Team- Beanch (Trainer)

Call (Trainer)

Start game (Refree)

Trainer – Make\_team (Refree)

Set\_to\_beanch (Trainer)

Set\_to\_play (Trainer)

Im\_ready(Trainer)

Refree – Start\_Match(Refree)

End\_Game (Refree)

Make\_team(Refree)

Teams ready(Refree)