SportsDB29 Base Relations Doc

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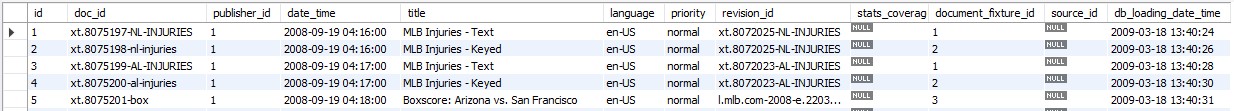
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# Document Relations



## documents

id: Auto-generated ID used as FK by other relations

doc\_id: ID generated by publisher- not referenced by any other relation

publisher\_id: FK to publisher relation

date\_time: Date of publishing

title: Title of the document

language: Language of the document in BCP 47 format. For example: en-US, en-ZA

priority: ¯\(ツ)/¯

revision\_id: Different rows in the **documents** relation can represent the same document at differing stages of completion, they will all have the same revision\_id

stats\_coverage: ¯\(ツ)/¯

document\_fixture\_id: FK to **document\_fixtures**(id). Publishers can have document fixtures that basically represent common tags of documents that they publish. For example: a document\_fixture\_id of 1 represents the tag *injuries*, and implies that the document concerns injuries in some way.

source\_id: FK to the **publishers**(id)

db\_loading\_date\_time: Timestamp of row insertion.

## latest\_revisions

id: Auto-generated ID

revision\_id: Stores the revision\_id of **documents**

latest\_document\_id: FK that references the latest iteration of a certain group of documents represented by the revision\_id

Graphical user interface, application

Description automatically generated

## document\_contents

id: Auto-generated ID

document\_id: FK to **documents**(id)

sportsml: Link to sportsml model that stores the document data (?)

sportsml\_blob: Blob of sportsml model that stores the document data (?)

abstract: Link to document abstract (?)

abstract\_blob: Blob of document abstract (?)

Graphical user interface, text, application

Description automatically generated

## document\_fixtures

id: Auto-generated id used as FK by other relations

fixture\_key: Represents fixture tag

publisher\_id: FK of **publishers**(id) of publisher that uses the fixture

name: Fixture tag name

document\_class\_id: FK to **document\_classes**(id)

**Graphical user interface, text, application

Description automatically generated**

## document\_classes:

id: Auto-generated ID used as FK by other relations

name: General class (or category) of a document

## teams\_documents

Represents relationships between teams and documents

## persons\_documents

Represents relationships between persons and documents

## affiliations\_documents

Represents relationships between affiliations and documents

## events\_documents

Represents relationships between events and documents

## db\_info

version: sportsDB or sportsML version.

# Person Relations

Table

Description automatically generated

## persons

id: Auto-generated ID used as FK by other relations

person\_key: Unique key of the person

publisher\_id: (?)

gender: Male/female/mixed

birth\_date: YYYY-MM-DD

death\_date: YYYY-MM-DD

final\_resting\_location\_id: FK to **locations**

birth\_location\_id: FK to **locations**

hometown\_location\_id: FK to **locations**

residence\_location\_id: FK to **locations**

death\_location\_id: FK to **locations**

**Table

Description automatically generated**

## person\_phases

id: Auto-generated ID

person\_id: FK to **persons**(id)

membership\_type: String that defines type of membership that distinguishes this phase. For example, did they join a team or affiliation?

membership\_id: References **affiliations**(id) *or* **teams**(id)

role\_id: FK to **roles**(id)

role\_status: Person’s status during the phase.[[1]](#footnote-1)

phase\_status: Person’s status in during the phase overall.

uniform\_number: Uniform number of the person with regards to organisation referred to by *membership\_id* throughout the phase

regular\_position\_id: FK to **positions**(id) of position in which the person typically plays in the organisation referred to by *membership\_id* throughout the phase

regular\_position\_depth: The ranking of the person amongst all people in the organisation referred to by *membership\_id* who play the same position during the phase.

height: Height during the phase in cm

weight: Weight during the phase in cm

start\_date\_time: Date and time at which the phase started in YYYY-MM-DD

start\_season\_id: FK to **seasons**(id) of the season in which the phase started

end\_date\_time: Date and time at which the phase ended in YYYY-MM-DD

end\_season\_id: FK to **seasons**(id) of the season in which the phase ended

entry\_reason: Reason why the person entered the phase

exit\_reason: Reason why the person exited the phase

selection\_level: The level within which the player was selected to enter this phase. For example, 1, if drafted in 1st round

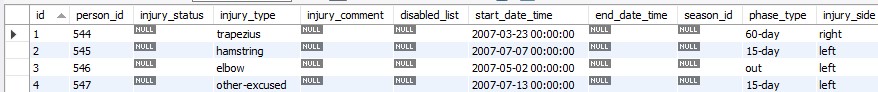
selection\_sublevel: The sublevel of the selection-level. For example, 27, if picked as 27th selection in 1st round

selection\_overall: The total ranking amongst all levels in a draft

duration: Rough estimate of phase duration if either *start\_date\_time* or *end\_date\_time* are unknown

phase\_type: Level of play during phase[[2]](#footnote-2)

subphase\_type: Subdivisions of phase types. For example, weight class in boxing or age divisions such as U18



## injury\_phases

id: Auto-generated ID

person\_id: FK to **persons**(id)

injury\_status: Active/Inactive (?)

injury\_type: What was injured? Knee, back, fingers, hamstring?

injury\_comment: Description of injury phase

disabled\_list: (?)

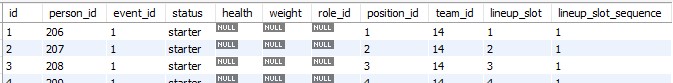
start\_date\_time: YYYY-MM-DD

end\_date\_time: YYYY-MM-DD

season\_id: FK to **seasons**(id) of the season in which the injury occurred

phase\_type: Unofficial report, or formalised disabled list[[3]](#footnote-3)

injury\_side: Left/right/both



## person\_event\_metadata

id: Auto-generated ID

person\_id: FK to **persons**(id)

event\_id: FK to **events**(id)

status: Whether a person starts playing at the start of the event, joins mid-game, or doesn’t play at all[[4]](#footnote-4)

health: Health of person. Injured/fine

weight: Weight of person during event

role\_id: FK to **roles**(id)

position\_id: FK to **positions**(id) of position the person plays during event

team\_id: FK to **teams**(id) of team the person plays for during the event

lineup\_slot: Order in which the person participated in the event

lineup\_slot\_sequence: The order in which people filled the lineup slot if it were substituted for some reason. Defaults to 1. The first substitute will be 2, second will be 3 etc.

## roles

id: Auto-generated ID used as FK by other relations

role\_key: Unique key for the role

role\_name: Name of role. Manager/player/coach (?)

comment: Description of role

Table

Description automatically generated

## positions

id: Auto-generated ID used as FK by other relations

affiliation\_id: FK to **affiliations**(id) of affiliation to which the position belongs

abbreviation: Abbreviation of the position, usually unique to specific affiliations

1. http://www.iptc.org/std/SportsML/2.2/documentation/SportsML-G2/sportsml-vocabulary-core\_xsd.html#status.Core.Vocabulary [↑](#footnote-ref-1)
2. http://www.iptc.org/std/SportsML/2.2/documentation/SportsML-G2/sportsml-vocabulary-core\_xsd.html#phaseType.Core.Vocabulary [↑](#footnote-ref-2)
3. The samples I used seem to have further distinguished between unofficial reports by likelihood, and between official reports based on expected recovery time [↑](#footnote-ref-3)
4. http://www.iptc.org/std/SportsML/2.2/documentation/SportsML-G2/sportsml-vocabulary-core\_xsd.html#status.Core.Vocabulary [↑](#footnote-ref-4)