



LIQUID FOOTBALL | FBFL MANAGER

Online League Guide

Shared competition, recruiting, transfers and commissioner workflow

For commissioners and online league coaches

Manage. Compete. Win.

Liquid Sports fictional sports-management universe. No real-world affiliation or endorsement is implied.

1. What Online League Dynasty Is

Online League Dynasty adds a shared competition layer to FBFL Manager. Human coaches claim programs while unclaimed teams remain computer controlled. The league shares an official calendar, standings, results, postseason and championship history.

ACCOUNT REQUIRED

Online League Dynasty uses the normal signed-in game account. Classroom Mode uses Class Code access and is a separate way to play.

2. Create or Join a League

- 1 Open **Online Leagues** from the Game area.
- 2 Create a league and choose the league name, abbreviation, maximum human coaches, difficulty and available 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 computer controlled.
- 4 Share the League Code only with the coaches you want in the league.

ONE COACH PER PROGRAM

A program can be controlled by only one human coach in the same online league. Completed results remain part of league history even if a coach later changes programs.

3. League Settings and Shared Systems

The commissioner establishes the league settings. Supported options can include difficulty and selected management systems. The Online League schedule, standings, results and championships are the official league record.

- Shared recruiting uses one league-wide prospect pool when that feature is active.
- A shared recruit can commit to only one program in the league.
- The shared Transfer Station opens only during the league offseason.
- Personal Dynasty rosters and detailed development remain separate from the shared online competition layer unless the game explicitly identifies a shared league action.

4. Weekly Online Workflow

Step	Weekly Area	What to do
1	Open League	Review the league week/phase, opponent, standings and coach list.
2	Manage Your Program	Handle personal academics, training, roster and other Dynasty systems.
3	Use Shared Markets	Complete any available shared recruiting or transfer actions.
4	Submit Game Plan	Submit the required weekly plan for a human-controlled matchup.
5	Resolve Result	The official shared result is produced when the matchup requirements are met.
6	Advance Round	The commissioner advances only after every current-round game is complete.

5. Shared Recruiting and Transfer Station

Shared-market recruiting is competition-wide. Programs build interest in the same players, and a commitment belongs to one eligible program.

- Review the shared market before spending contacts so you understand the competition for each prospect.
- The commissioner should not advance prematurely when league members still have scheduled recruiting opportunities.
- Transfer activity is locked outside the offseason.
- Shared signings keep their player identity and source history as they move through the online league.

6. Personal Dynasty vs. Online League

System	Personal Dynasty	Online League
Roster / long-term career	Detailed roster and development in your own save.	Shared competition tracks league-authoritative talent/results separately.
Schedule / standings	Your solo or classroom season.	The official shared league calendar and standings.
Recruiting	Your personal recruiting board and program resources.	Shared league pool and commitments when enabled.
Transfer Station	Your personal offseason management window.	Shared offseason transfer market when enabled.
History	Your personal Dynasty history.	Shared league results and championship history.

7. Commissioner Responsibilities

- Create the league and share the code with intended members.
- Confirm each human coach has claimed the intended program.
- Keep league settings consistent once competition is underway.
- Allow required weekly plans and market actions to be completed before advancing.
- Resolve ready or computer-controlled matchups when needed.
- Advance only after every game in the current round is complete.
- Move the league through regular season, postseason and offseason in the proper order.

8. Program Context Around Online Play

Academics, budgets, GIS, training, roster management and coach career remain useful parts of the full management experience. When an online league setting makes a shared system official, follow the online league result for league competition.

OFFICIAL RESULT

A score produced in a separate personal Dynasty does not replace the official Online League result. League standings use the shared league result.

9. Troubleshooting

Message / problem	What it usually means
Sign-in required	Sign in with your normal game account before entering Online League Dynasty.
League Code problem	Confirm the exact code and reload the league screen.
Program already claimed	Another human coach controls that program in this league.
Cannot resolve a game	A required human game plan may still be missing.
Commissioner cannot advance	At least one current-round game is incomplete.
Shared market unavailable	Confirm the league is in a phase when that market is open.