



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 FBFL 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.