAR(50)
number	INT	"number" INT
sequence	INT	"sequence" INT
home_points	INT	"home_points" INT
away_points	INT	"away_points" INT
<b>punts</b>		CREATE TABLE punts ( id UUID PRIMARY KEY, team_id UUID REFERENCES Team(id), attempts Integer, yards Integer, net_yards Integer, blocked Integer, touchbacks Integer, inside_20 Integer, return_yards Integer, avg_net_yards Float, avg_yards Float, longest

Name	Type	Schema
		Integer, hang_time Float, avg_hang_time Float )
id	UUID	"id" UUID
team_id	UUID	"team_id" UUID
attempts	Integer	"attempts" Integer
yards	Integer	"yards" Integer
net_yards	Integer	"net_yards" Integer
blocked	Integer	"blocked" Integer
touchbacks	Integer	"touchbacks" Integer
inside_20	Integer	"inside_20" Integer
return_yards	Integer	"return_yards" Integer
avg_net_yards	Float	"avg_net_yards" Float
avg_yards	Float	"avg_yards" Float
longest	Integer	"longest" Integer
hang_time	Float	"hang_time" Float
avg_hang_time	Float	"avg_hang_time" Float
<b>receiving</b>		CREATE TABLE receiving ( id INTEGER PRIMARY KEY AUTOINCREMENT, game_id TEXT NOT NULL, team_id TEXT NOT NULL, receptions INTEGER, targets INTEGER, yards INTEGER, avg_yards REAL, longest INTEGER, touchdowns INTEGER, longest_touchdown INTEGER, yards_after_catch INTEGER, redzone_targets INTEGER, air_yards INTEGER, broken_tackles INTEGER, dropped_passes INTEGER, catchable_passes INTEGER, yards_after_contact INTEGER, UNIQUE(game_id,

Name	Type	Schema
		team_id), FOREIGN KEY(game_id) REFERENCES games(game_id), FOREIGN KEY(team_id) REFERENCES teams(team_id) )
id	INTEGER	"id" INTEGER
game_id	TEXT	"game_id" TEXT NOT NULL
team_id	TEXT	"team_id" TEXT NOT NULL
receptions	INTEGER	"receptions" INTEGER
targets	INTEGER	"targets" INTEGER
yards	INTEGER	"yards" INTEGER
avg_yards	REAL	"avg_yards" REAL
longest	INTEGER	"longest" INTEGER
touchdowns	INTEGER	"touchdowns" INTEGER
longest_touchdown	INTEGER	"longest_touchdown" INTEGER
yards_after_catch	INTEGER	"yards_after_catch" INTEGER
redzone_targets	INTEGER	"redzone_targets" INTEGER
air_yards	INTEGER	"air_yards" INTEGER
broken_tackles	INTEGER	"broken_tackles" INTEGER
dropped_passes	INTEGER	"dropped_passes" INTEGER
catchable_passes	INTEGER	"catchable_passes" INTEGER
yards_after_contact	INTEGER	"yards_after_contact" INTEGER
<b>rushing</b>		CREATE TABLE rushing ( id INTEGER PRIMARY KEY AUTOINCREMENT, game_id TEXT NOT NULL, team_id TEXT NOT NULL, avg_yards REAL, attempts INTEGER, touchdowns INTEGER, tlost INTEGER, tlost_yards INTEGER, yards INTEGER, longest INTEGER, redzone_attempts INTEGER, first_downs INTEGER, broken_tackles INTEGER,

Name	Type	Schema
		kneel_downs INTEGER, scrambles INTEGER, yards_after_contact INTEGER, UNIQUE(game_id, team_id), FOREIGN KEY(game_id) REFERENCES games(game_id), FOREIGN KEY(team_id) REFERENCES teams(team_id) )
id	INTEGER	"id" INTEGER
game_id	TEXT	"game_id" TEXT NOT NULL
team_id	TEXT	"team_id" TEXT NOT NULL
avg_yards	REAL	"avg_yards" REAL
attempts	INTEGER	"attempts" INTEGER
touchdowns	INTEGER	"touchdowns" INTEGER
tlost	INTEGER	"tlost" INTEGER
tlost_yards	INTEGER	"tlost_yards" INTEGER
yards	INTEGER	"yards" INTEGER
longest	INTEGER	"longest" INTEGER
redzone_attempts	INTEGER	"redzone_attempts" INTEGER
first_downs	INTEGER	"first_downs" INTEGER
broken_tackles	INTEGER	"broken_tackles" INTEGER
kneel_downs	INTEGER	"kneel_downs" INTEGER
scrambles	INTEGER	"scrambles" INTEGER
yards_after_contact	INTEGER	"yards_after_contact" INTEGER
<b>scoring</b>		CREATE TABLE scoring ( score_id SERIAL PRIMARY KEY, game_id VARCHAR(255) REFERENCES games(game_id), home_points INT, away_points INT )
score_id	SERIAL	"score_id" SERIAL
game_id	VARCHAR(255)	"game_id" VARCHAR(255)
home_points	INT	"home_points" INT



Name	Type	Schema
away_points	INT	"away_points" INT
<b>season</b>		CREATE TABLE season ( id UUID PRIMARY KEY, year INTEGER, type VARCHAR(50), name VARCHAR(50) )
id	UUID	"id" UUID
year	INTEGER	"year" INTEGER
type	VARCHAR(50)	"type" VARCHAR(50)
name	VARCHAR(50)	"name" VARCHAR(50)
<b>sqlite_sequence</b>		CREATE TABLE sqlite_sequence(name,seq)
name		"name"
seq		"seq"
<b>team_defense</b>		CREATE TABLE team_defense ( id INTEGER PRIMARY KEY AUTOINCREMENT, game_id TEXT NOT NULL, team_id TEXT NOT NULL, tackles INTEGER, assists INTEGER, combined INTEGER, sacks INTEGER, sack_yards INTEGER, interceptions INTEGER, passes_defended INTEGER, forced_fumbles INTEGER, fumble_recoveries INTEGER, qb_hits INTEGER, tloss INTEGER, tloss_yards INTEGER, safeties INTEGER, UNIQUE(game_id, team_id), FOREIGN KEY(game_id) REFERENCES games(game_id), FOREIGN KEY(team_id) REFERENCES teams(team_id) )

Name	Type	Schema
id	INTEGER	"id" INTEGER
game_id	TEXT	"game_id" TEXT NOT NULL
team_id	TEXT	"team_id" TEXT NOT NULL
tackles	INTEGER	"tackles" INTEGER
assists	INTEGER	"assists" INTEGER
combined	INTEGER	"combined" INTEGER
sacks	INTEGER	"sacks" INTEGER
sack_yards	INTEGER	"sack_yards" INTEGER
interceptions	INTEGER	"interceptions" INTEGER
passes_defended	INTEGER	"passes_defended" INTEGER
forced_fumbles	INTEGER	"forced_fumbles" INTEGER
fumble_recoveries	INTEGER	"fumble_recoveries" INTEGER
qb_hits	INTEGER	"qb_hits" INTEGER
tloss	INTEGER	"tloss" INTEGER
tloss_yards	INTEGER	"tloss_yards" INTEGER
safeties	INTEGER	"safeties" INTEGER
<b>team_efficiency</b>		CREATE TABLE team_efficiency ( id INTEGER PRIMARY KEY AUTOINCREMENT, game_id TEXT NOT NULL, team_id TEXT NOT NULL, goaltogo_attempts INTEGER, goaltogo_successes INTEGER, goaltogo_pct REAL, redzone_attempts INTEGER, redzone_successes INTEGER, redzone_pct REAL, thirddown_attempts INTEGER, thirddown_successes INTEGER, thirddown_pct REAL, fourthdown_attempts INTEGER,

Name	Type	Schema
		fourthdown_successes INTEGER, fourthdown_pct REAL, UNIQUE(game_id, team_id), FOREIGN KEY(game_id) REFERENCES games(game_id), FOREIGN KEY(team_id) REFERENCES teams(team_id) )
id	INTEGER	"id" INTEGER
game_id	TEXT	"game_id" TEXT NOT NULL
team_id	TEXT	"team_id" TEXT NOT NULL
goaltogo_attempts	INTEGER	"goaltogo_attempts" INTEGER
goaltogo_successes	INTEGER	"goaltogo_successes" INTEGER
goaltogo_pct	REAL	"goaltogo_pct" REAL
redzone_attempts	INTEGER	"redzone_attempts" INTEGER
redzone_successes	INTEGER	"redzone_successes" INTEGER
redzone_pct	REAL	"redzone_pct" REAL
thirddown_attempts	INTEGER	"thirddown_attempts" INTEGER
thirddown_successes	INTEGER	"thirddown_successes" INTEGER
thirddown_pct	REAL	"thirddown_pct" REAL
fourthdown_attempts	INTEGER	"fourthdown_attempts" INTEGER
fourthdown_successes	INTEGER	"fourthdown_successes" INTEGER
fourthdown_pct	REAL	"fourthdown_pct" REAL
<b>team_first_downs</b>		CREATE TABLE team_first_downs ( id INTEGER PRIMARY KEY AUTOINCREMENT, game_id TEXT NOT NULL, team_id TEXT NOT NULL, total INTEGER, rush INTEGER, pass INTEGER, penalty INTEGER, UNIQUE(game_id, team_id), FOREIGN

Name	Type	Schema
		KEY(game_id) REFERENCES games(game_id), FOREIGN KEY(team_id) REFERENCES teams(team_id) )
id	INTEGER	"id" INTEGER
game_id	TEXT	"game_id" TEXT NOT NULL
team_id	TEXT	"team_id" TEXT NOT NULL
total	INTEGER	"total" INTEGER
rush	INTEGER	"rush" INTEGER
pass	INTEGER	"pass" INTEGER
penalty	INTEGER	"penalty" INTEGER
<b>team_interceptions</b>		CREATE TABLE team_interceptions ( id INTEGER PRIMARY KEY AUTOINCREMENT, game_id TEXT NOT NULL, team_id TEXT NOT NULL, interceptions INTEGER, return_yards INTEGER, return_touchdowns INTEGER, UNIQUE(game_id, team_id), FOREIGN KEY(game_id) REFERENCES games(game_id), FOREIGN KEY(team_id) REFERENCES teams(team_id) )
id	INTEGER	"id" INTEGER
game_id	TEXT	"game_id" TEXT NOT NULL
team_id	TEXT	"team_id" TEXT NOT NULL
interceptions	INTEGER	"interceptions" INTEGER
return_yards	INTEGER	"return_yards" INTEGER
return_touchdowns	INTEGER	"return_touchdowns" INTEGER
<b>team_summary</b>		CREATE TABLE team_summary ( id INTEGER PRIMARY KEY AUTOINCREMENT, game_id TEXT NOT NULL, team_id

Name	Type	Schema
		TEXT NOT NULL, possession_time TEXT, avg_gain REAL, safeties INTEGER, turnovers INTEGER, play_count INTEGER, rush_plays INTEGER, total_yards INTEGER, fumbles INTEGER, lost_fumbles INTEGER, penalties INTEGER, penalty_yards INTEGER, return_yards INTEGER, UNIQUE(game_id, team_id), FOREIGN KEY(game_id) REFERENCES games(game_id), FOREIGN KEY(team_id) REFERENCES teams(team_id) )
id	INTEGER	"id" INTEGER
game_id	TEXT	"game_id" TEXT NOT NULL
team_id	TEXT	"team_id" TEXT NOT NULL
possession_time	TEXT	"possession_time" TEXT
avg_gain	REAL	"avg_gain" REAL
safeties	INTEGER	"safeties" INTEGER
turnovers	INTEGER	"turnovers" INTEGER
play_count	INTEGER	"play_count" INTEGER
rush_plays	INTEGER	"rush_plays" INTEGER
total_yards	INTEGER	"total_yards" INTEGER
fumbles	INTEGER	"fumbles" INTEGER
lost_fumbles	INTEGER	"lost_fumbles" INTEGER
penalties	INTEGER	"penalties" INTEGER
penalty_yards	INTEGER	"penalty_yards" INTEGER
return_yards	INTEGER	"return_yards" INTEGER
<b>teams</b>		CREATE TABLE teams ( team_id VARCHAR(255) PRIMARY KEY, name

Name	Type	Schema
		VARCHAR(255), alias VARCHAR(10), sr_id VARCHAR(255) )
team_id	VARCHAR(255)	"team_id" VARCHAR(255)
name	VARCHAR(255)	"name" VARCHAR(255)
alias	VARCHAR(10)	"alias" VARCHAR(10)
sr_id	VARCHAR(255)	"sr_id" VARCHAR(255)
<b>venues</b>		CREATE TABLE venues ( venue_id VARCHAR(255) PRIMARY KEY, name VARCHAR(255), city VARCHAR(255), state VARCHAR(50), country VARCHAR(50), zip VARCHAR(10), address TEXT, capacity INT, surface VARCHAR(50), roof_type VARCHAR(50), sr_id VARCHAR(255), latitude DECIMAL(10, 8), longitude DECIMAL(11, 8) )
venue_id	VARCHAR(255)	"venue_id" VARCHAR(255)
name	VARCHAR(255)	"name" VARCHAR(255)
city	VARCHAR(255)	"city" VARCHAR(255)
state	VARCHAR(50)	"state" VARCHAR(50)
country	VARCHAR(50)	"country" VARCHAR(50)
zip	VARCHAR(10)	"zip" VARCHAR(10)
address	TEXT	"address" TEXT
capacity	INT	"capacity" INT
surface	VARCHAR(50)	"surface" VARCHAR(50)
roof_type	VARCHAR(50)	"roof_type" VARCHAR(50)
sr_id	VARCHAR(255)	"sr_id" VARCHAR(255)
latitude	DECIMAL(10,8)	"latitude" DECIMAL(10,8)
longitude	DECIMAL(11,8)	"longitude" DECIMAL(11,8)

Name	Type	Schema
<b>weather</b>		CREATE TABLE weather ( weather_id SERIAL PRIMARY KEY, game_id VARCHAR(255) REFERENCES games(game_id), condition VARCHAR(255), humidity INT, temperature INT, wind_speed INT, wind_direction VARCHAR(10) )
weather_id	SERIAL	"weather_id" SERIAL
game_id	VARCHAR(255)	"game_id" VARCHAR(255)
condition	VARCHAR(255)	"condition" VARCHAR(255)
humidity	INT	"humidity" INT
temperature	INT	"temperature" INT
wind_speed	INT	"wind_speed" INT
wind_direction	VARCHAR(10)	"wind_direction" VARCHAR(10)
<b>week</b>		CREATE TABLE week ( id UUID PRIMARY KEY, sequence INTEGER, title VARCHAR(50) )
id	UUID	"id" UUID
sequence	INTEGER	"sequence" INTEGER
title	VARCHAR(50)	"title" VARCHAR(50)

## Indices (0)

Name	Type	Schema
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## Views (0)

Name	Type	Schema
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## Triggers (0)

Name	Type	Schema
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