**CHAMPIONSHIP\_TEAMS**

Primary Key

* ID

Foreign Key(s)

* COACH\_SSN
  + Pulls Coach Ssn from COACH table. Each team must have a single coach
  + On updating, it cascades, as the coach for a team can change
  + Restricts deletion as there must be a coach
* ASSISTANT\_COACH\_SSN
  + Pulls assistant coach Ssn from ASSISTANT\_COACH table. Can be null as a team may not have an assistant coach
  + On update, cascades as the assistant coach can change
  + On delete, cascades as there can be a team without assistant coaches

**COACH**

Primary Key

* Ssn

Foreign Key(s)

* None

**PLAYERS**

Primary Key

* Ssn

Foreign Key(s)

* CHAMPIONSHIP\_TEAMS\_ID
  + Each player must be a member of a championship team
  + On update, cascades as players can change teams
  + Restricts deletion, as we are assuming that players will not be removed from a team outright at this stage

**ALLSTAR\_NOMINEES**

Primary Key

* Ssn, Date, Location

Foreign Key(s)

* PLAYERS\_SSN (PLAYERS)
  + If a player is nominated to the AllStar team, their Ssn is taken as a foreign key
  + On update, restricts as a player’s Ssn does not change
  + Cascades deletions, as a player may need to be removed from the nominees
* ALLSTAR\_GAME\_DATE, ALLSTAR\_GAME\_LOCATION (ALL\_STAR\_GAME)
  + Date and Location is taken from the ALLSTAR\_GAME table to keep track of what games the nominee has played in
  + On update, cascades as the time and location may change
  + Restricts delete, assuming that games are not cancelled, but rescheduled

**ALLSTAR\_GAME**

Primary Key

* Date, Location

Foreign Key(s)

* CHAMPIONSHIP\_TEAMS\_ID
  + The winning team’s ID must be stored
  + On update, cascades, if team id changes (moves cities etc), should update their previous games
  + Restricts deletion, as there must be a winning team’s ID
* COACH\_SSN
  + The coach of the winning team must be stored
  + On delete, restricts as there must be a coach of a winning team
  + Restricts updates, as the coach of the game at the time they won cannot be changed
* ASSISTANT\_COACH\_SSN
  + If the winning team has an assistant coach, their ssn is included
  + On delete, restricts as the assistant coach of previous games should not be changed
  + Restricts updates, as the coach of the game at the time they won cannot be changed

**ASSISTANT\_COACH**

Primary Key

* Ssn

Foreign Key(s)