|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Recruiting new player** | | | | |
| **Event** | **Subprocess** | | | **Result** |
| Recruit a New player | 1.Request for a player  2.Specify required skills  3.Identify players with the desired skills  4.Visit Training Fields/Camps  5.Submit name of the selected player to the club  6.Tender a bid (offer) to the desired player  7.Carry out a medical cross examination for the player  8. Assign player ID | | | New player is recruited |
| **Case for action** | | | **Vision** | |
| 1. The team is underperforming 2. The club lacks a player with a particular skill 3. The transfer window is closing 4. The team may be relegated if action is not taken now. | | | 1. To recruit a player that best fits in with the existing team and can perform on a higher or on the same level as his team mates 2. Win the football league for the season. | |
| **Actors** | | **Mechanisms** | **Metrics** | |
| Football club  Coaching staff  Talent scout  Medical team  Player | | 1. Target skilled players out of contract 2. Stay within budget 3. Act expeditiously so as to meet transfer window | 1. Football skills 2. Physical and mental fitness (age inclusive) 3. Contract and salary cost | |