UML class diagram.

«enumeration» FieldPosition
- GOAL
- MIDFIELD
- DEFENSE
- ATTACK

«enumeration» Team
- TEAM1
- TEAM2
- UNASSIGNED

Player
- avgGoalDifference: float
- id: int
- isAdmin: boolean
- name: String
- numDefeats: int
- numDraws: int
- numWins: int
- positions: FieldPosition [1..*]
- username: String

Game
- date: Date
- id: int
- remark: String
- scoreTeamA: int
- scoreTeamB: int

plays

*   *

Participation
- numGoalsGot: int
- numGoalsShotDefault: int
- numGoalsShotHead: int
- numGoalsShotHeadSnow: int
- numGoalsShotPenalty: int
- numNutmeg: int
- position: FieldPosition
- team: Team