I was not sure how to elaborate only the game access part, so instead, i made the whole process of a match.

Also, i made one dashed line for the feedback arrow because i couldnt find a practical way to create them other than making a dashed and 2 small continuos lines for the point that could have the text of the message for the arrow on top of the line instead of having it in the line(so i made a dashed line with message description in the arrow line instead of putting the message on top of the line....and that's why every arrow has the text on the line..so as a convention both ping and ack arrows are continous line with the text in the line).

When a player starts a game, he sends the request to the client, that requests an ID to the server that provides it back. The client then asks the player's name and player writes it down on the prompt shown on screen(maybe at this point the game access ends and the match starts. So maybe the diagram beyond this point is ignorable or deletable). The match begins and the client asks the turn for the player. If it's the actual player's turn, then server grants the turn,otherwise it rejects the request. A player can quit a match at any time (optional frame) so he passes an Exit method to the client and the client delivers it to the server where he responds to it. When a game ends, the client shows the results to the player.