

We are making an administrative system for soccer competitions, this database cannot be applied to tournaments such as the champions league. This system contains information about clubs, teams, matches, referees, players and arenas. In more detail:

- Soccer competitions must contain 8 or more teams. For soccer competitions the following data must be saved: an unique league identification number, its season, its name, the country the competition is played in, the date the competition started the date the competition ended and the winner of the competition.
- A club should consist of at least one team, but can of course have way more teams. A club should have exactly one arena. For the arena we should save the following data: an unique identification number, name of the arena, year it was built in, the address and its capacity. As for a club we should save: an unique identification number, the arena id, its name, year of establishment and the country.
- A team must have at least 13 players and a coach and is part of a club. It is possible to have more players in a team. We should save: an unique team id, the club id, name and the amount of players.
- The matches contains information about the teams competing against each other, about the referees, the score and the arena. The matches should save the following data: an unique identification number, the competitions round, home team id, visiting team id, referees person id, home team goals, visiting team goals, date, time and the arena id.
- The Referee is a person who is mandatory in a match, for the ease we include the linemen, 4th official and the var as attributes of the referee, as they are almost always working together as a team.
- For all persons such as players, coaches and referees, the following data must be saved: an unique identification number, surname, last name, date of birth, their nationality. As for players, we can add some information: their position, overall goals, overall assists and overall played matches.
- For the goals, we keep track of the match id, player id, time and whether it's an own goal or not (by using 0 and 1 as a Boolean).
- We also keep track of al the winners, from different competitions and seasons. The following information should be stored: an unique identification number, the competition id, season and the winning team id.