FootballStats domain model

Team
m_nations_id *integer*
name *string*

Season
end *integer*
start *integer*

Referee
name *string*

OverUnder
league_teams_id *integer*
over *integer*
team_code *string*
total_match *integer*
under *integer*

Match
guest_corners *integer*
home_corners *integer*
league_teams_guest_id *integer*
league_teams_home_id *integer*
match_date *date*
team_code_guest *string*
team_code_home *string*

M::User
current_sign_in_at *datetime*
current_sign_in_ip *string*
email *string* ✳ U
encrypted_password *string* ✳
last_sign_in_at *datetime*
last_sign_in_ip *string*
name *string*
remember_created_at *datetime*
reset_password_sent_at *datetime*
reset_password_token *string*
role *integer*
sign_in_count *integer* ✳
user_name *string*

M::Phase
key_name *string*

M::Nation
name *string*

LiveTable
draw_match *integer*
goal *integer*
league_teams_id *integer*
lost *integer*
lost_match *integer*
m_phases_id *integer*
offset *integer*
point *integer*
team_code *string*
total_match *integer*
win_match *integer*

LeagueTeam
league_seasons_id *integer*
team_code *string*
teams_id *integer*

LeagueSeasonReferee
ave_red *decimal (5,2)*
avg_yellow *decimal (5,2)*
foult *decimal (5,2)*
league_seasons_id *integer*
name *string*
pen *decimal (5,2)*
red *integer*
referees_id *integer*
total_match *integer*
yellow *integer*

LeagueSeason
leagues_id *integer*
seasons_id *integer*

League
m_nations_id *integer*
name *string*

EvenOld
even *integer*
even_ratio *decimal (5,2)*
league_teams_id *integer*
old *integer*
old_ratio *decimal (5,2)*
team_code *string*
total_match *integer*

Corner
avg_guest *decimal (5,2)*
avg_home *decimal (5,2)*
avg_season *decimal (5,2)*
draw_match *integer*
guest *integer*
home *integer*
league_teams_id *integer*
lost_match *integer*
m_phases_id *integer*
team_code *string*
total_match *integer*
win_match *integer*

Card
avg_red_guest *decimal (5,2)*
avg_red_home *decimal (5,2)*
avg_red_per_match *decimal (5,2)*
avg_yellow_guest *decimal (5,2)*
avg_yellow_home *decimal (5,2)*
avg_yellow_per_match *decimal (5,2)*
guest_red *integer*
guest_yellow *integer*
home_red *integer*
home_yellow *integer*
league_teams_id *integer*
team_code *string*
total_match *integer*

Betting
draw *integer*
league_teams_id *integer*
lost *integer*
offset *integer*
over *integer*
ratio *decimal (5,2)*
team_code *string*
total_match *integer*
win *integer*

ActiveRecord::SchemaMigration
version *string* ✳