**Models**

**Note – Mock ERD/Picture of the Models is included in “ERD Data Model.png” image file**

**Player Model**

Player\_id (primary key)

Team\_id (foreign key)

Name (varchar)

Jersey (int)

Position (varchar)

**Game Model**

Game\_id (primary key)

Season\_id (foreign key)

Home\_team\_id (foreign key)

Away\_team\_id (foreign key)

**Team Model**

Team\_id (primary key)

Team\_name (varchar)

Team\_market (varchar)

Team\_alias (varchar)

**GameState Model**

Game\_stat\_id (primary key)

Game\_id (foreign key)

Home\_team\_id (foreign key)

Home\_points (int)

Home\_timeouts\_used (int)

Home\_timeouts\_remaining (int)

Away\_team\_id (foreign key)

Away\_points (int)

Away\_timeouts\_used (int)

Away\_timeouts\_remaining (int)

**GameStatistic Model**

Game\_statistic\_id (primary key)

Home\_summary\_id (foreign key)

Away\_summary\_id (foreign key)

**SummaryStatistic Model**

Summary\_id (primary key)

Team\_id (foreign key)

Possession\_time (varchar/time)

Avg\_gain (float/double)

Safeties (int)

Play\_count (int)

Rush\_plays (int)

Total\_yards (int)

Fumbles (int)

Lost\_fumbles (int)

Penalties (int)

Penalty\_yards (69)

Return\_yards (40)

Rushing\_stat\_id (foreign key)

Receiving\_stat\_id (foreign key)

**RushingStatisticTotal Model**

Rushing\_stat\_id (primary key)

Avg\_yards (int)

Attempts (int)

Touchdowns (int)

Tlost (int)

Tlost\_yards (int)

Yards (int)

Longest (int)

Longest\_touchdown (int)

Redzone\_attempts (int)

**RushingPlayerStatistic Model**

Rushing\_stat\_player\_id (primary key)

Player\_id (foreign key)

Game\_id (foreign key)

Avg\_yards (float)

Attempts (int)

Touchdowns (int)

Tlost (int)

Tlost\_yards (int)

Yards (int)

Longest (int)

Longest\_touchdown (int)

Redzone\_attempts (int)

**ReceivingStatisticTotal Model**

Receiving\_stat\_id (primary key)

Targets (int)

Avg\_yards (float)

Touchdowns (int)

Yards\_after\_catch (int)

Longest (int)

Longest\_touchdown (int)

Redzone\_targets (int)

Air\_yards (int)

**ReceivingPlayerStatistic Model**

Receiving\_player\_stat\_id (primary key)

Player\_id (foreign key)

Receptions (int)

Targets (int)

Avg\_yards (float)

Touchdowns (int)

Yards\_after\_catch (int)

Longest (int)

Longest\_touchdown (int)

Redzone\_targets (int)

Air\_yards (int)

Basically rinse and repeat for all the other stat types with a Total stat table for say (Punts, Punt Returns, Passing, etc.) and then a table for individual player statistics like PassingPlayerStatistic that has it’s own primary key and a player\_id foreign key to the player’s table.