using System;

using System.Collections.Generic;

using System.Linq;

class Program

{

static void Main(string[] args)

{

var teams = new List<Team>();

string command;

while ((command = Console.ReadLine()) != "END")

{

var tokens = command.Split(';');

try

{

if (tokens[0] == "Team")

{

teams.Add(new Team(tokens[1]));

}

else if (tokens[0] == "Add")

{

var team = teams.FirstOrDefault(t => t.Name == tokens[1]);

if (team == null)

{

throw new ArgumentException($"Team {tokens[1]} does not exist.");

}

var player = new Player(tokens[2], int.Parse(tokens[3]), int.Parse(tokens[4]), int.Parse(tokens[5]), int.Parse(tokens[6]), int.Parse(tokens[7]));

team.AddPlayer(player);

}

else if (tokens[0] == "Remove")

{

var team = teams.FirstOrDefault(t => t.Name == tokens[1]);

if (team == null)

{

throw new ArgumentException($"Team {tokens[1]} does not exist.");

}

team.RemovePlayer(tokens[2]);

}

else if (tokens[0] == "Rating")

{

var team = teams.FirstOrDefault(t => t.Name == tokens[1]);

if (team == null)

{

throw new ArgumentException($"Team {tokens[1]} does not exist.");

}

Console.WriteLine($"{team.Name} - {team.Rating}");

}

}

catch (Exception ex)

{

Console.WriteLine(ex.Message);

}

}

}

}