Name: Sign Up Tournament

1. The customer logs in*.
2. The customer selects the join tournament option.
3. The customer specifies the city.
4. The system searches for tournaments taking place in the city specified by the customer.
5. The system provides a list with all the tournaments taking place in the city specified by the customer.
6. The customer selects a tournament.
7. The system retrieves <u>tournament details</u> from the database.
8. The system provides tournament details.
9. The customer selects the sign up option.
10. The system displays the <u>registration form</u>.
11. The customer fills out the registration form.
12. The customer selects the submit option.
13. The system verifies that all fields have been filled in.
14. The system sends a registration request notification to the manager of the football facility of the tournament.
15. The manager requests the list of tournament registration requests.
16. The system displays registration requests.
17. The manager selects the request.
18. The manager selects the confirm option.
19. The system adds the team to the tournament.
20. The system sends an accepted request notification to the customer.

Extensions:

4a. *There are no tournaments in the city specified by the customer*: the system notifies the customer of the non-availability of tournaments.

7a. *There was a problem retrieving tournament information*: the system notifies the customer and terminates the use case.

13a. *The customer did not enter all the fields in the form*: the system specifies that there are unfilled fields and returns him to the form page.