1) Each player can only be on one team at a time (one to many relationship between Teams and players)

    When a player is created a player_id is created as well thus each player_id is unique

2) Each team plays in their own arena as arena_id is PK

3) a player can only show up once in active lineup as shown by the one-to-many relationship between active lineup and players table

4) Only one team can win a game as shown by winning_team_id in the Game table

5) a player in the active lineup can be on court or not, can't be both at same time as shown by Boolean attribute type for on_court

6) A player can have a stat such as points recorded only once per game as shown by the one-to-many relationship between players and offensive players in game

7) each game has two teams in it as shown by away_team_id and home_team_id

8) Each player is a starter or not as shown by Boolean attribute type for is_starter