



# Online League Guide

Shared leagues, recruiting, transfers and commissioner workflow

For commissioners and online league coaches

## DESIGN LANGUAGE

This guide matches the management-console game: navy structure, Liquid blue navigation, orange decisions, compact cards, and practical step-by-step instructions.

# 1. What Online League Dynasty Is

Online League Dynasty adds a shared competition layer to the existing FBBL universe. Human coaches claim existing programs while unclaimed teams remain CPU controlled. The league shares a season calendar, schedule, standings, official results, postseason and championship history.

## ACCOUNT REQUIRED

Online League Dynasty uses the normal signed-in account so the same league is available across supported signed-in devices. This is separate from anonymous Classroom Mode.

# 2. Create or Join

- 1 Open Online Leagues from the Game area.
- 2 Create a league and set the league name, abbreviation, maximum human coaches, difficulty and supported league settings - or enter a League Code to join an existing league.
- 3 Claim an available program. One human coach controls one claimed program; unclaimed programs remain CPU controlled.
- 4 Share the League Code with invited coaches.

# 3. League Settings and Shared Systems

League settings can include difficulty plus toggles such as team budgets, Sponsorships and Academics. The online layer uses league-authoritative competition data. Shared recruiting and the shared Transfer Station prevent the same player from signing with multiple league teams.

- Shared regular-season recruiting uses one league prospect pool.
- The shared Transfer Station opens only in the league offseason.
- A shared recruit or transfer can commit to only one program.
- League-authoritative signings can affect the program's online talent/rating without overwriting the separate solo Dynasty roster.

# 4. Weekly Online Workflow

- 1 Open the league and review the current phase/week.
- 2 Review the opponent and submit the required weekly game plan when the matchup involves another human coach.
- 3 Complete recruiting or other available shared-market actions within the league limits.
- 4 Official results are resolved into the shared league schedule and standings.
- 5 The commissioner advances the league only when the current round is ready.

# 5. Online Recruiting and Transfer Station

The online market is competition-wide. Interest is tracked per program, the leader is visible, and a commitment belongs to the first eligible program that completes the signing condition. Transfer activity is locked outside the offseason.

# 6. Personal Dynasty vs Online League

| System                             | Personal Dynasty                           | Online League                                             |
|------------------------------------|--------------------------------------------|-----------------------------------------------------------|
| Roster / long-term personal career | Stored in your personal save.              | League-authoritative shared talent is tracked separately. |
| Schedule / standings               | Your solo/classroom season.                | Shared league calendar and standings.                     |
| Recruiting                         | Your personal recruiting board and budget. | Shared league pool/commitments.                           |
| Transfer Station                   | Your offseason management mode.            | Shared offseason market.                                  |
| History                            | Personal Dynasty history.                  | Shared league results/championship history.               |

## 7. Commissioner Responsibilities

- Create the league and share the code.
- Confirm human coaches have claimed the intended programs.
- Wait for required weekly plans/results before advancing.
- Advance the league through regular season, postseason and offseason.
- Keep league settings consistent once competition is underway.

## 8. GIS, Academics and Budget Context

The redesigned game still exposes GIS, academics, budgets, scouting and program systems around the online experience. When a league setting makes a system authoritative or disabled, follow the league setting. GIS remains useful for understanding the fictional universe and travel/recruiting context; the shared online market remains the official source for league recruiting outcomes.

## 9. Troubleshooting

- Sign-In Required: use the normal account login, not anonymous Classroom Mode.
- League Code problem: confirm the exact code and reload.
- Cannot claim a program: another human coach may already control it.
- Shared market unavailable: confirm the league phase and backend setup.
- Commissioner cannot advance: check for unresolved games or required submissions.