```
User (<u>u_id</u>, Username, Password)
Fan (<u>u id</u>, name, DOB, block_end_date, national_ID)
System_Admin (<u>u_id</u>)
Associative_Manager (u_id, Name)
Representative (u_id,c_id,Name)
Representative.c_id references Club.c_id
Manager (<u>u_id,s_id</u>,Name)
Manager.s_id references Stadium.s_id
Block (Fan id, system admin id)
Block.Fan_id references Fan.u_id
Block.system_admin_id reference System_Admin.u_id
Match (match_id, ending_time, allowed_attendees, starting_time, u_id,s_id)
Match.u_id references Associative_Manager.u_id
Match.s_id references Stadium.s_id
Host (c_id, match_id)
     -----
Host.c_id references Club.c_id
Host.match_id references Match.match_id
Guest (c_id, match_id)
     -----
Guest.c_id references Club.c_id
Guest.match_id references Match.match_id
```

Club (<u>c\_id</u>,Location,Name)

Stadium (<u>s\_id</u>,name,Location,Status,Capacity)

Requests\_Permission (permission\_status,starting\_time,ending\_time,r\_id,manager\_id,club\_id,stadium\_id)

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Requests\_Permission.r\_id references Representative.u\_id Requests\_Permission.manager\_id references Manager.u\_id Requests\_Permission.club\_id references Club.c\_id Requests\_Permission.stadium\_id references Stadium.s\_id

Ticket (status ,t\_id, match\_id, u\_id)

Ticket.match\_id references Match.match\_id Ticket.u\_id references Fan.u\_id