

**User (user\_name, password, id)**

**Sports Association Manager (id, name)**

Sports Association Manager.id references User.

**System Admin (id)**

System Admin.id references User.

**Fan (id, nat\_id, name, birth\_date, address, phone\_num) Fan.id**  
references User.

**Stadium Manager (manager\_id, Stadium\_id, name)**

Stadium Manager.Stadium\_id references Stadium.

Stadium Manager.manager\_id references User.

**Representative (club\_id, rep\_id, name)**

Representative.club\_id references Club.

Representative.rep\_id references User.

**Club (club\_id, name, location)**

**Match (match\_id, start\_time, end\_time, allowed\_attendees, Stadium\_id,**

SA\_Manager\_id, host\_club\_id, guest\_club\_id)

Match.Stadium\_id references Stadium.

Match.SA\_Manager\_id references Sports Association Manager.

Match.host\_club\_id references club.

Match.guest\_club\_id references club.

**Stadium (id, name, capacity, location, status)**

**Ticket (ticket\_id, status, match\_id, Fan\_id)**

Ticket.match\_id references Match.

Ticket.Fan\_id references Fan.

permit\_to\_host (club\_rep\_id, club\_id, Stadium manager\_id, stadium\_id, start\_time,

end\_time, permission\_status)

permit\_to\_host.club\_rep\_id references Representative.

permit\_to\_host.club\_id references club.

permit\_to\_host.stadium\_manager\_id references stadium\_manager.

permit\_to\_host.stadium\_id references stadium.

**Block(System\_Admin\_id, Fan\_id, duration)**

Block.System\_Admin\_id references System Admin

Block.Fan\_id references Fan

