set search\_path="IPLD2"; /\*changing the path to the schema\*/

CREATE TABLE Locations(

locationid INTEGER PRIMARY KEY,

lname VARCHAR(30) NOT NULL,

city VARCHAR (20) NOT NULL,

capacity INTEGER NOT NULL

);

CREATE TABLE Player (

pid INTEGER PRIMARY KEY,

pname VARCHAR(30) NOT NULL,

country VARCHAR(20) NOT NULL,

ptype VARCHAR(30) NOT NULL,

teamid INT NOT NULL,

auction\_price INTEGER NOT NULL

);

CREATE TABLE Team (

tid INTEGER PRIMARY KEY,

tname VARCHAR(20) NOT NULL,

owner VARCHAR(20) NOT NULL,

homeground\_id INTEGER REFERENCES Locations (locationid),

regular\_capt\_id INTEGER REFERENCES Player (pid)

);

ALTER table Player add FOREIGN KEY (teamid) REFERENCES Team(tid) ON UPDATE CASCADE ON DELETE CASCADE;

CREATE TABLE Matches (

matchid INTEGER PRIMARY KEY ,

team1\_id INTEGER REFERENCES Team (tid) ON DELETE CASCADE ON UPDATE CASCADE,

captain1\_id INTEGER REFERENCES Player (pid) ON DELETE CASCADE ON UPDATE CASCADE,

taem2\_id INTEGER REFERENCES Team (tid) ON DELETE CASCADE ON UPDATE CASCADE,

captain2\_id INTEGER REFERENCES Player (pid) ON DELETE CASCADE ON UPDATE CASCADE,

toss\_winning\_team\_id INTEGER REFERENCES Team (tid) ON DELETE CASCADE ON UPDATE CASCADE,

winningteam\_id INTEGER REFERENCES Team (tid) ON DELETE CASCADE ON UPDATE CASCADE,

margin\_by\_runs INTEGER CHECK (margin\_by\_runs > 0),

margin\_by\_wickets INTEGER CHECK (margin\_by\_wickets < 11)

);

CREATE TABLE Overstats (

match INTEGER REFERENCES Matches (matchid) ON DELETE CASCADE ON UPDATE CASCADE,

innings INTEGER NOT NULL,

overno INTEGER NOT NULL,

bowler\_id INTEGER REFERENCES Player (pid) ON DELETE CASCADE ON UPDATE CASCADE,

batsman\_id INTEGER REFERENCES Player (pid) ON DELETE CASCADE ON UPDATE CASCADE,

balls\_faced INTEGER NOT NULL,

runs INTEGER,

wickets INTEGER,

extras INTEGER,

PRIMARY KEY (match,innings,overno,batsman\_id)

);

CREATE TABLE Catches(

cid INTEGER PRIMARY KEY,

player\_id INTEGER REFERENCES Player (pid) ON DELETE CASCADE ON UPDATE CASCADE,

match\_no INTEGER REFERENCES Matches (matchid) ON DELETE CASCADE ON UPDATE CASCADE

);

CREATE TABLE Sixes (

sid INTEGER PRIMARY KEY,

hit\_by\_pid INTEGER REFERENCES player (pid) ON DELETE CASCADE ON UPDATE CASCADE,

during\_match\_id INTEGER REFERENCES Matches (matchid) ON DELETE CASCADE ON UPDATE CASCADE,

distance INTEGER NOT NULL

);