

NAF OBBLM ('NAFLM') 1.0
INSTALLATION AND
MANAGEMENT GUIDE

NAFLM ADMINSTRATOR GUIDE

Copyrights

The NAF and the NAF Logo are used with the express permission from the NAF and are not general use without the express permission of the NAF.

© Copyright NAF 2016. All rights reserved.

This software is completely unofficial and in no way endorsed by Games Workshop Limited.

Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Chaos, the Chaos device, the Chaos logo, Games Workshop, Games Workshop logo, Nurgle, the Nurgle device, Skaven, Tomb Kings, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world are either ®, Trade Marked and/or © Copyright Games Workshop Ltd, 2010, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

Thanks

To the coders that put in time to write new code, add functionality and update the code for the new databases and versions of PHP.

A special thanks goes to:

Nicholasmr and the original OBBLM team, doubleskulls, williamleonard (funnyfingers), rythos42, Shteve0, thefloppy1, hutchinsfary, juergen69, mfranchetti, and lordillo.

Table of Contents

Copyrights	2
Thanks.....	2
Foreword.....	6
Release Notes and Change log.....	7
General changes.....	7
Match Report PDF	7
Modules.....	7
CSS	7
Translations	8
NEW Mobile.....	8
Requirements	9
Using this Document	9
Before you install... ..	9
Installing OBBLM	10
Setup Database	10
Downloading the Software	10
Editing the settings.....	11
MySQL Settings	11
Global Settings	12
Save The Changes	14
Install Script	14
Upgrade.....	17
Main League Page.....	18
First Login	19
League Management.....	19
Creating a League	19
Coach Management	21
Creating Coaches	22
Basic Setup is now complete.....	23
Admin Management	24
League Preferences Administration	24
League	24
OK.....	26

League, Divisions, Tournaments and Conferences	27
League	27
Divisions.....	28
Tournaments.....	31
Conferences (Optional).....	34
Schedule matches	38
Schedule a new Free for All Tournament	38
Schedule extra Free for all Matches in Existing FFA Tournament	40
Round Robin Tournament Creation	42
Reviewing the Schedules	44
League Option	45
Division Option.....	45
Tournament Option	45
The Selected Option	45
User Management	47
Create Coach	47
Change Local Access Level.....	49
Display Coach Access levels.....	50
Change Global Access Level.....	52
Change Coach Password	53
Activate Users	53
Coaches and Team Management	54
Retire Team.....	54
Delete Team.....	55
Retire Coach.....	55
Delete Coach	56
Import Team	56
Log.....	57
Troubleshooting.....	58
OBBLM Core Panel	59
Coach Registration	60
Coach Registration	60
NAF Hosted Leagues	62
Advanced Settings	63

Settings_#.php Setup	63
Rules	63
Standings on Front Page	63
Front page messageboard	63
Front page boxes	64
Modifying these Settings	67
Upgrading from OBBLM 0.97 to NAFLM 1.0	68
Requirements	68
Notes	69
Upgrading	69
Glossary.....	71
House Ranking System Field Explanation's	71
Team standings	72
Player standings (leaders).....	74

Foreword

The original OBBLM project was started to fit the needs of Jystrup Blood Bowl League (JYBBL). JYBBL's earlier solution was a web site with static web pages written in HTML. Niels Justesen, league commissioner of JYBBL, wanted to create a dynamic web site with automatic database updates. Nicholas Mossor Rathman became a part of the project in the early beginning to lead the programming part.

The resulting OBBLM programme has since been distributed as a free, open source Blood Bowl league web-manager. OBBLM generates stats, tournaments, team rosters and much more by simply submitting match data after each played match, and is one of (if not *the*) most widely used software packages used to manage Blood Bowl leagues today.

The NAF version of this project – nicknamed NAFLM – was launched in mid 2015 as a continuation of OBBLM under a fork at <http://github.com/thenaf/naflm>, under the guidance of the NAF League Director (Shteve0). This version of OBBLM was intended to deliver simpler, front end league management that required little or no knowledge of code. The delivery of this change allows the NAF to support Blood Bowl leagues that would otherwise struggle to install and host their own site from scratch, as well as delivering a set of improvements in the experience of coaches in leagues with existing installs.

Delivering against that brief has relied heavily on the work of Ian ‘Doubleskulls’ Williams, whose own modules have formed a key part of the move of back-end tasks to user friendly, front-end interfaces; to the team of volunteers who contributed code, issues or translations to the project over the last year; to all the commissioners of NAF hosted leagues who’ve patiently reported issues and faults in the beta over the last year; and most of all, to the original OBBLM team, whose brilliant software we’ve merely augmented with this batch of changes.

To close, while it’s obviously very satisfying to reach this milestone and deliver what we believe to be a great update to an already fantastic piece of software, as an open source collaboration, ideas for the next milestone are actively welcomed. Visit the project at <http://github.com/thenaf/naflm> to get involved!

Release Notes and Change log

General changes

- Fixed errors on install
- Added permlinking to league home pages
- Cleaned error messages
- Add new menu system
- Separated NAF menu items to new file for exclusion in existing installs
- Updated Simyin and Brettonian rosters to match digital versions
- Updated all player icons to FUMBBL versions and added race specific icons for teams without them
- Changed to allow negative treasury change on match report (eg for star hire)
- Upgrade.php changed to include sql table creation for leagueprefs and conferences
- New league creation on front end now generates localsettings file
- Match result table now links to individual player pages
- Firing players now shows refund amount only where refund is available
- Team management page dropdowns now show player number and name (previously name only)
- Added fan factor management to [admin] team management options
- Added html editor to league rules and welcome message
- Added /troubleshoot.php page to help with assisting for non-hosted sites
- Added section to user management page to allow validation of all pending accounts
- Set "Tie teams to divisions" to off by default
- 'Request a league' form added

Match Report PDF

- Changed the layout to landscape
- Added both teams' rosters to the sheet
- Added Team Value, Treasury, Fanfactor, Ass. Coaches, Cheerleaders to the sheet
- Added Races to the sheet
- Added Positions, skills, stats current SPP to the team list
- Adjusted the sizes of the boxes, and fonts to fit everything needed for a game on one page
- Changed to open in new tab

Modules

- Added Doubleskulls team creator
- Added and updated Doubleskulls leagueprefs menu
- LeaguePrefs now creates new league row on saving for the first time
- Added Doubleskulls scheduler
- Added and updated Doubleskulls conferences module
- Added and updated Doubleskulls league tables module
- Changes to permissions allowing commissioners to update prizes
- Changes to permissions allowing commissioners to update famous
- Changes to permissions allowing commissioners to update wanted
- Changes to permissions allowing commissioners to update hall of fame

CSS

- Added new NAF skin
- Added several new options to allow for selection of different base skins
- Added option to select skin and overwrite css elements exclusive to league page from front end
- Added headerless and minimal iframe skin
- Move styles and images from /css_menu_files into /css and /images
- Move style ".boxTitleConf" from class_leaguetables.php to league stylesheets

Removed /cssmenu

Individual user themes removed in favour of league theme, as set by commissioner

Translations

Large Spanish language update

Minor English language update

Minor French language update

//Select language from LeaguePrefs panel

NEW Mobile

Added a mobile-friendly interface with:

- A condensed and yet comprehensive view of your team stats, with the ability to set skill-ups after a match.
- A condensed view of a match, with only the inputs that you need to fill in during that match.
- Access to be able to buy team goods, hire and fire players, etc.

If you need to be able to do something through this interface that isn't available, let us know! At the same time, our goal is to keep the mobile site simple, as compared to the desktop site, so we may not add all suggestions!

Requirements

OBBLM is a web application. This means you need a webserver to run the application.

If you wish to install OBBLM locally on your computer you'll need to install PHP, MySQL and Apache

- For Windows 7 or Windows 10 in either 64bit or 32bit try <http://www.wampserver.com/en/>.
- For Linux install the LAMP package

If you wish to have your league accessible online you'll need a webhost with PHP, MySQL and Apache.

Please note that

- You need at least PHP 5.3
- You need at least MySQL 5
- Your MySQL database user must have the privileges CREATE PROCEDURE and CREATE FUNCTION or CREATE ROUTINE (contains both CREATE PROCEDURE and CREATE FUNCTION).

If your webhost does not support this try contacting them - some web hosts are willing to help you work around this problem by running this install/upgrade script for you. If not, you will have to find another web host allowing the privilege(s).

The NAF currently hosts OBBLM at thenaf.obblm.com.

Hosting OBBLM yourself also requires you to be able to edit some of the files needed to run and install OBBLM. In order to do so you will need to have a small understanding on how to edit these files.

Pre-installed OBBLM paid hosting is available at <http://mercuryvps.com>.

Using this Document

This document is meant for use by either the Global Commissioner and or a local League Commissioner. It contains the basics to setup a league and create organised play. Everything referenced in this document is found in the Admin menu or on the server. The other menu's will be contained in a later manual for users that will go through the additional menus of NAFLM.

Before you install...

... make sure you're aware of your options. This version of OBBLM has delivered changes that make a multi league solution not only possible, but perhaps also the best solution for many leagues out there, with distinct advantages over self-hosting. If you're not sure that self-hosting is for you, read up on the NAF Hosted Leagues section later in this document.

Installing OBBLM

To install OBBLM you will need access to the webserver's file system, so you can unzip the software and edit the files.

Setup Database

It is important that we setup the database before we do anything else. As stated previously it is important that the database user be granted the correct permissions.

If you are using a webhost that has a MySQL wizard this step is very quick.

Please note down the database name and user name, and password when you create the database.

- CREATE PROCEDURE
- CREATE FUNCTION
- or CREATE ROUTINE (contains both CREATE PROCEDURE and CREATE FUNCTION).

Downloading the Software

This project is a living project with functionality being added and errors always being corrected. It is always a good idea to get the latest copy of the software for each install.

1. Fetch the latest version of OBBLM from <http://github.com/TheNAF/naflm>

TheNAF / **naflm**
forked from nicholasmr/obblm

Watch 9 Star 7 Fork 6

Code Issues 12 Pull requests 0 Wiki Pulse Graphs

Automatically exported from code.google.com/p/obblm

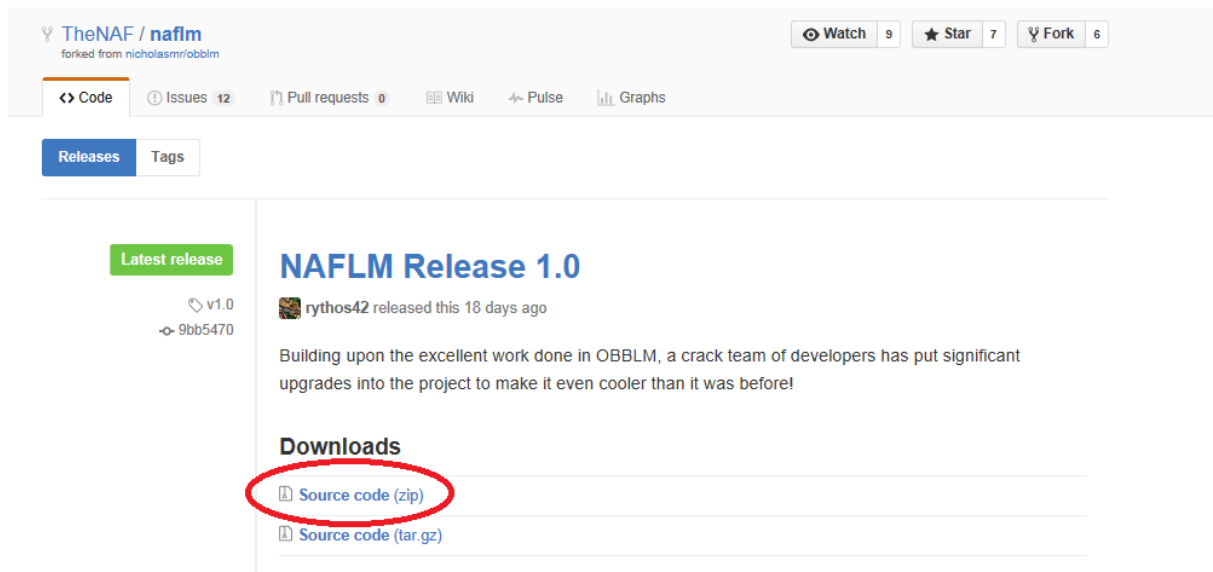
1,131 commits 9 branches 3 releases 8 contributors

Branch: master New pull request Find file Clone or download

This branch is 270 commits ahead of nicholasmr:master. Pull request Compare

rythos42 Multiple elements with ID css3menu1 #120 Latest commit 3e4c775 3 days ago

admin	Local Commissioners should handle new user request activation #87	a month ago
css	Multiple elements with ID css3menu1 #120	3 days ago
html	Removed lrb5+5b support	7 years ago
images	Adding CHOP! theme	3 months ago
js	Renumber from roster screen #132	3 days ago



2. Upload this zip file to your webserver
3. Un-zip the archive to the desired location on your webserver. There are no requirements for the directory name (we will use '/nafobblm/' for simplicity).

Editing the settings

Before we install the software we do need to make sure the software has access to the database; the file you are looking for to edit is:

settings.php

This is in the base directory of the nafobblm file system. E.g.
www.myobblmsite.com/nafobblm/settings.php

This file contains all the base global settings for your league site. There are a number of places here we can edit to allow us to turn on or off features. There is one file that we will discuss later, that we can edit for each "League" within the site.

MySQL Settings

The first part of the file is for the MySQL setting, this tells the software where to look for the database and how to access the database.

```
$db_name = 'obblmdb'; <- Enter the Database Name here
$db_user = 'root';      <- Enter the Database User here
$db_passwd = ''; <- Enter the Database Users Password here
$db_host = 'localhost'; <- Only edit this if your database is not on the same server as the
webhost.
```

Add in the correct information or your Database server, and save the file. Right now you could install the software however it is better if we finish editing the settings.php file and then install.

Global Settings

NAFLM uses the Living Rule Book 6 (LBR6) by default, in the global settings we can include the new races Bretonnia, Daemons of Khorne, and Apes of Wrath (aka Simyin). As well as setting all the optional rules for the site, the site name and how you want to have your Rankings system setup.

Any settings that are true or false edit to either true or false, other settings have a comment (in the software it is denoted by //) that has information about that setting.

Global Settings

```
$settings['site_name'] = 'My OBBLM portal'; <- Edit Site name .
$settings['default_visitor_league'] = 1; <- ID of default league to show on front page when not
logged in OR coach has not selected a home league.
$settings['default_leagues'] = array(1); <- When creating a coach the coach will automatically
become a regular coach in leagues with these IDs.
$settings['hide_ES_extensions'] = false; <- Default is false. Hides ES (Extra Stats) tables and ES
references.

$rules['bank_threshold'] = 0; <- Default is 0 (banking rule disabled). Amount of team treasury in
kilos (k) above which it will count towards the team value (TV). NOTE: 1) This feature is not yet
available on a per-league basis, it works across all leagues! 2) When changing this value run "Re-
install DB back-end procedures and functions" under "DB maintenance" from the "Admin -> Core
panel" menu.
$rules['force_IR'] = false; <- Default is false. Setting this to true will remove the ability of selecting 0-
0 as 2D6 injury rolls (IR) in match reports (of all leagues).
```

Edit the site name, important for your leagues branding, edit any other settings you need too.

Custom Races

```
$settings['custom_races'] = array(
    'Bretonnia' => false,
    'Daemons of khorne' => false,
    'Apes of wrath' => false,
);
```

Set any of the custom races to true if your site wishes to use them.

House ranking systems

```
// Rule #1
$hrs[1]['rule'] = array('-pts', '-td', '+smp'); // Sort teams against: most points, then most TDs and
then least sportsmanship points.
$hrs[1]['points'] = '3*[won] + 2*[draw] + 1*[lost]'; // The definition of points.

// Rule #2
$hrs[2]['rule'] = array('-pts', '-ki', '-mvp'); // Sort teams against: most points, then most killed and
then by most MVPs.
$hrs[2]['points'] = '2*[gf] - 1*[ga]'; // The definition of points.
```

Continued...

```
// Rule #3
$hrs[3]['rule'] = array('-sdiff', '-smp'); // Sort teams against: largest score difference, then most
sportsmanship points.
$hrs[3]['points'] = ''; // Points not used.
```

The House ranking system is done per league, you can have multiple leagues using different ranking systems or all the same or a combination of both, we recommend that experienced Commissioners only edit the house rules.

For more information about what the setting are; please see the Glossary, House Ranking System Field Explanation's.

Making a House Ranking

When making a house ranking rule you must define two fields in the settings.php file.

These take the following form (in this case, we define house ranking system number 5):

```
$hrs[5]['rule'] = array('+field1', '-field2', '+field3');
$hrs[5]['points'] = 'X*[field4] + Y*[field5] + [field6]';
```

`$hrs[5]['rule']`

This field must take the form of:

```
array('+field1', '-field2', '+field3');
```

This should be seen as:

Sort first by least of field1

Sort secondly by most of field2

Sort at last by least of field3

Note: "+" prefix indicates least of (ascending) and "-" most of (descending). You may NOT omit the +/- prefixes. They are required for every field!

Note: You may define as many entries in the rule you want. It's not limited to 3, like in this example.

`$hrs[5]['points']`

This field must take the form of:

```
'X*[field4] + Y*[field5] + [field6]';
```

Where X and Y may be a number or another field itself — e.g. [field7]

A points definition does not have to be a linear combination of fields, e.g.

'[field4]/([field5]*[field6])' is 100% valid.

However, combining in-game specific results to form points is not possible. For example, getting points for a difference of 3 in Cas or TD in a game is not possible.

Note: If you do not need the points field, because it is not included in the rule field of your ranking system, then simply leave the "points" definition be equal to "" (i.e. two quotes only).

It is a good idea for starting leagues to use the House Rule 1 *\$hrs[1]* to begin with using the house rules we will discuss further in the local settings section.

Save The Changes

Changing the setting before the install takes place there is no further action required; however, if you are changing them *after* you have installed the software please see below.

Saving Changes after Install

IMPORTANT!!!

Once you have changed/added/removed ranking system definitions you must notify OBBLM. This is done via the admin menu *Admin → OBBLM core panel*

Here you must:

- ALWAYS select the *Re-install DB back-end procedures and functions* under *DB maintenance*.
- IF changes have been made to a points definition which is used in a tournament, you must also run *syncAll()* under *DB synchronisation procedures*.

ALSO:

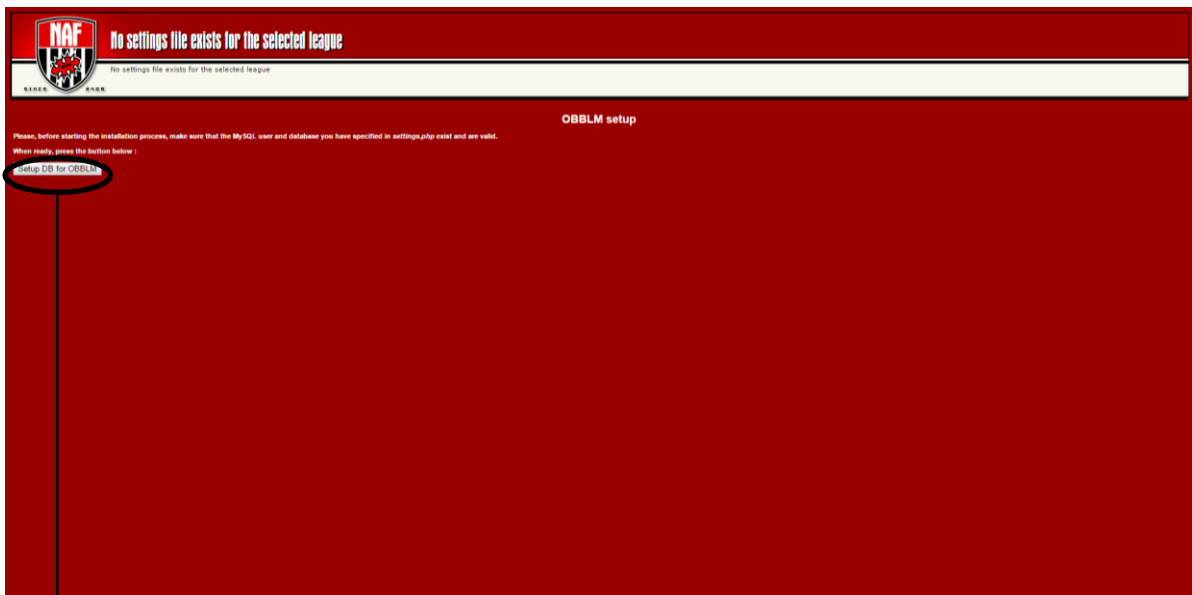
- IF changing/deleting rule numbers you must always make sure tournaments are up-to-date with the correct ranking system. This may be done via. the admin menu *Admin → Management: Tournaments*.

Install Script

Once the Settings file is saved, we are ready to run the install scrip.

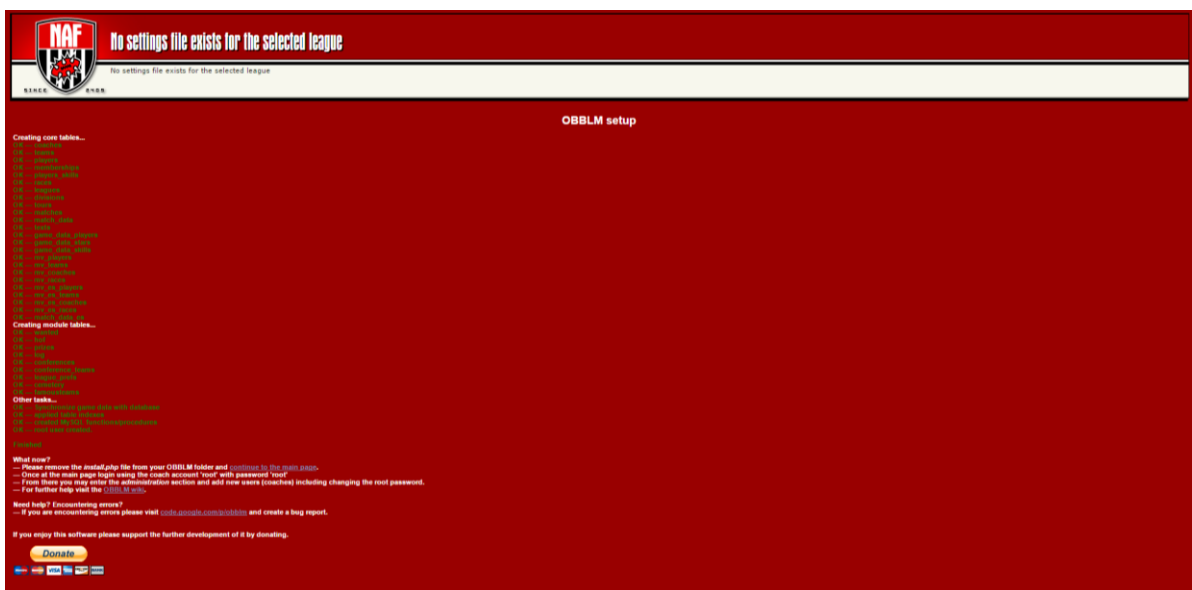
Run the install script *install.php* from your browser and follow all instructions.

To get to the install panel, enter your site address into a browser address bar and append the line */install.php*. e.g. *www.myobblmsite.com/nafobblm/install.php* if your site is named *www.myobblmsite.com* and you installed OBBLM into the directory *nafobblm*.



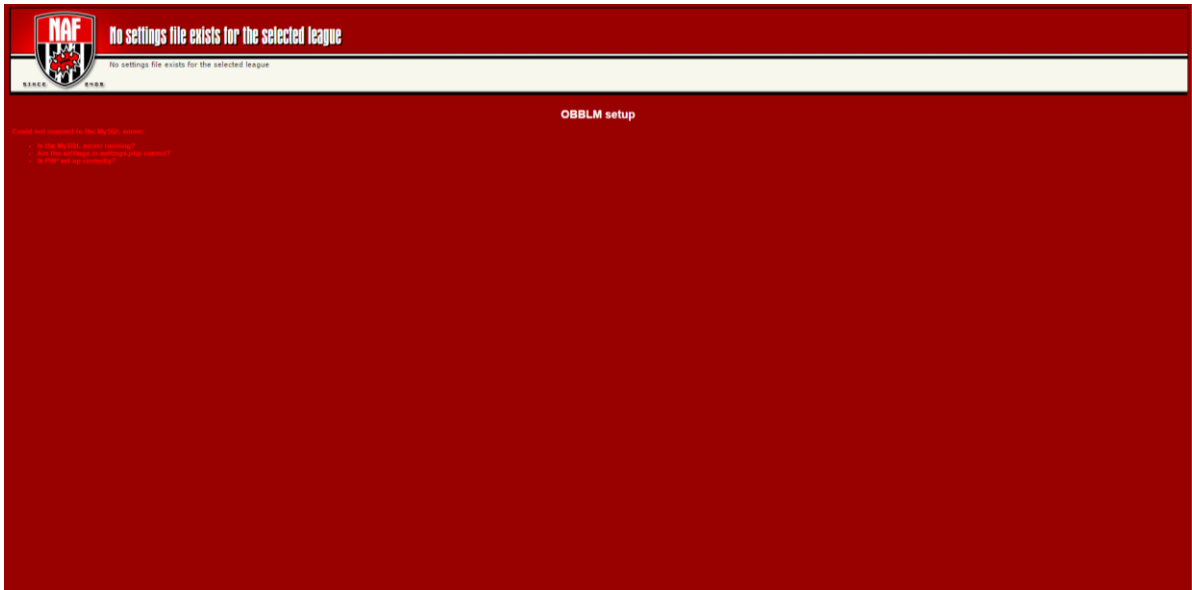
Click here.

The Installer will now setup, the database and make sure that everything is ready to go. Everything will be confirmed on the screen



Once we confirm that the installer has finished, we need to delete the install.php as we would not like to overwrite our league, would we! To do this, access the file system through your hosting software and simply navigate to install.php and delete the file. Once that is done we can go to the main page in our browser to continue the setup.

Note: the install script will check to see if it has access to the database, if you get this screen

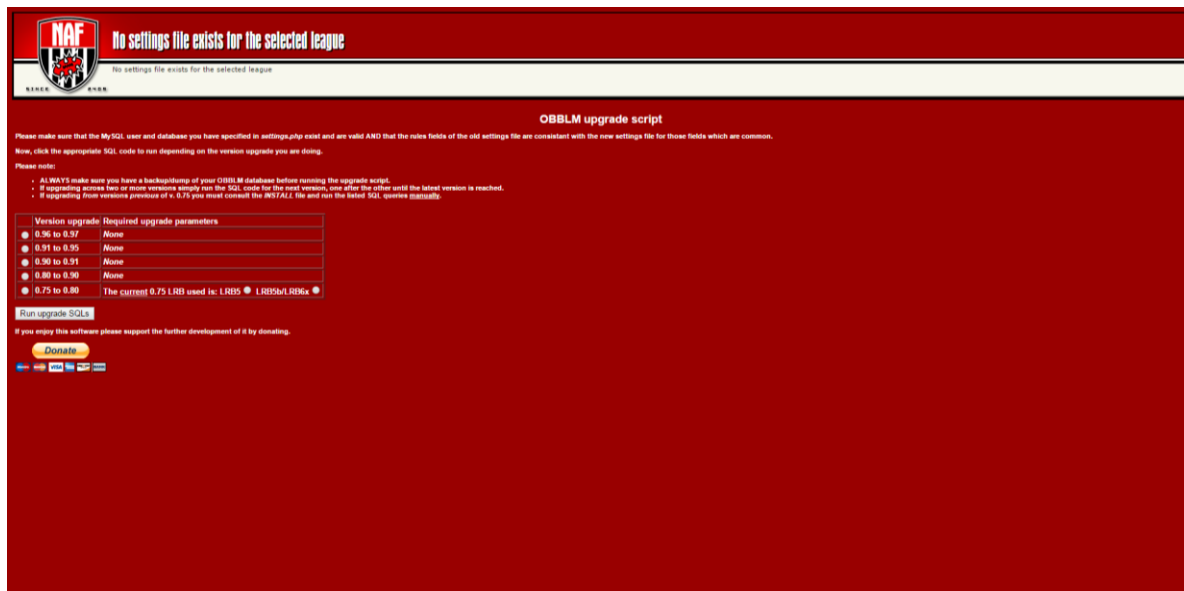


Then you need to back and correct the Database settings.

Upgrade

There have been some changes over time to the database, it is a good idea to run the upgrade process immediately after install to make sure that we have everything in place before we go into the live site and start entering league information.

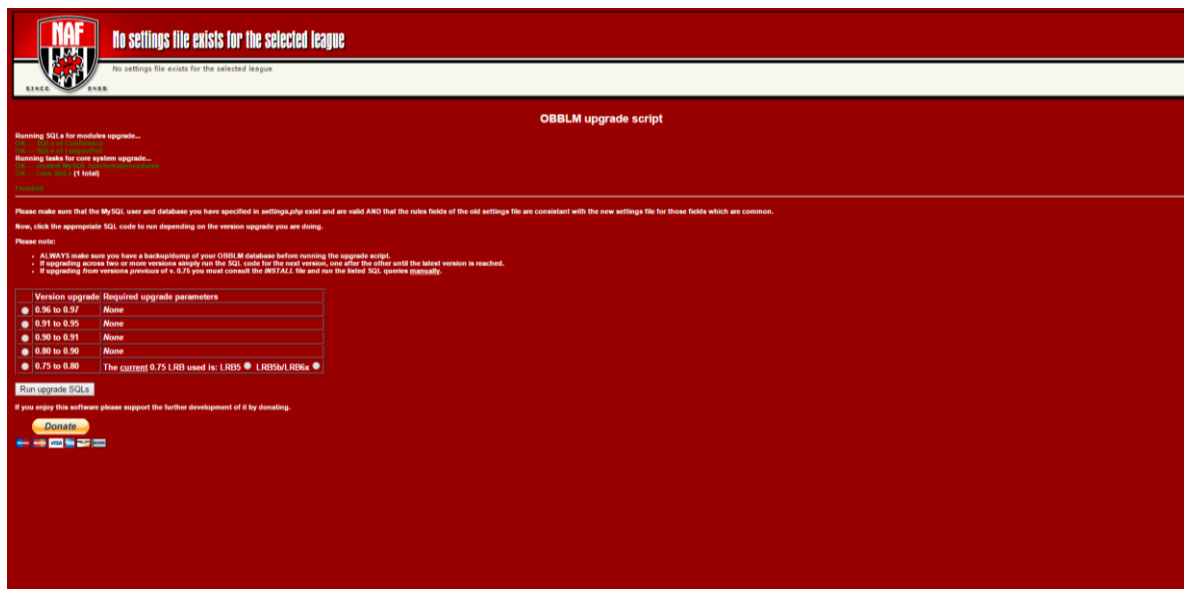
To get to the upgrade panel, enter your site address into a browser address bar and append the line /upgrade.php.



The screenshot shows the OBBLM upgrade script interface. At the top, there is a red banner with the MAF logo and the text "No settings file exists for the selected league". Below this, there is a section titled "OBBLM upgrade script" with instructions and a "Run upgrade SQL's" button. The interface is dark-themed with red and white text.

Select the Version upgrade 0.96 to 0.97, and click the button “Run upgrade SQL’s”

The system will tell you if any changes have been made and what they were.

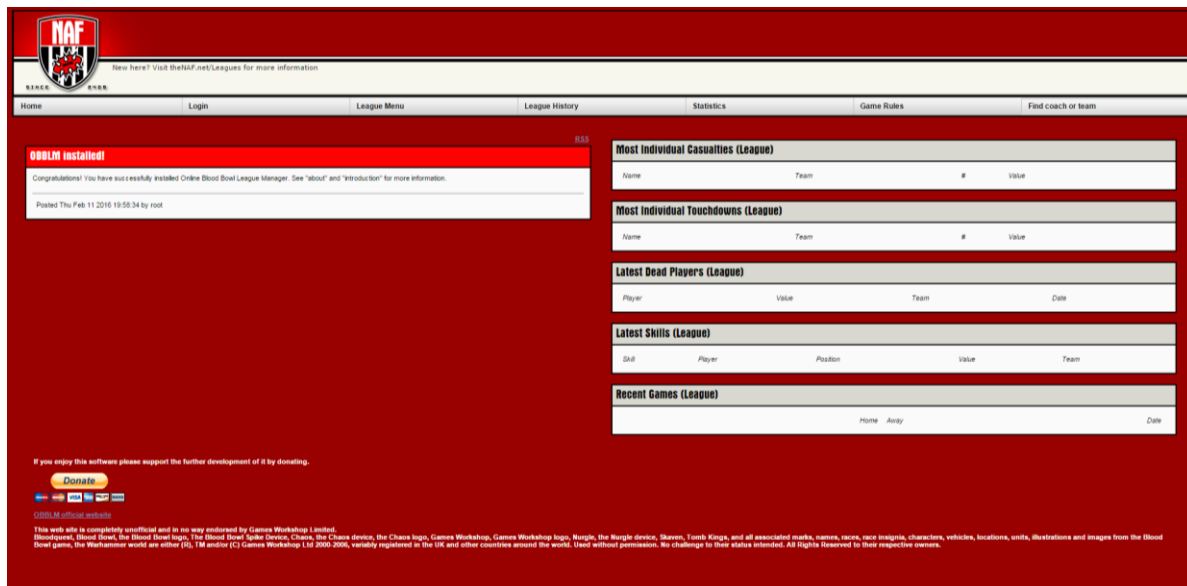


The screenshot shows the OBBLM upgrade script interface during the upgrade process. The top banner remains the same. The main content area now shows "Running SQL's for modules upgrade..." and "Running tasks for core system upgrade...". The "Run upgrade SQL's" button is still visible at the bottom.

Once this has been run you can delete the upgrade.php file as well (though it is not compulsory to do so).

Main League Page

Congratulations! You have now successfully installed NAFLM. We can now start to look at the settings for your League.



OBBLM is a Blood Bowl league manager that works by coaches submitting match data after each played match in a tournament.

League commissioners (league admins) may create tournaments and include certain coaches' teams to participate in a tournament. When a tournament is created, the two coaches participating in any match may submit a match report to the system. The manager will thereby be able to update tournament stats and team details - including giving the team coach access to choose new player skills etc.

The order in which tournament matches are played/submitted does not matter, and if the need may arise, league commissioners are able to delete unplayed matches

OBBLM is built as portal software which can handle multiple independent leagues. Because of this teams are completely separated from each other between leagues and can therefore never compete against each other. This means that you (almost) always would want to **create only one league which all teams are associated to.**

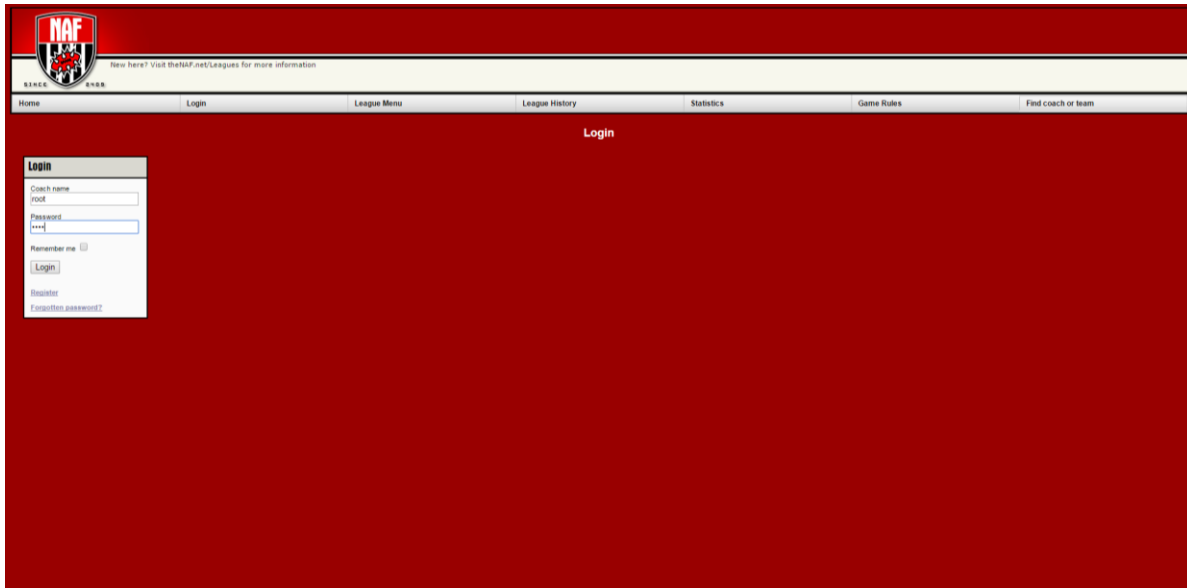
Divisions are contained within leagues and serve as another "layer" between leagues and tournaments.

Tournaments are assigned to divisions and are simply a container for matches. There exist two tournament types: Round Robins and Free For All (FFA) tournaments. They are both explained in the "Scheduling matches" section.

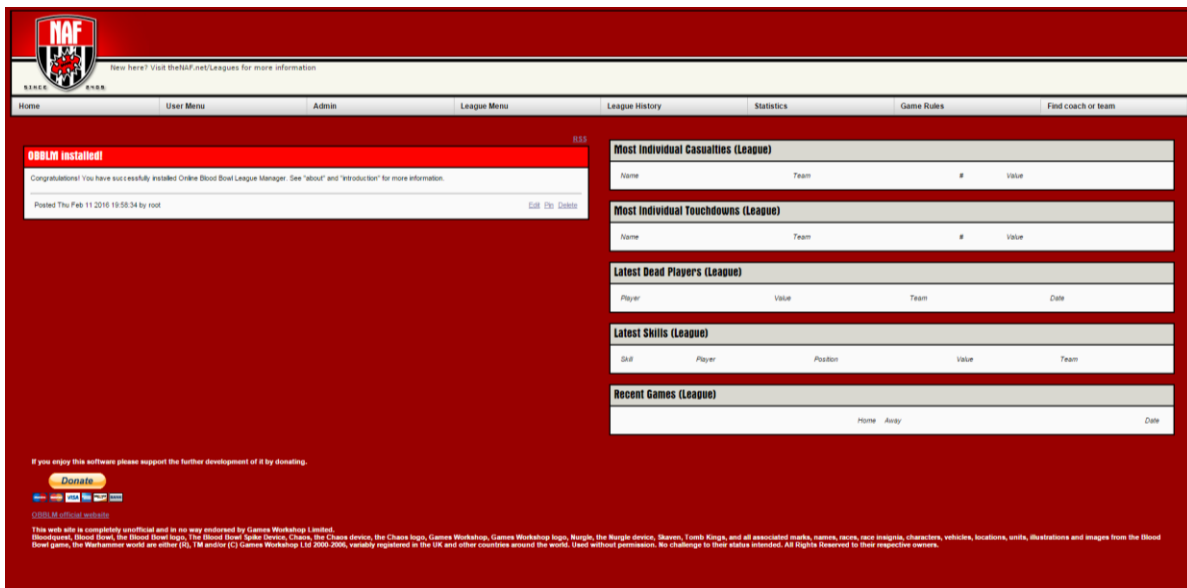
Note that in order to create matches you must, because of this structure, first create a league, in which you then create a division, in which you can schedule a tournament with matches.

First Login

Once at the main page login using the coach account 'root' with password 'root', Note that this is the master Login, and should not be normally used, we use this log in in case of emergency and to setup the first league only.



Once we have logged in we can now see the Admin and User Menus



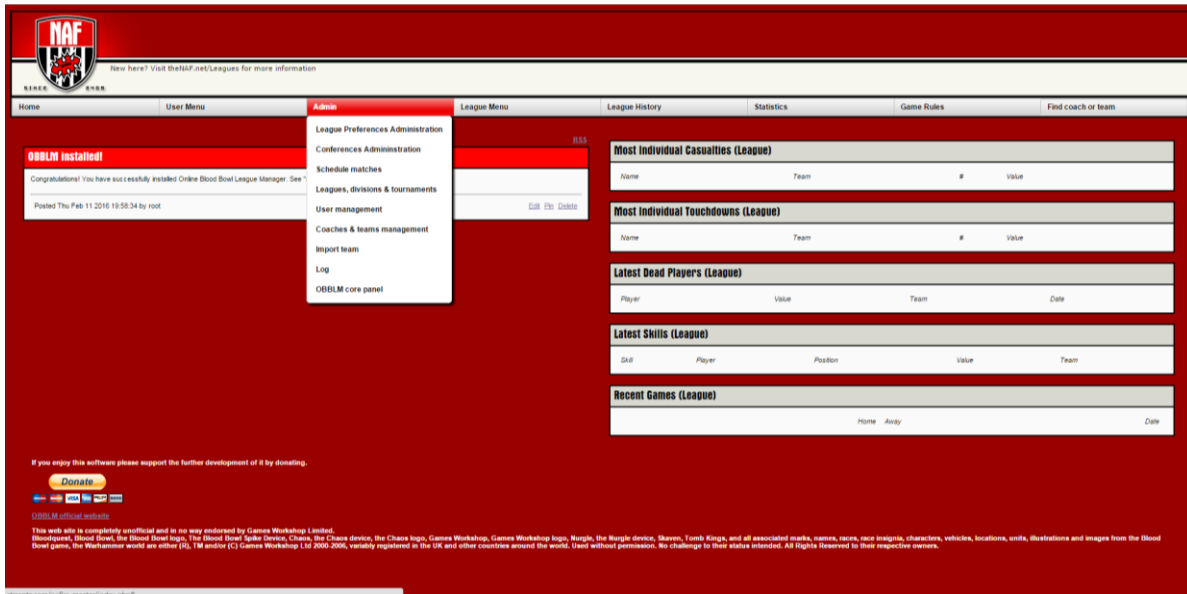
The first thing we need to do before we look at any settings is create a League.

League Management

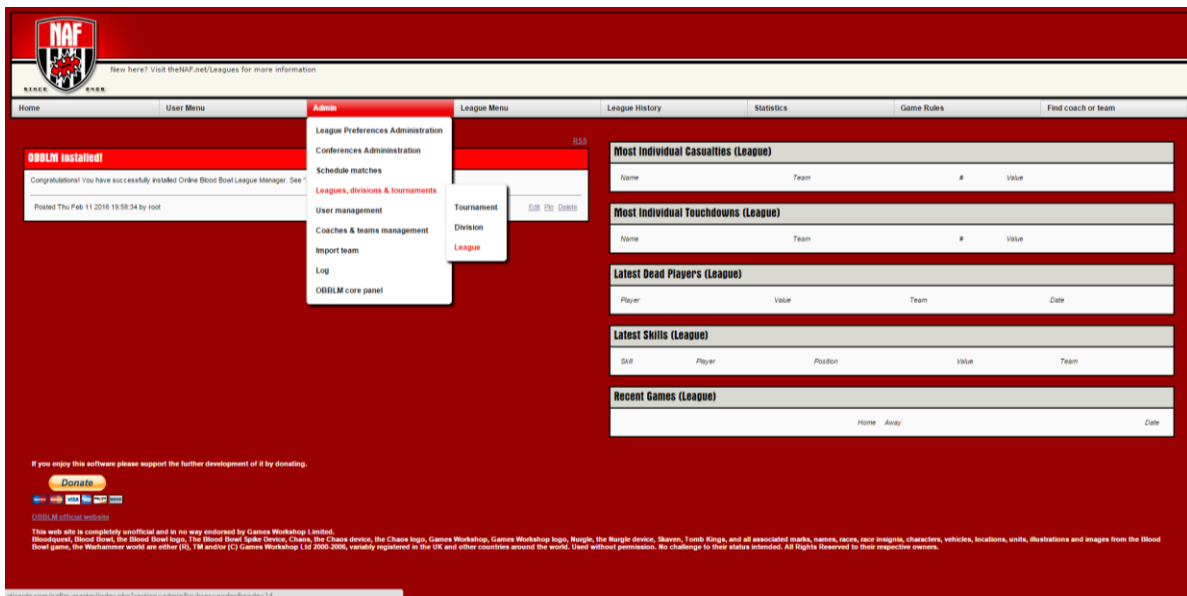
Once we are logged in we can now start to look at league creating and setting up of the league.

Creating a League

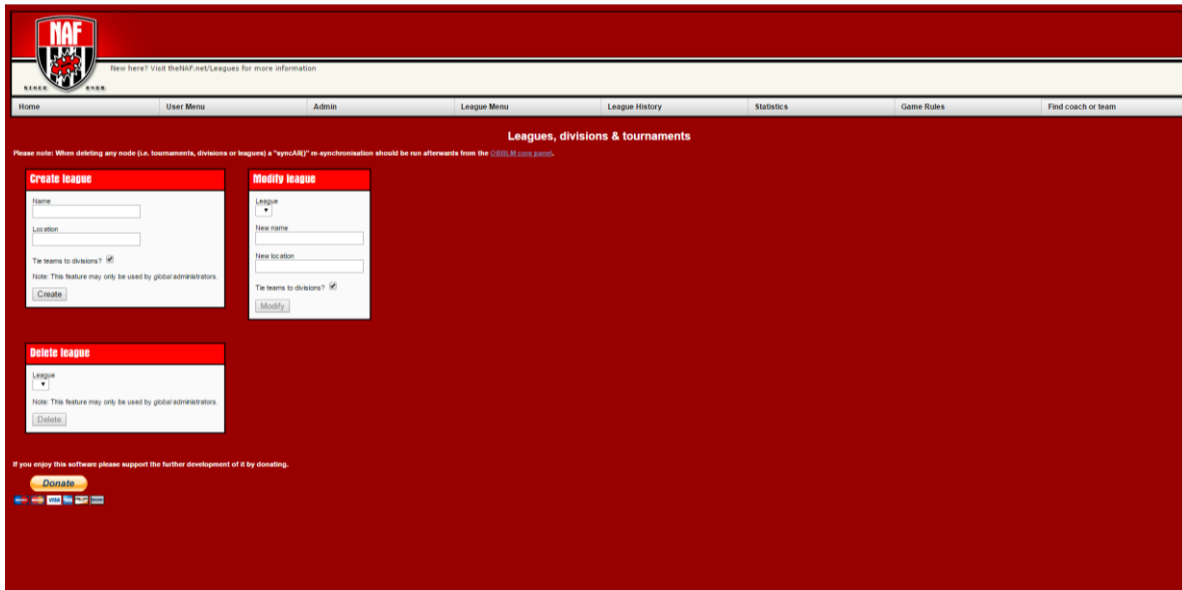
Firstly, select the 'Admin' menu



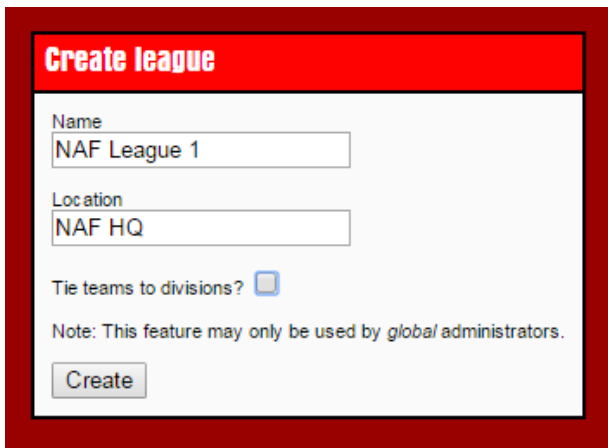
Then go down to 'Leagues, Divisions & Tournaments'



Select the League option, so we can create the first league.



Under the Create League you enter the league name and Location



The Check box option 'Tie teams to divisions?' enabled for a league then the divisions in the league behave like leagues in the sense that teams from different divisions (although in the same league) cannot play each other. When division ties are enabled for a league it applies to all the divisions of that league. Most users of OBBLM do not need to enable division ties for their league(s).

Coach Management

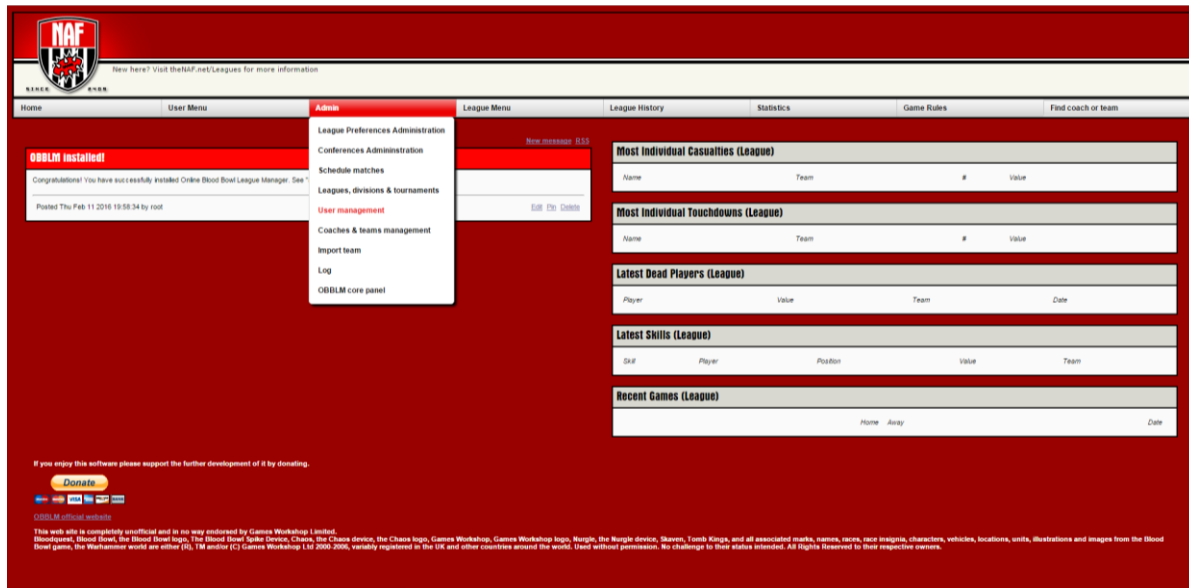
There are three types of users in OBBLM.

1. Regular league coaches — these are allowed to submit match reports and create/manage teams in any league they have been assigned to.
2. League commissioners (AKA league admins) — these are the same as regular coaches, but may also in the leagues that they commission, schedule matches, view the site log, post messages on the front page board and create new coaches.
3. Global admins AKA global commissioner's — these are league commissioners in all leagues and have access to otherwise protected administrator tools.

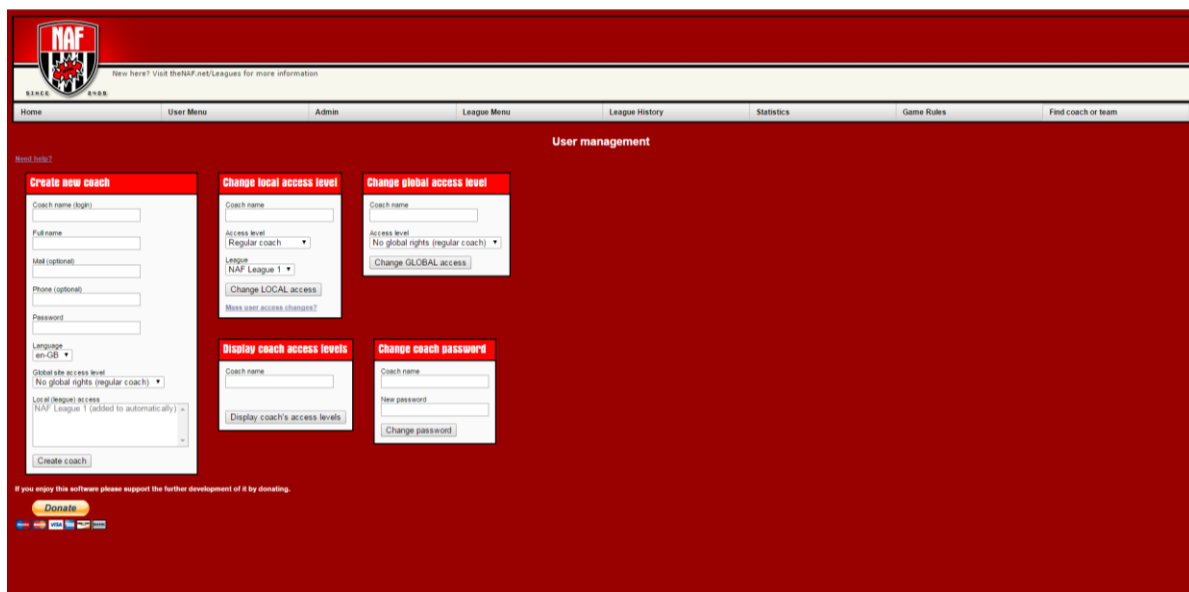
Users are created at **Admin → Management: Users**

Also note the delete and retirement possibilities in **Admin → Management: Coaches & teams**

Creating Coaches



To create your first user, select the 'Admin' menu and 'User Management' from the dropdown options.



Enter your commissioner details in the 'Create new coach' box

Create new coach

Coach name (login)
NAF

Full name
NAF Commish

Mail (optional)
naflm@myobblmsite.com

Phone (optional)

Password

Language
en-GB ▼

Global site access level
Global commissioner (site admin) ▼

Local (league) access
NAF League 1 ▲

Create coach

The Global site access level, is where you select your, or the commissioner's access level, you need at least one Commissioner, and it is better if you do it now rather than have to go back and re-do it later. Select Global Commissioner.

You will now need to log out, and log back in as the Coach you have just created.

Basic Setup is now complete

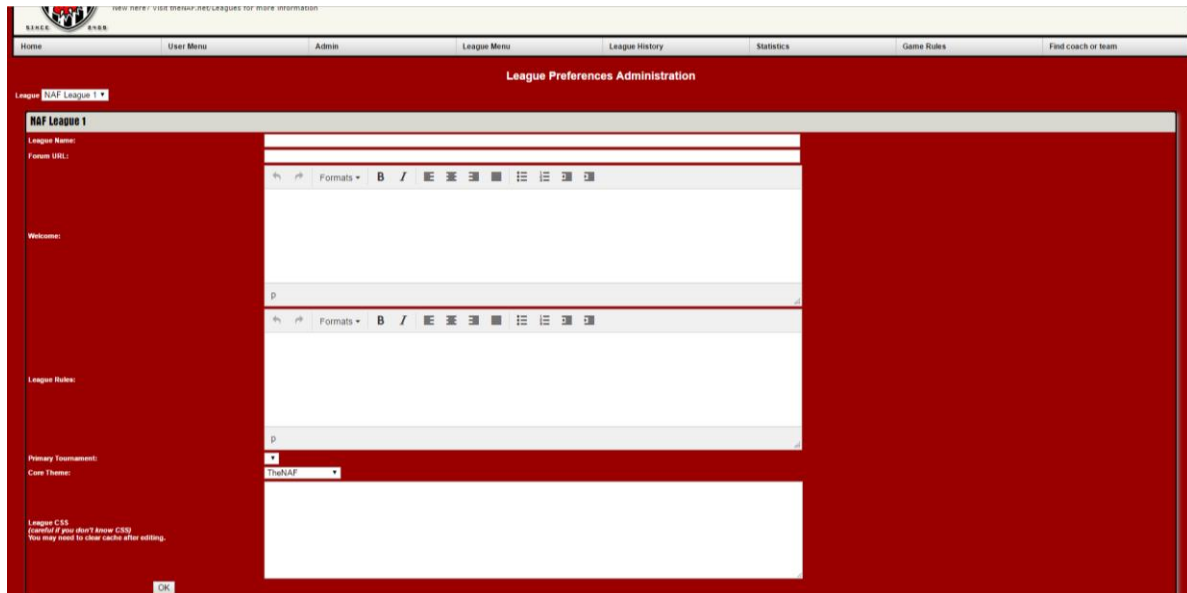
Congratulations, the basic setup is now complete; you can request that Coaches signup and start creating teams.

You can now further customise your site and your league, add more leagues and schedule games.

Admin Management

League Preferences Administration

The new League Preferences takes away some of the editing the php file in the configuration of the leagues. You can set separate settings for each league hosted on the server.



Customising the look and feel of each league with in this option saves a lot of time and effort, we can add formatting and get a really good look and feel to our league pages.

League

If we have more than one league we need to choose the league that we wish to add or change information on, the dropdown box will have all the leagues for



League Name



Each league can have its own league name displayed on the front page, if a person is part of or has access to multiple leagues with your system you can quickly see what league they are looking from the title on the page.

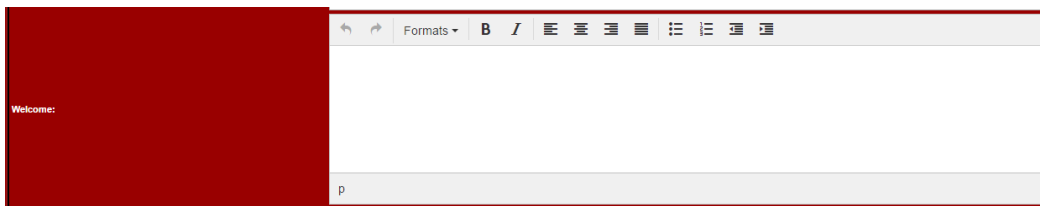
Forum URL



Your league might have a forum hosted by another provider or it might be on the same server, enter the full URL to this area if your forum is hosted on a different server. If it is hosted on the

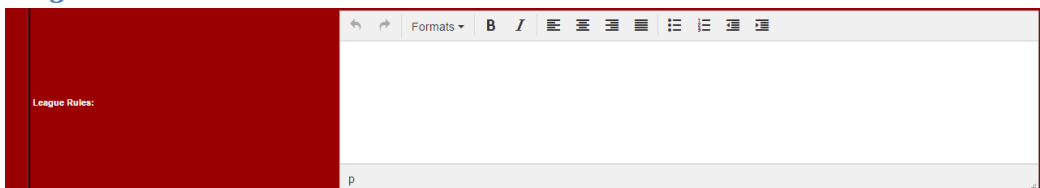
same server then you can just use “/forum location” to point at the form, Nafilm will use your base URL as the pointer to where your forum is.

Welcome



Here we can put a welcome message for each league. All messages we have here can be formatted for ease of reading on the front page.

League Rules



League rules, this section we can put any league specific rules into, they are displayed under the menu “League Menu -> Rules”.

Again this can be formatted for ease of reading as well.

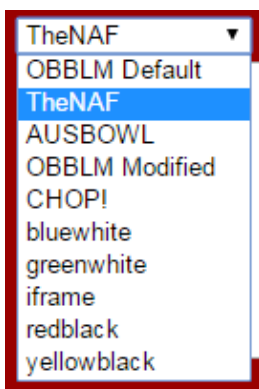
Primary Tournament



You can set the Primary Tournament once you have one setup.

Core Theme

In Nafilm we have set up a number of core theme’s the Red Naf theme is the primary theme.



There is also:

OBBLM Default – this is the theme from the Original OBBLM

TheNAF – this Red theme

AUSBOWL – a Blue theme for the Australian Ausbowl group.

OBBLM Modified – The OBBLM theme but a little darker
CHOP – A Theme for the CHOP league
Bluewhite – a Blue and white theme
Greenwhite – a Green and white theme
Iframe – a theme that uses iframes
Redblack – a red and black theme
Yellowblack – a yellow and black theme

All these themes are there for general use.

League CSS



A major feature of this release is the ability for League Admins to add their own CSS into themes we have setup, allowing the admins and Commissioners to really start to customise the look and feel of their league without making direct changes to the code or affecting the design of other league pages.

This is an advanced feature - be very careful if you don't know CSS very well, and it's always a good idea to test your code before you save anything.

OK

The OK button is also the save button - once you have made any or all the changes you wish to make, please hit OK to save them.

Errors

There can be errors when saving.

"Oh Noes! The league administration module has failed the ptid!=stid check. Please alert your administrator!"

This error is caused because you don't have any leagues setup just yet. If you set up a league this error won't come up.

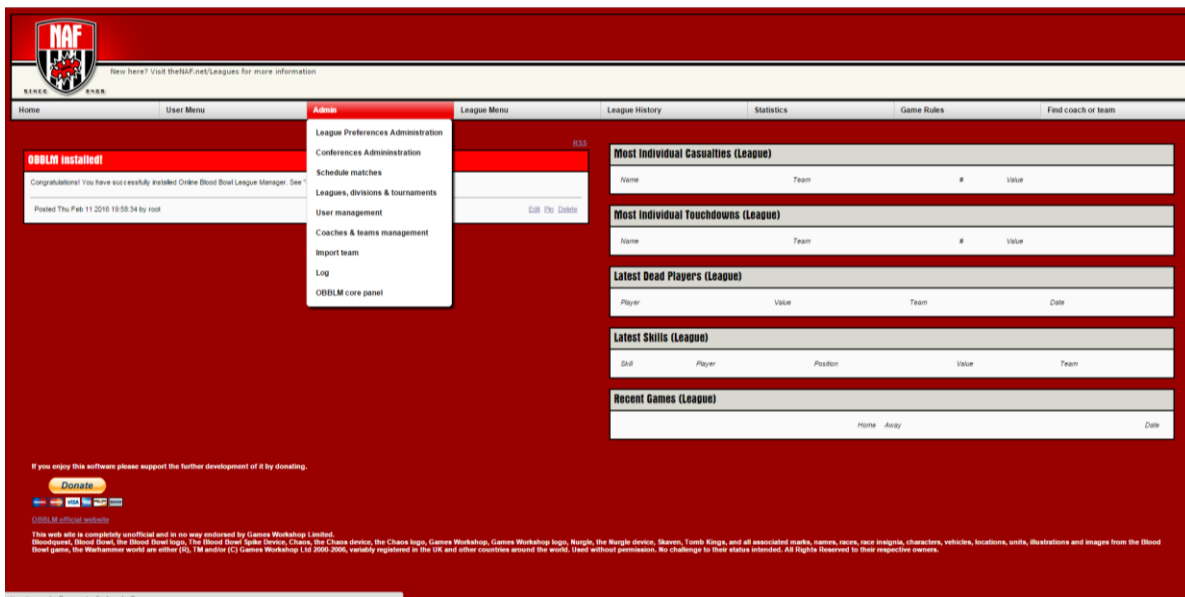
League, Divisions, Tournaments and Conferences

The League, Divisions and Tournaments section of the admin menu, is where we can create additional Leagues and Divisions (as we did when we setup the first League and division during the install process).

We can also create Tournaments, which are necessary to schedule matches between teams in the league. If you have a cross-over divisional league, like North American Professional sports, then Conferences might also be right for your league.

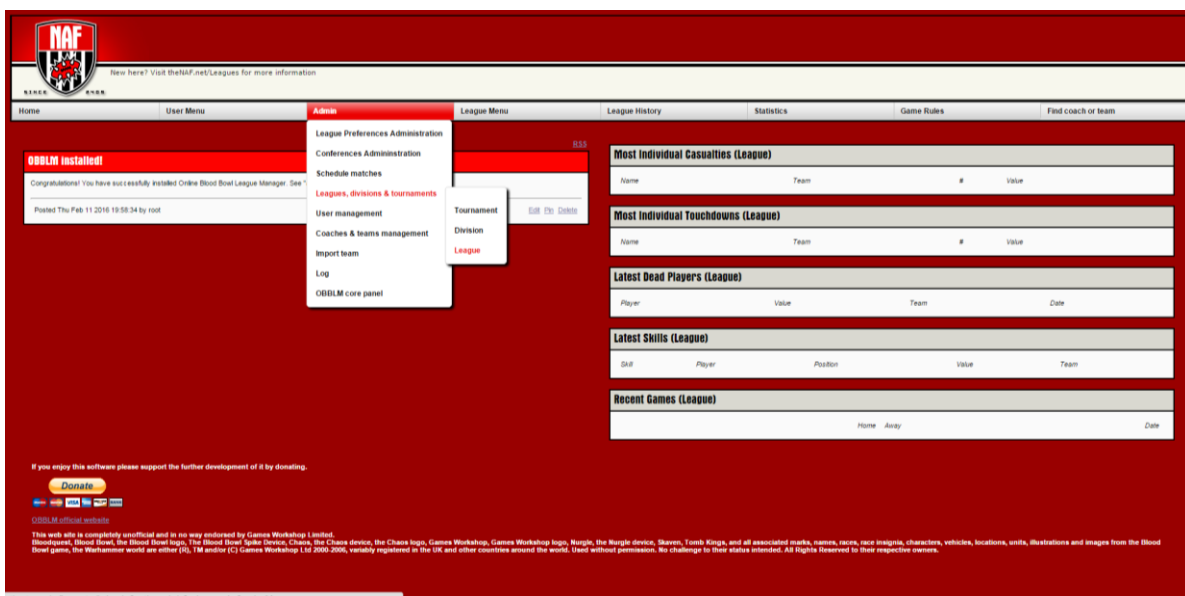
League

Firstly select the 'Admin' menu



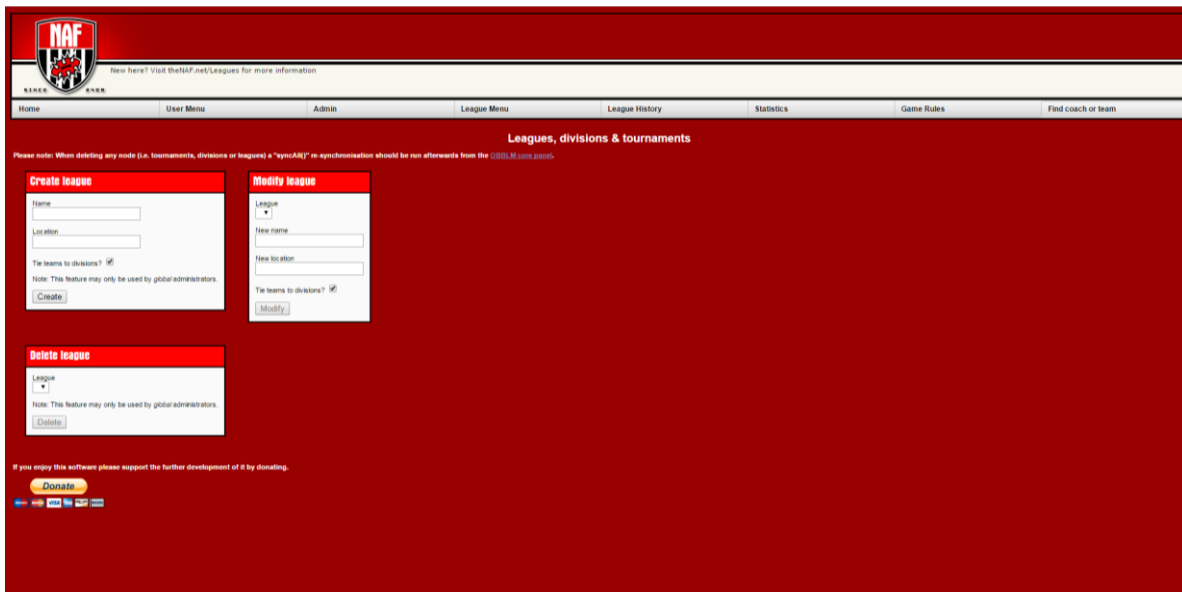
The screenshot shows the ODBLM admin interface. The 'Admin' menu is open, displaying options: League Preferences Administration, Conferences Administration, Schedule matches, Leagues, divisions & tournaments, User management, Coaches & teams management, Import team, Log, and ODBLM core panel. The 'Leagues, divisions & tournaments' option is highlighted. The main content area shows several statistics tables for a league, including 'Most Individual Casualties (League)', 'Most Individual Touchdowns (League)', 'Latest Dead Players (League)', 'Latest Skills (League)', and 'Recent Games (League)'. A 'Donate' button is visible at the bottom left.

Then go down to 'Leagues, Divisions & Tournaments'

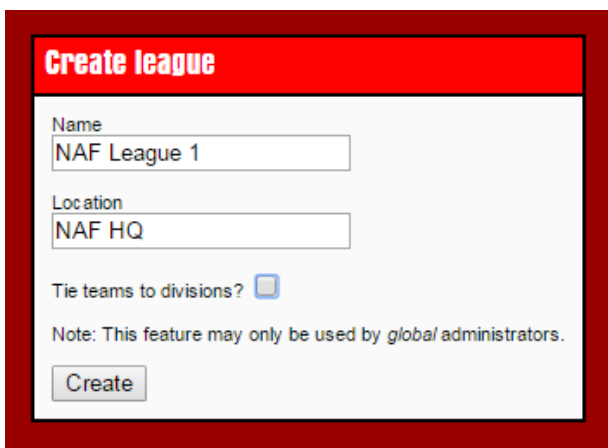


This screenshot is similar to the previous one, but the 'Leagues, divisions & tournaments' option in the 'Admin' menu is selected, and a sub-menu is visible with options for 'Tournament', 'Division', and 'League'. The rest of the interface, including the statistics tables and the 'Donate' button, remains the same.

Select the League option, so we can create the first league.



Under the Create League you enter the league name and Location

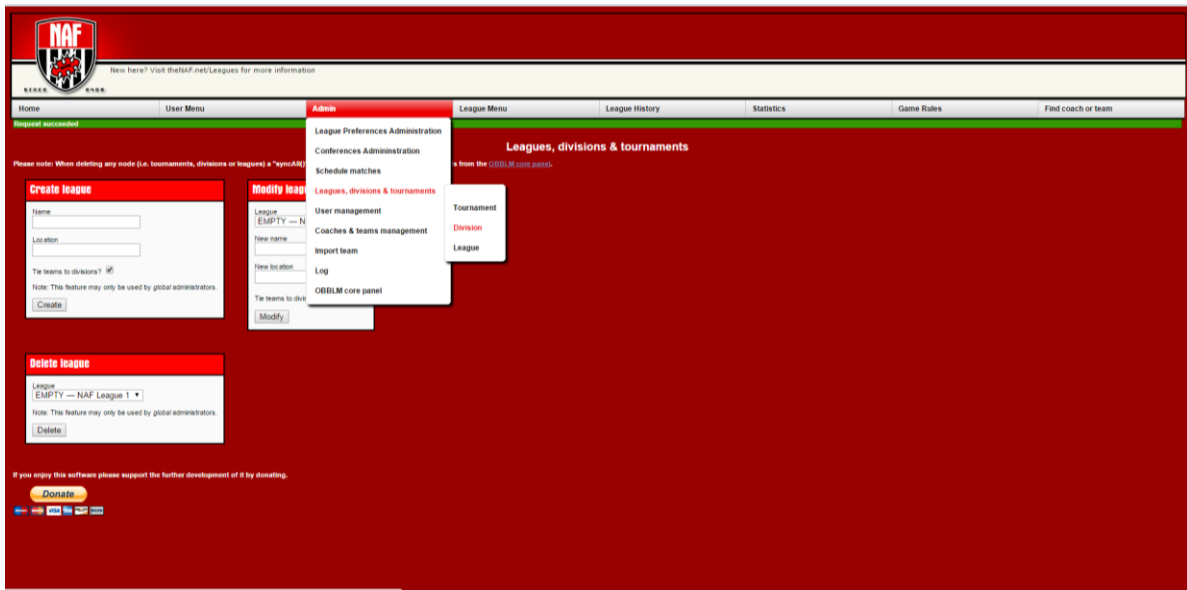


Note that the location field is a free text field, and is used in the generation of regional based menus (for multi league systems). Switching it on and off for your install is covered under the Advanced Settings section of this document. Leaving the field blank will not generate a link in the regional menu for this league regardless of whether the show-regional-menu setting is set to on or off.

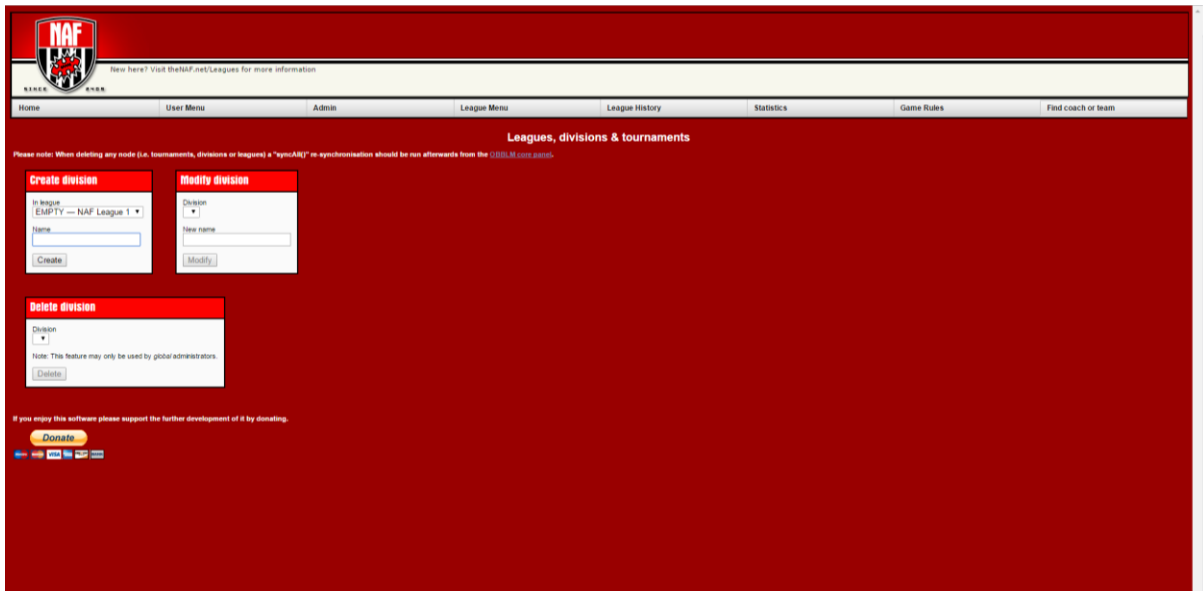
The Check box option 'Tie teams to divisions?' enabled for a league then the divisions in the league behave like leagues in the sense that teams from different divisions (although in the same league) cannot play each other. When division ties are enabled for a league it applies to all the divisions of that league. Most users of OBBLM do not need to enable division ties for their league(s).

Divisions

Once the League Name and location has been entered please click 'Create'



Once we have created our first league, we can create Divisions.



Create division

In league
EMPTY — NAF League 1 ▼

Name
Gold

Create

Create division

In league
EMPTY — NAF League 1 ▼

Name
Silver

Create

We have created two divisions here, 'Gold' and 'Silver'. For your own install, you can call them anything you like, and you can have as many as you like. Once these have been created, you can create yourself a commissioner login.

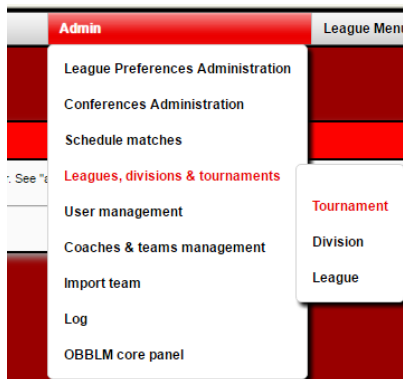
Note that teams in different divisions do not play each other; they work best as containers for seasons that operate in the sense of European style soccer divisions. For group stages within a larger tournament (like groups in the soccer world cup, or like north American 'conferences') then use only one Division and multiple Conferences (see the Conference Management section) to manage tables within your Group Stage 'tournament' for best results.

You will now need to go to the Admin OBBLM Core Panel to run SyncAll().

Tournaments

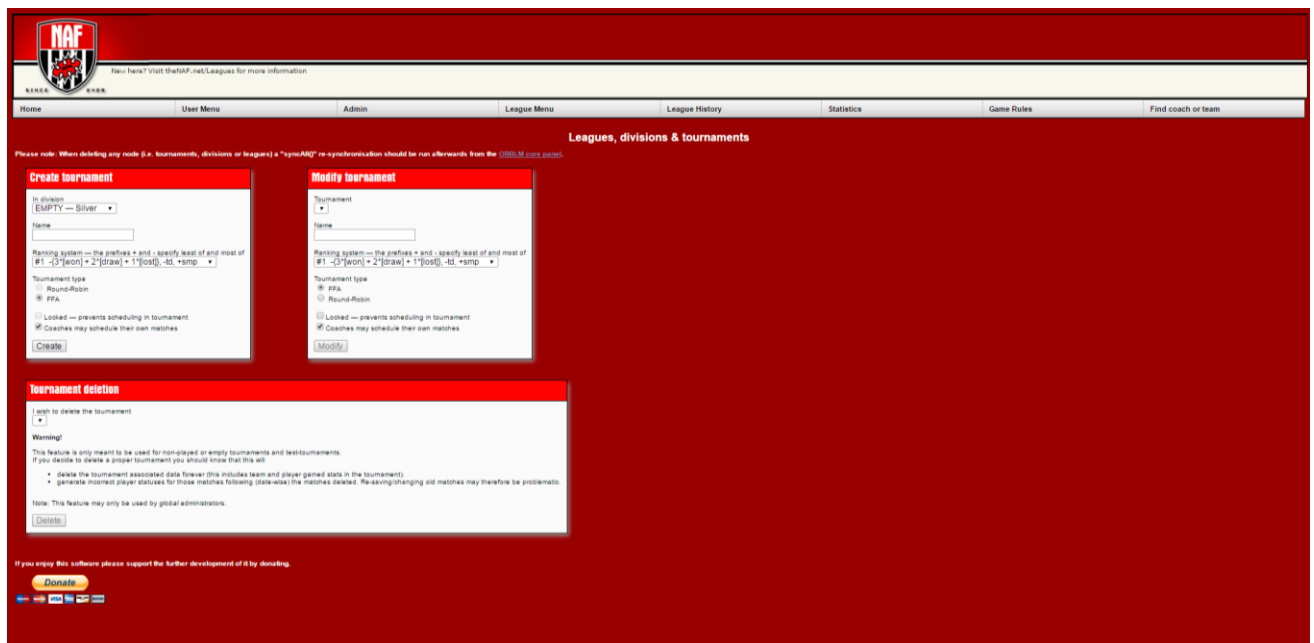
A Tournament is a container in which games can be created – it might help to think of it a season of Blood Bowl, or if divisions are being used for seasons, perhaps as a phase within a multi-stage competition (a ‘regular’ season, followed by a different tournament for ‘playoffs’, for example). Different tournaments can be scheduled or scored differently, and are always created within a Division.

To start the process of setting up a Tournament, we’ll need to be logged on with an commissioner or admin account.



Go to Admin -> Leagues, Divisions & Tournaments, click on “Tournament”.

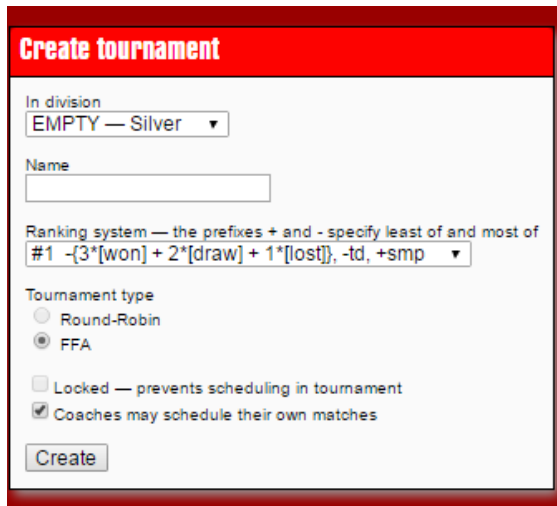
Now we’re in the Tournament section, where we can get teams ready to either allow coaches to schedule their own matches, or schedule matches within the division for them.



We need to create a tournament within a pre-existing division first.

Create Tournament

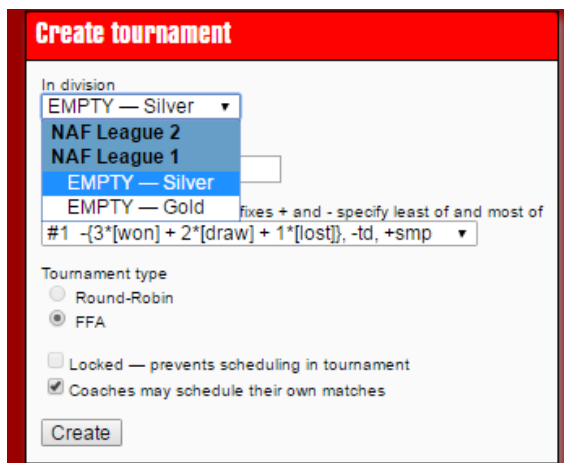
In this example, we'll create a tournament within each division to represent each season. **Note that creating the Tournament using this method is only used for Free-for-All tournaments. Don't use this for creating a Round Robin tournament, for that we can do it all from the Scheduler.**



The screenshot shows a web form titled "Create tournament" with a red header. The form contains the following fields and options:

- In division:** A dropdown menu currently showing "EMPTY -- Silver".
- Name:** An empty text input field.
- Ranking system:** A dropdown menu with the text "the prefixes + and - specify least of and most of" above it, and the selected option "#1 -(3*[won] + 2*[draw] + 1*[lost]), -td, +smp".
- Tournament type:** Radio buttons for "Round-Robin" and "FFA", with "FFA" selected.
- Options:** Two checkboxes: "Locked — prevents scheduling in tournament" (unchecked) and "Coaches may schedule their own matches" (checked).
- Create:** A button at the bottom left.

If you click on the "In division" drop down box we can choose which division, from which league, we want to create a tournament for.



This screenshot shows the same "Create tournament" form, but with the "In division" dropdown menu open. The menu lists the following options:

- EMPTY -- Silver (highlighted in blue)
- EMPTY -- Gold
- NAF League 2
- NAF League 1

The rest of the form fields and options are identical to the previous screenshot.

We choose the division we want to create the season (Tournament) within.

Create tournament

In division
 EMPTY — Gold

Name
 Season 1

Ranking system — the prefixes + and - specify least of and most of

- #1 $-(3*[won] + 2*[draw] + 1*[lost]), -td, +smp$
- #1 $-(3*[won] + 2*[draw] + 1*[lost]), -td, +smp$
- #2 $-(2*[gf] - 1*[ga]), -ki, -mvp$
- #3 $-sdiff, -smp$
- #4 $-(6*[won] + 3*[draw] + 1*[lost]), -sdiff, -tcdiff$
- #5 $-(3*[won] + 1*[draw] + 0*[lost]), -sdiff, -tcdiff$

Coaches may schedule their own matches

Create

We enter the Name of the Tournament (here we used “Season 1”).

In the next drop down box we can choose what scoring method we would like to use.

Ranking system — the prefixes + and - specify least of and most of

- #1 $-(3*[won] + 2*[draw] + 1*[lost]), -td, +smp$
- #1 $-(3*[won] + 2*[draw] + 1*[lost]), -td, +smp$
- #2 $-(2*[gf] - 1*[ga]), -ki, -mvp$
- #3 $-sdiff, -smp$
- #4 $-(6*[won] + 3*[draw] + 1*[lost]), -sdiff, -tcdiff$
- #5 $-(3*[won] + 1*[draw] + 0*[lost]), -sdiff, -tcdiff$

Coaches may schedule their own matches

All five of our standard NAFLM Ranking methods are in milestone 1. We have chosen #5, which sorts the competitors by points (three points for a win, one for a draw and zero for a loss); then by net touchdowns; then by net team casualties. The different aspects of these scoring setups is detailed in the Advanced Settings section of this document.

We next have to choose what sort of tournament it is we like to run.

Tournament type

Round-Robin

FFA

There are two options:

Round-Robin – where each team plays each other once. (don’t use this option as it is done from the scheduler)

FFA (Free For All) - where the players organise independently whom they would like to play round to round.

We will choose round robin, and uncheck “Coaches may schedule their own matches”

Then we hit “Create” and we are done.

Modify Tournament

If you have made a mistake, not to worry, you can modify the tournament later.



It has the same options as the creation, but here you can change an already created tournament.

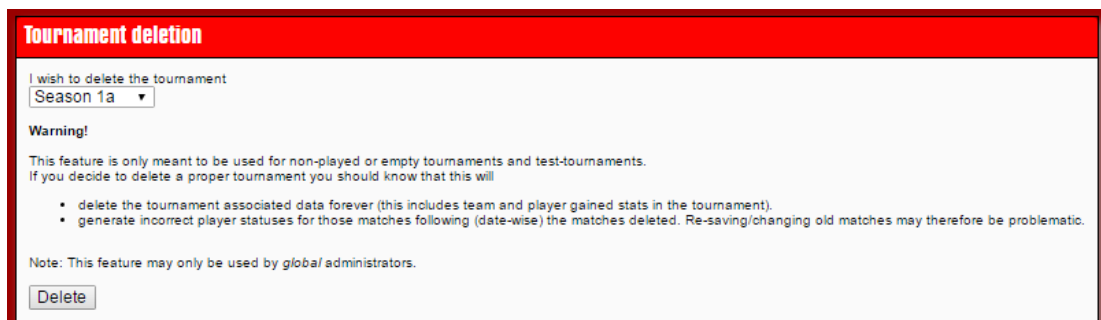
Again don't create a Round Robin here, it is best done from the Scheduler

Tournament deletion

This Feature is only available to Global Commissioners; it is very dangerous to delete a tournament that has data in it.

This feature is only meant to be used for non-played or empty tournaments and test-tournaments. If you decide to delete a proper tournament you should know that this will

- delete the tournament-associated data forever (this includes team and player gained stats in the tournament).
- generate incorrect player statuses for those matches following (date-wise) the matches deleted. Re-saving/changing old matches may therefore be problematic



Select the season from the drop down box and hit "Delete"

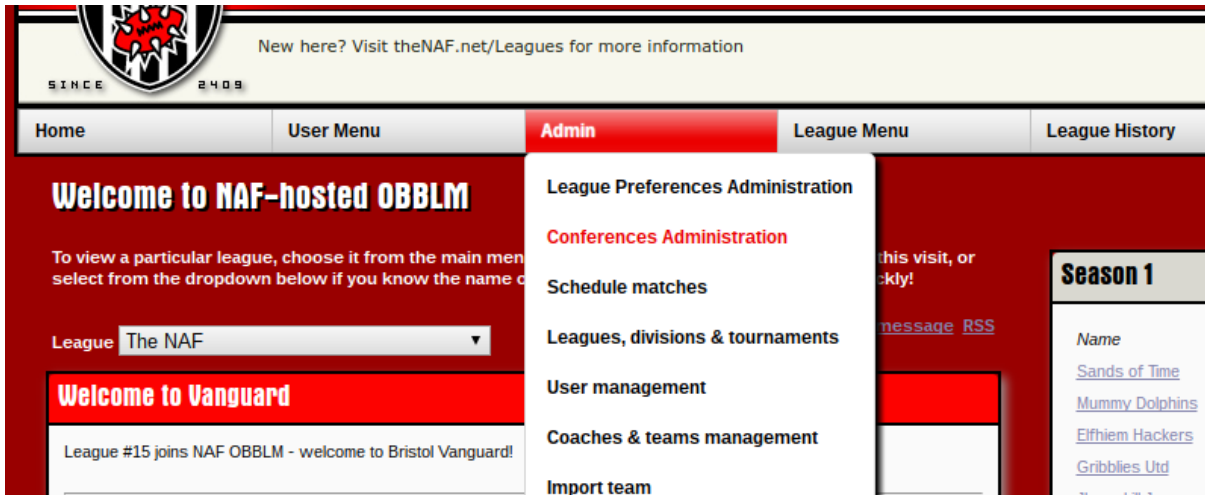
It is now deleted.

Conferences (Optional)

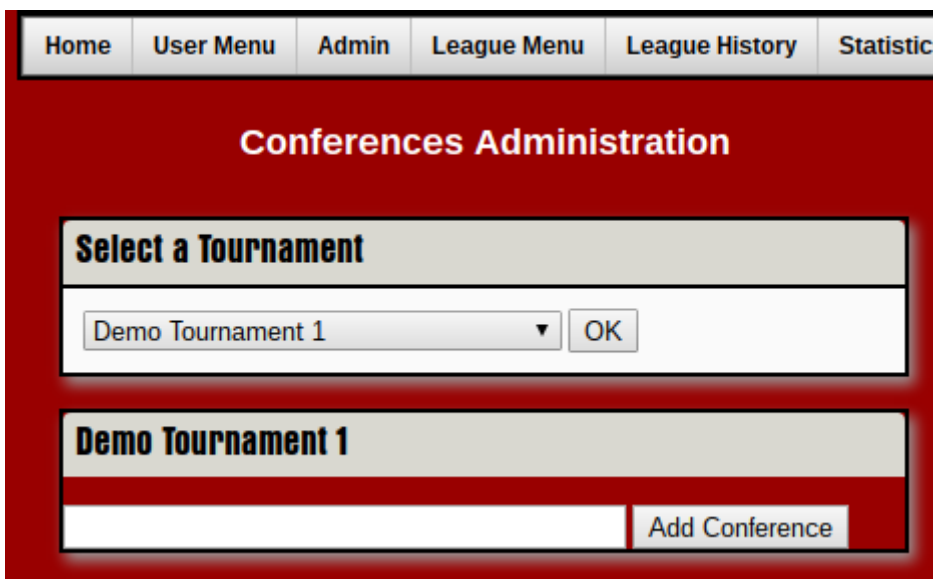
Just as some North American sports split a single league into a smaller number of conferences, the same functionality is available in OBBLM for leagues that operate a similar model.

A Conference is ultimately a way of dividing a tournament into separate tables without requiring that teams competing against each other are in the same table. For example, teams in the conference East and teams in the conference West can play each other, and be awarded points and statistics, without being added to the other conference. This attribute is unique to conferences in the OBBLM system.

To set up a conference, navigate to Admin Menu > Conferences Administration



Next, select the tournament you want the conference to take place in. Then hit "OK".



Add your first conference in the Box provided, and then hit "Add Conference". Now repeat the task for your second and subsequent conferences.

Conferences Administration

Conference added

Select a Tournament

Demo Tournament 1 OK

Demo Tournament 1

Add Conference

East ✕

Add Team

West ✕

Add Team

To add teams to the conferences, simply start typing the team name into the box Add Team for the conference you're using.

East ✕

Add Team

[Pahuax Flamewalkers](#) ✕

[New Empire Patriots](#) ✕

[Da Pheasant Pluckerz](#) ✕

West ✕

Add Team

[Blood Swe](#) ✕ Daunty Peeks

[Albion Wiz](#) ✕ Dem Batty Vamps

[Graeling U](#) ✕ Dirty Rotting Scoundrels

Frosty Vikings

Knighy-Knight

Old An' Dusty

Port City Hood Rats

Add teams until you have all that you wish to add included.

That's it! To see the conference tables for your league, simply visit League Menu > League Tables and your teams will appear in the conference arrangement for the tournament rather than in a single league table.

League Tables

Select a tournament

Demo Tournament 1

Demo Tournament 1

East

#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	Pts
1	Sexy Craig	Pahuax Flamewalkers	Lizardman	1700k	0	0	0	0	0	0	0
2	Rich	New Empire Patriots	Human	1000k	0	0	0	0	0	0	0
3	Clayton	Da Pheasant Pluckerz	Goblin	1460k	0	0	0	0	0	0	0

West

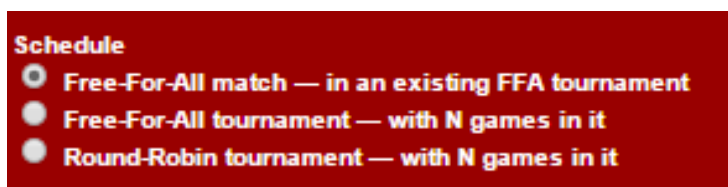
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	Pts
1	Attila	Blood Sweat and Ears	Dark Elf	1000k	0	0	0	0	0	0	0
2	Gobdomino	Albion Wizards	Human	2010k	0	0	0	0	0	0	0
3	tommonstrosity	Graeling Unclean	Chaos Pact	1000k	0	0	0	0	0	0	0

You can add more teams later using the Conferences Administration menu.

Schedule matches

Now that we have created the league structure that we want and Coaches have entered teams information we can start adding teams to tournaments and run up a schedule. (for Round Robin Schedules you need to have at least 4 teams)

Firstly we need to select what type of schedule we are going to create



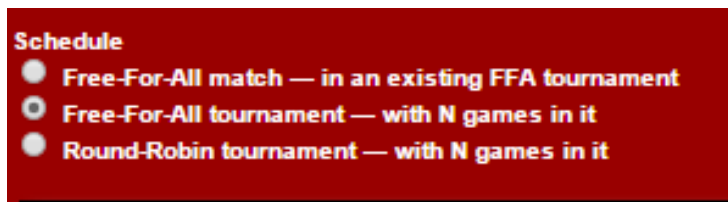
Free-For-All match – this is for creating an extra game in an existing Free for all Tournaments, that we created using the Tournament creation earlier.

Free-for-All tournament – with N games in it, (where N = number of rounds) This sort of tournament is where we are creating a tournament on the fly, from the scheduler

Round Robin tournament – with N games in it, (where N = number of rounds) This sort of tournament each team plays each other once.

Schedule a new Free for All Tournament

We need to change the radio button on to the correct option to start this process.

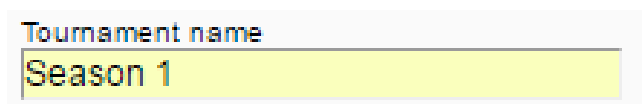


Once we have selected this we need to choose what Division we are creating the league for.

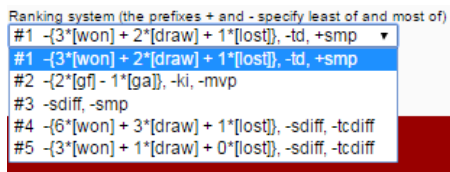


Here we are going to choose Gold Division in NAF League 1.

Next we have to Enter a Name for the League

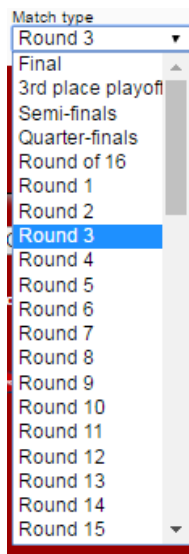


Next our Ranking system



Again this holds all the Ranking Methods that come as default with NAFLM.

We are on to the Match Type we can setup single rounds via this method.



Now we add the teams



This form will suggest the correct team once you get part of the name correct. If you are unsure of where to find the team names, they are under: League Menu -> Teams.

Once we have entered all the teams.

We can hit the “Create” button



When Successful, there will be a green line at the top with “Request Successful” in it.



Schedule extra Free for all Matches in Existing FFA Tournament

If we have already setup tournaments we can use this to organise games for the players.

First we setup the FFA matches for an existing FFA Tournament. You can add matches to a tournament that is already running.

The 'Options' form has a red header. Below it, there are two dropdown menus. The first is labeled 'Match type' and has 'Round 4' selected. The second is labeled 'In tournament' and has 'Season 1' selected.

Here we have chosen a Round 4 game for Season 1

Now we choose the teams to add to this tournament

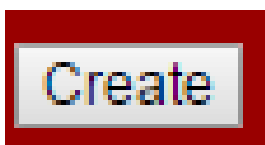
The 'Add team' form has a red header. Below it, there is a text input field labeled 'Add team' containing 'Dance Company'. To the right of the input is an 'Add' button. Below the input is a list of 'Selected teams' with 'Dance Company' listed. At the bottom left, there is a 'Remove' button.

In the Add Team box, under Add team, you can enter the team name. Note that this will auto prompt once it finds a name that is spelt similar.

Then Click "Add"

The 'Add team' form has a red header. Below it, there is a text input field labeled 'Add team' containing 'GangGreen'. To the right of the input is an 'Add' button. Below the input is a list of 'Selected teams' with 'Dance Company', 'Franks Stines', and 'GangGreen' listed. At the bottom left, there is a 'Remove' button.

Once we have added all the teams for the tournament we can create the schedule.



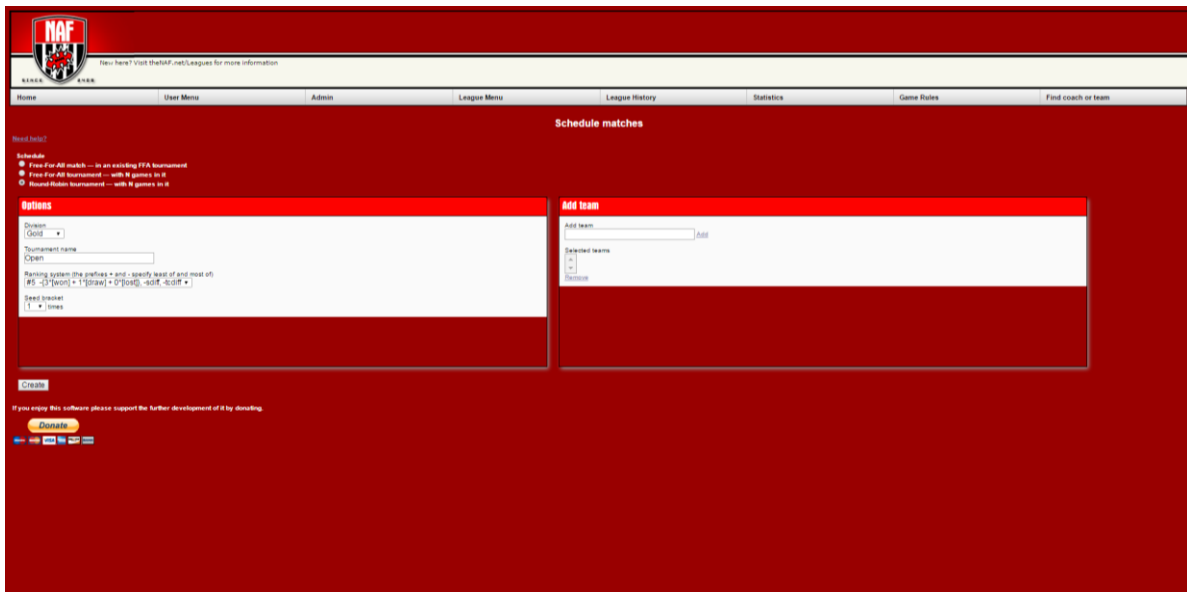
By clicking the "Create" button.

When Successful there will be a green line at the top with "Request Successful" in it.



Round Robin Tournament Creation

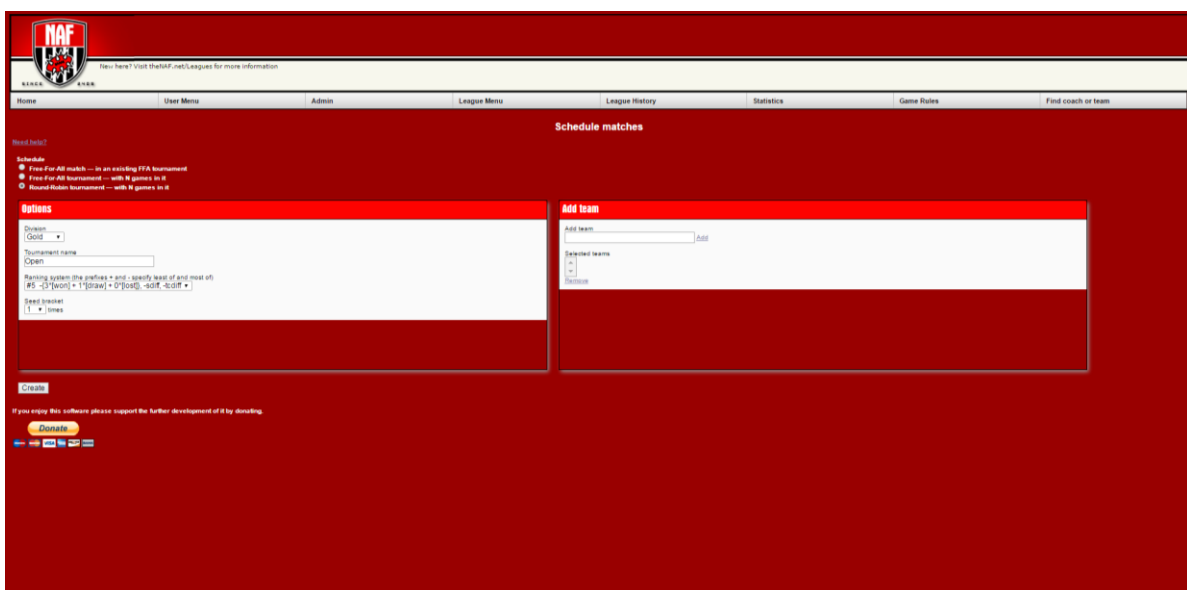
To create a round robin Tournament, we need to set the radio button to the correct option.



Once we have set that we can start to choose the options that you want set. First choosing the division.

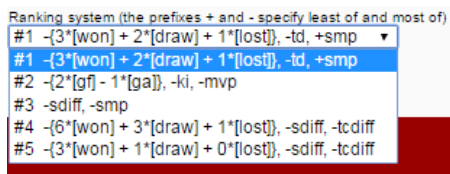


We are going to choose Silver here. Now we enter the tournament name.



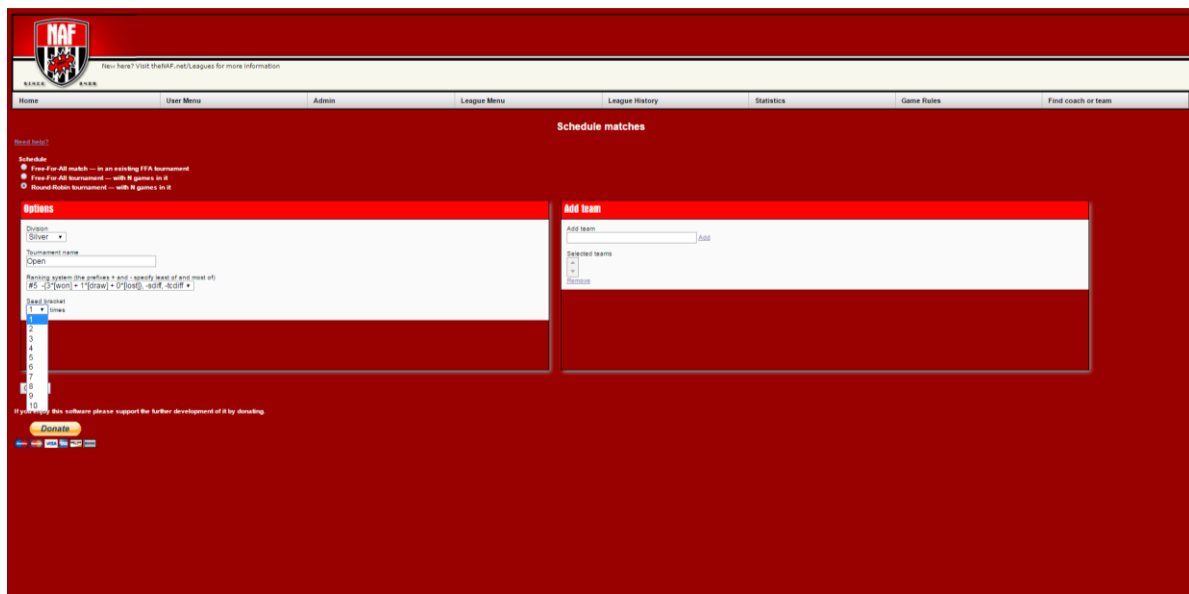
In this case we have called this tournament 'Open'

We have to choose the Ranking system.

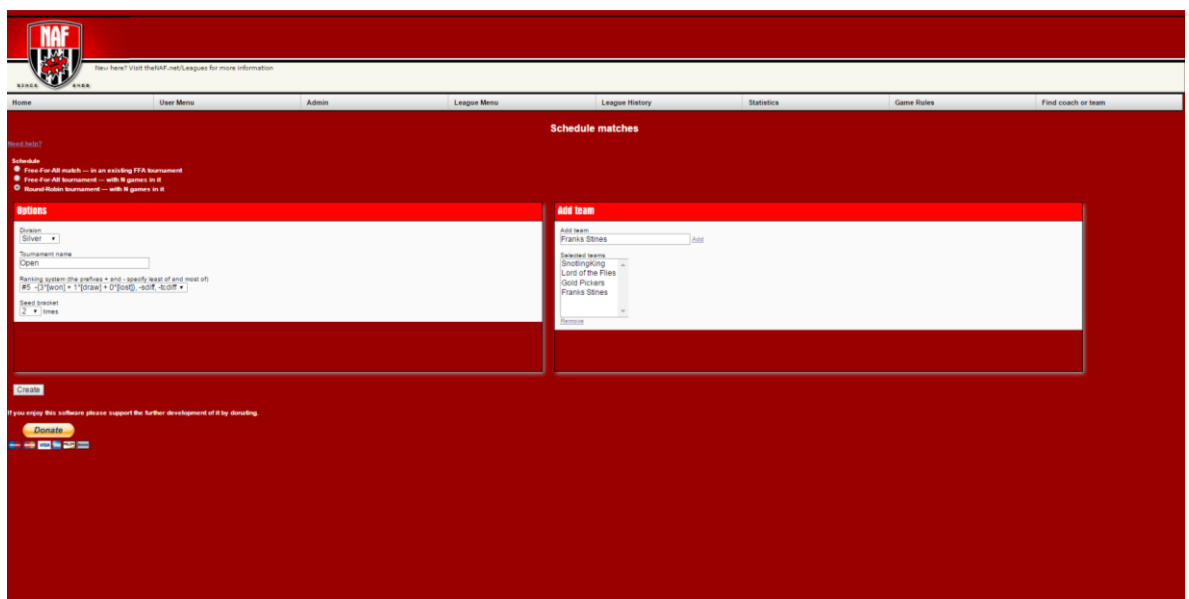


Again this holds all the Ranking Methods that come as default with NAFLM.

The final Option we have is the Seed Bracket. This is how many times we want each team to play each other (we will choose #2).



Now that we have entered all the options we need to add teams.



When we have added all the teams we hit "Create"

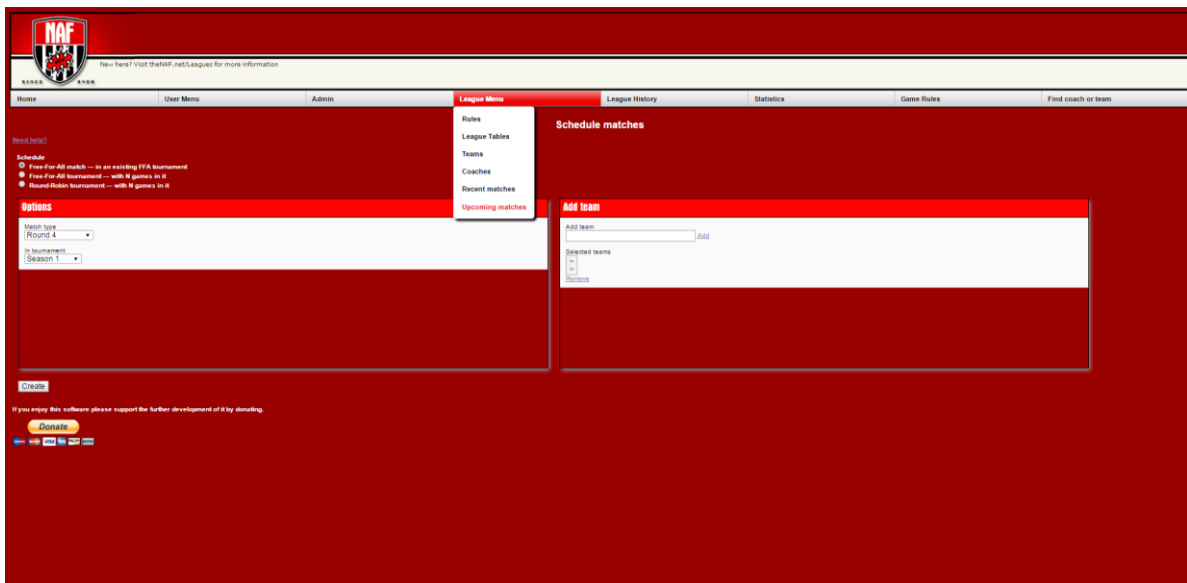


When Successful there will be a green line at the top with “Request Successful” in it.

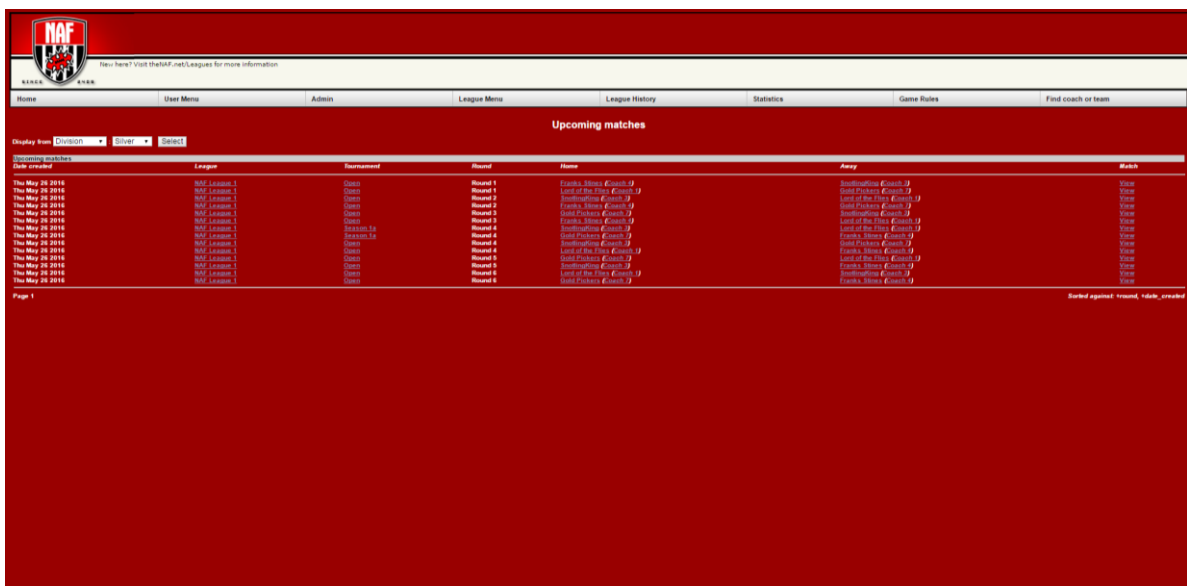


Reviewing the Schedules

To view the games scheduled you can see them under: League Menu -> upcoming Matches



In the Upcoming matches we see what has been scheduled for different Divisions



We can filter that down using the Display options.

League Option

The league option will display all schedules for the selected league



Once selected, hit the "Select" button



Division Option

You can filter down to the selected Division in a League under this option



Tournament Option


This option allows us to filter further down to get to the individual Leagues that have been created.



The Selected Option

When the option you wish to view has been selected, NAFLM will filter out all the other games and just display according to the level of filtering you have chosen.

Here we have selected the Tournament -> Open from the silver division



New here? Visit theNAF.net/League for more information.

Home | User Menu | Admin | League Menu | League History | Statistics | Game Rules | Find coach or team

Upcoming matches

Display from Tournament | Date | Select

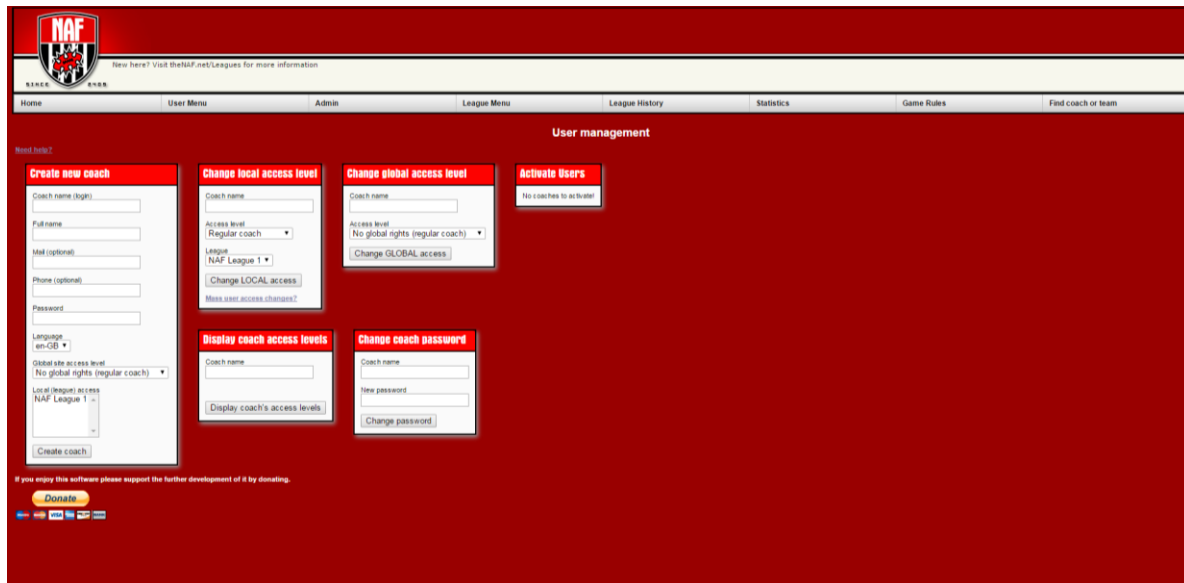
Date created	League	Department	Round	Name	Oppy	Match
Thu May 20 2016	NOF League 1	Chess	Round 1	Franka Stone Coach (J)	Swindcliffe Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 1	Lord of the Flies Coach (J)	Gold Phoenix Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 2	Swindcliffe Coach (J)	Lord of the Flies Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 2	Franka Stone Coach (J)	Gold Phoenix Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 3	Gold Phoenix Coach (J)	Swindcliffe Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 3	Franka Stone Coach (J)	Lord of the Flies Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 4	Lord of the Flies Coach (J)	Franka Stone Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 4	Swindcliffe Coach (J)	Gold Phoenix Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 5	Gold Phoenix Coach (J)	Lord of the Flies Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 5	Swindcliffe Coach (J)	Franka Stone Coach (J)	View
Thu May 20 2016	NOF League 1	Chess	Round 6	Gold Phoenix Coach (J)	Franka Stone Coach (J)	View

Page 1 Sort by against round, date created

Here we can see that each coach plays each other, and in what order.

User Management

User management is where Administrators can Add and Change users access levels.



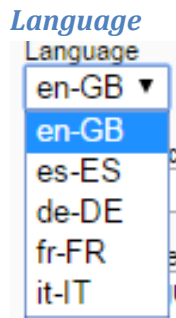
Create Coach

To create a coach, you only have to fill out the Create New Coach form. This is particularly useful if an admin is not going to be the Commissioner, and wishes to set another Commissioner up early so they can set up the tournaments.

A close-up view of the "Create new coach" form. It features a red header with the title "Create new coach". The form contains the following fields: "Coach name (login)", "Full name", "Mail (optional)", "Phone (optional)", "Password", "Language" (set to en-GB), "Global site access level" (set to "No global rights (regular coach)"), and "Local (league) access" (set to "NAF League 1"). A "Create coach" button is located at the bottom of the form.

You should enter the Coach Name, and full name, the email and phone are optional, but handy if your players arrange their own times to play.

Set a password and get the player to change it early on.



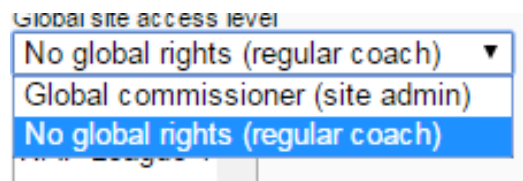
NAFLM has been translated in to a number of languages for everybody to use:

- English
- Spanish
- German
- French
- Italian

Choose the appropriate language for your player. They can change it later as well.

Global Site Access Level

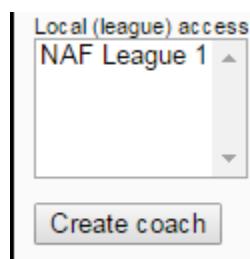
NAFLM uses Access Control Levels for Users, Local and Global Commissioners. When setting up a user we only have two options, Regular coach and Global Commissioner (Site Admin)



Only choose Global Commissioner if you are setting up a 2nd admin person. Commissioner rights for one or more leagues can be set at the local access level and are more suitable for commissioners who don't require, for example, database tasks.

Local League Access

When you set up your users, if you have more than one League you will have more than one option here.



Highlight the league you wish your user to have access too. *Note: for Global Commissioner creation you don't need to do this, just click "Create Coach"*

Local (league) access
 NAF League 1
 Create coach

Once selected, hit Create Coach.

Change Local Access Level

If you have a coach, you wish to add as a Local League Commissioner you can add them here. Enter the coaches name (same as their user name)

Change local access level
 Coach name
 Coach 1
 Access level
 Regular coach
 League
 NAF League 1
 Change LOCAL access
[Mass user access changes?](#)

Select from the drop down box what Access Level you want to give to them, out of Regular Coach, Local Commissioner, or no Permissions to access the site at all.

Change local access level
 Coach name
 Coach 1
 Access level
 Regular coach
 Local commissioner
 Regular coach
 None
 Change LOCAL access
[Mass user access changes?](#)

Choose from the dropdown box the League you wish to grant them permissions to.

Change local access level
 Coach name
 Access level
 Regular coach
 League
 NAF League 2
 NAF League 2
 NAF League 1 access
[Mass user access changes?](#)

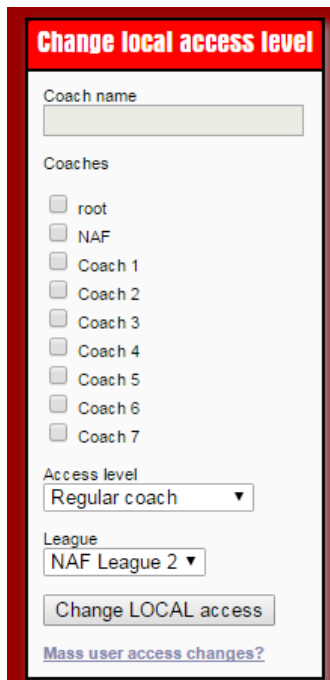
Select, then click “Change Access”

The user's access will now be updated.

Mass Change of Permissions

At the bottom of the change local access level we have a link to allow admins to do on Mass changes to users, very useful when you have a 2nd league and want to give coaches access to more than one League quickly.

Click the "Mass user access changes?"



The screenshot shows a web form titled "Change local access level" with a red header. It includes a text input field for "Coach name". Below this is a section labeled "Coaches" with a list of checkboxes for "root", "NAF", "Coach 1", "Coach 2", "Coach 3", "Coach 4", "Coach 5", "Coach 6", and "Coach 7". There are two dropdown menus: "Access level" set to "Regular coach" and "League" set to "NAF League 2". At the bottom, there is a "Change LOCAL access" button and a blue link labeled "Mass user access changes?".

The Change local access level area will expand out with all the users. Each user has a check box - simply check what users you wish to change the permissions for, select the league for which the change should apply, and click "Change LOCAL access".

Display Coach Access levels

If a Commissioner needs to see what the access level of a particular coach is, they can do that by entering the coach's name in to the Display Coach Access Levels section



The screenshot shows a web form titled "Display coach access levels" with a red header. It features a "Coach name" input field containing "Coach 2", with a dropdown menu below it also showing "Coach 2". At the bottom, there is a "Display coach's access levels" button.

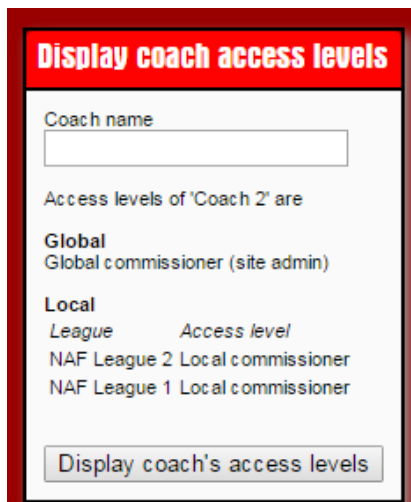
Note: Like all forms OBBLM will auto suggest the coach's name.

Once entered hit "Display coach's access levels"



The screenshot shows a web form titled "Display coach access levels" in a red header. Below the title is a text input field labeled "Coach name" containing the text "Coach 2". At the bottom of the form is a button labeled "Display coach's access levels", which is circled in black.

This will display below the coach's name all access levels granted so far.



The screenshot shows the same form as above, but now displaying the access levels for "Coach 2". The "Coach name" field is empty. Below it, the text "Access levels of 'Coach 2' are" is shown. Under the "Global" section, it says "Global commissioner (site admin)". Under the "Local" section, there is a table with two columns: "League" and "Access level". The table contains two rows: "NAF League 2 Local commissioner" and "NAF League 1 Local commissioner". A "Display coach's access levels" button is at the bottom.

You can see that this coach has Global Commissioner permissions, as well as acting as a local commissioner to two leagues.

For a regular coach:



The screenshot shows the same form as above, but now displaying the access levels for "Coach 3". The "Coach name" field is empty. Below it, the text "Access levels of 'Coach 3' are" is shown. Under the "Global" section, it says "No global rights (regular coach)". Under the "Local" section, there is a table with two columns: "League" and "Access level". The table contains one row: "NAF League 1 Regular coach". A "Display coach's access levels" button is at the bottom.

The standard Global setting is "No global rights" and the coach has access to Local League as a Regular coach; in this case it is just one league. The permissions for this coach can be changed using the step described above.

Change Global Access Level

If you have to add or remove a coach from being a global commissioner, you can do that in the Change Global Access Level section.



The screenshot shows a form titled "Change global access level" with a red header. It contains a text input field for "Coach name", a dropdown menu for "Access level" currently set to "No global rights (regular coach)", and a button labeled "Change GLOBAL access".

Enter the coach's name and choose to add or remove from the drop down box



The screenshot shows the form with "Coach 2" entered in the "Coach name" field. The "Access level" dropdown menu is open, showing three options: "No global rights (regular coach)", "Global commissioner (site admin)", and "No global rights (regular coach)". The bottom option is highlighted in blue.

Once selected click "Change GLOBAL access"



The screenshot shows the form with "Coach 2" in the "Coach name" field and "No global rights (regular coach)" selected in the "Access level" dropdown. The "Change GLOBAL access" button is circled in black.

The changes are displayed in the "Display coach access levels" box.

Display coach access levels

Coach name

Access levels of 'Coach 2' are

Global
 No global rights (regular coach)

Local

League	Access level
NAF League 2	Regular coach

Display coach's access levels

This will tell you what's been changed about the coach.

Change Coach Password

If a coach has forgotten their password, a Global Commissioner can reset the password for a coach.

Enter the Coaches name and new Password, and then click "Change Password".

Change coach password

Coach name

New password

Change password

Activate Users

When users have registered to be coaches in either league the local commissioners will be notified via email. Also, in the User Management admin section, Global Commissioners can see unactivated Coaches and activate them with the click of a button.

Activate Users

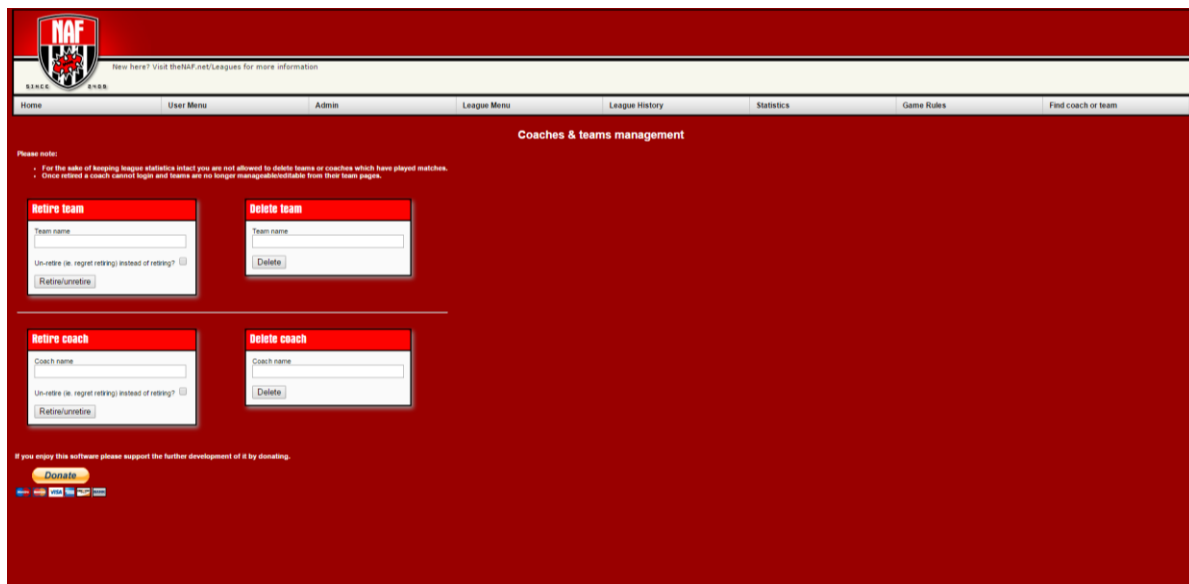
Coach 8

To activate the coach just click “Activate”, and now the Coach is a coach in the league they selected during their registration.

Coaches and Team Management

Admin > Coaches and Team management is where we can retire/unretire teams and coaches, or delete teams that have not yet played a game.

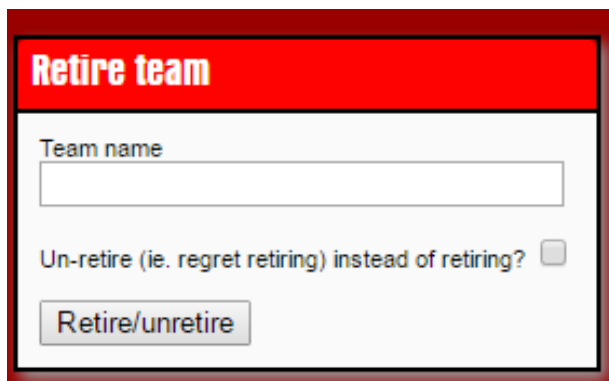
Reminder: you should never attempt to delete a coach, team, or match that has been played.



Once a team has statistics you can no longer delete the team as that would mess up the statistics of other teams as well.

Retire Team

You can retire a team by entering the team name and clicking “Retire/unretire”



By the same method we can unretire a team by entering the team name, checking the box “Un-retire”, and submitting in the same way as above.

Retire team

Team name

Un-retire (ie. regret retiring) instead of retiring?

Retire/unretire

Once done there you can click the button “Retire/unretire”

Delete Team

To delete a team, enter the team name in to the Delete Team – team name field and click Delete.

Once deleted a team cannot be recovered.

Delete team

Team name

Delete

Retire Coach

There are times when coach might move on and later come back, so the administrator is able to retire or u-retire them.

Retire coach

Coach name

Un-retire (ie. regret retiring) instead of retiring?

Retire/unretire

You can retire a Coach by entering the Coach’s name and clicking “Retire/unretire”

By the same method we can unretired a coach by entering the coach’s name, then checking the box “Un-retire”

Retire coach

Coach name

Un-retire (ie. regret retiring) instead of retiring?

Retire/unretire

Delete Coach

An administrator might want to delete a coach that has just joined, but you should not and cannot delete a coach that has played any games for the same reason that you can't delete a team that has played a game.

To delete a coach, enter the Coach's name in to the Delete Coach – Coach's name field and click Delete. **Once deleted a coach cannot be recovered.**

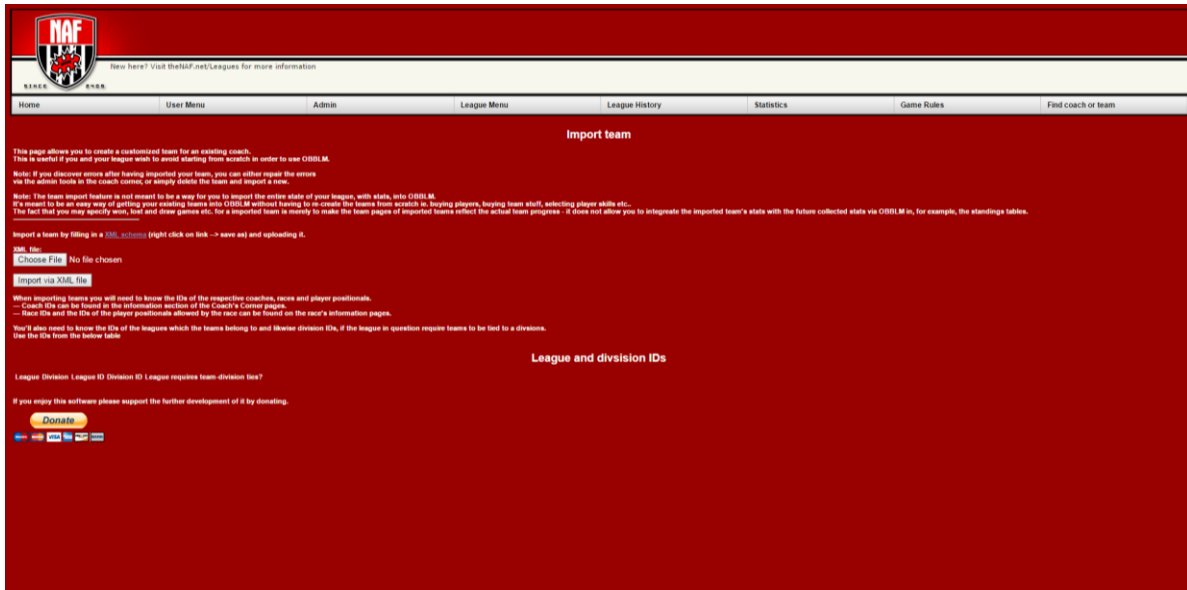
Delete coach

Coach name

Delete

Import Team

NAFLM has the ability to import a team from Cyanide's Blood Bowl client. If you find your league moving from the computer to the tabletop, or you might want a player to bring their online team to your tabletop league, this is a useful function.

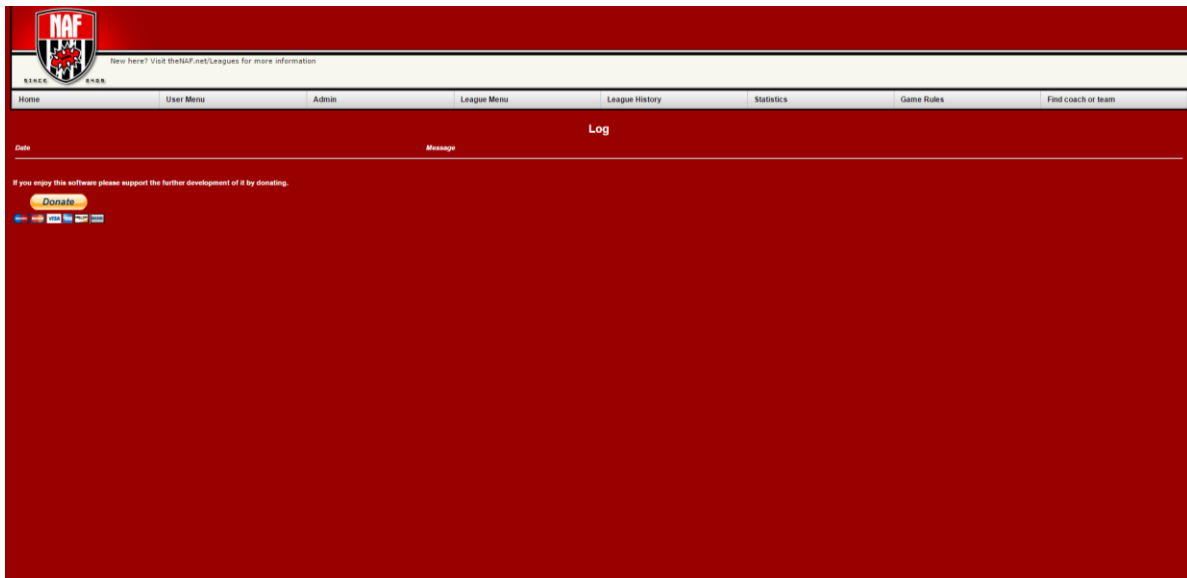


First, export the team from the online client in XML format and upload them here, by selecting the file and clicking “Import via XML file”

This screen also has your League ID and the Division IDs (also found on the /troubleshoot.php page), which you can use as references if you want to change some of the front page leader boxes (see advanced settings) and you need to know the IDs of divisions and Leagues.

Log

NAFLM now logs all activities carried out by the administrator.



The log will contain important information about changes the administrator or commissioner has made to a team, like changing treasury or fan factor, for example.

If for instance at the end of your league the winner gets bonus winnings, when added to the team that will be recorded in the format of

Date (Day/Month/Date/year/time)

Message (who did what to what team)

Troubleshooting

If you run into issues with your site and are seeking help with your install from other obblm users, you should always provide a link to your site troubleshooting page.

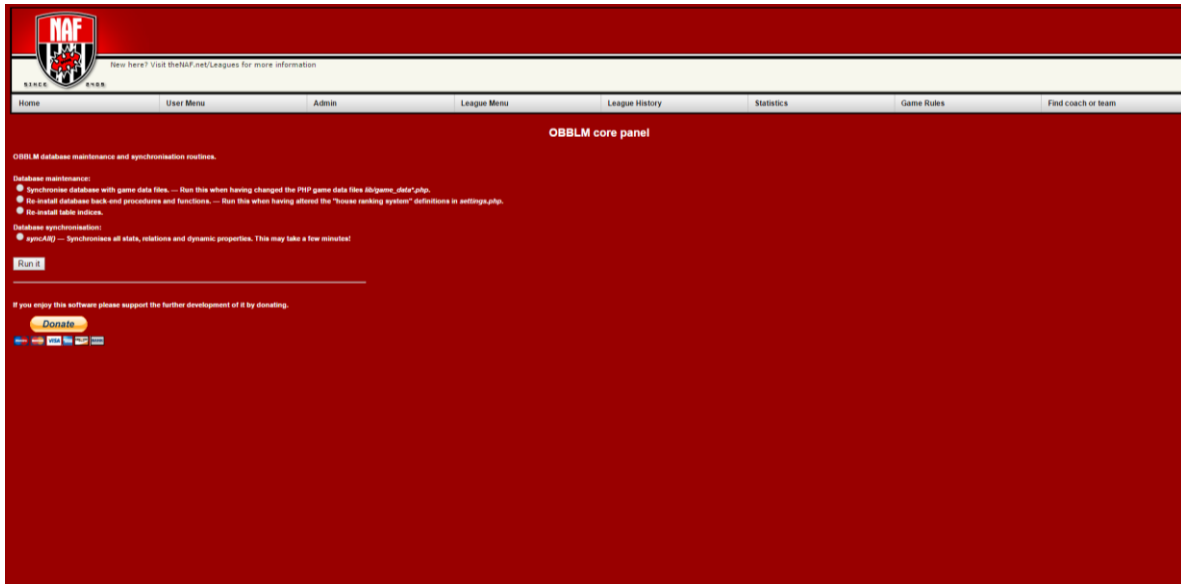
To find your troubleshooting page, simply go to the home page of your obblm install and append `"/troubleshoot.php"` to the web address. This will bring up a rundown of all the Leagues and Tournaments in your install to assist in resolving common issues with installs.

OBBLM Troubleshooting									
Leagues									
League ID	Tie Teams to Divisions	Name	Date Created	Location	Divisions				
1	0	The NAF	2014-12-23 04:24:17						
2	0	MARBBL (Malmo)	2014-12-23 08:46:39	Sweden					
4	0	FennLong	2015-01-15 15:57:42	UK					
5	0	Essex Bloodbowl	2015-01-15 16:47:05	UK					
6	0	League of Extraordinary Gentlemen	2015-01-17 12:40:17	UK					
7	0	United Friends	2015-03-02 12:42:05	Germany					
8	0	Rom-at-the-Ford's Blood Bowl League	2015-04-26 16:04:02	UK					
9	1	ARBBL (Andover)	2015-05-16 15:13:23	UK					
10	0	CHOP! (Vancouver, BC)	2015-06-04 17:52:00	Canada					
11	0	KABBL (Knoxville)	2015-08-28 21:46:40	USA					
12	0	DSBTT (London)	2015-08-31 18:50:28	UK					
13	1	KRBBL (Folkestone, Kent)	2015-09-22 16:29:26	UK					
14	0	MAD League (Asfordby)	2015-09-29 20:42:17	UK					
15	0	Bristol Vanguard	2015-10-11 18:06:27	UK					
16	0	KIL (Denver)	2015-10-20 20:03:20	USA					
17	0	Newcastle Legion	2015-11-16 00:27:13	Australia					
18	0	Liga Burgalesa de Blood Bowl (Burgos)	2015-11-16 01:10:18	Spain					
19	0	PaDGBBL (San Diego, California)	2015-11-16 01:11:40	USA					
20	0	MaltaBowl	2015-11-21 18:56:14	Malta					
21	0	NYCBBL (New York, NY)	2015-12-02 00:31:42	USA					
22	0	Renegade League (Edmonton, AB)	2015-12-20 23:41:35	Canada					
23	0	RABBL (Richmond, Virginia)	2016-01-01 23:35:44	USA					
24	0	Mecaliga (Madrid)	2016-01-01 23:37:05	Spain					
25	0	FABBL (Los Angeles, CA)	2016-01-05 23:28:55	USA					
26	0	WYBBL (West Yorkshire)	2016-01-05 23:33:11	UK					
27	0	DemoBowl	2016-01-14 00:06:25						
28	0	Liga de la Sección de Reconocimiento (Barcelona)	2016-01-24 19:33:32	Spain					
29	0	Victoria City Blood Bowl League	2016-01-24 19:52:51	Spain					
30	0	Glass City BloodBowl (Toledo, Ohio)	2016-03-06 20:18:24	USA					
31	0	Six Races League (Dragon Alley, Pembroke)	2016-03-28 20:15:11	Wales					
32	0	Hastings Bloodbowl League	2016-04-05 06:11:45	UK					
33	1	Marlborough BBL (Blenheim)	2016-04-10 18:47:09	New Zealand					
34	1	NBBL (Novarea)	2016-05-23 20:42:21	France					

Tournaments									
Tour ID	Division ID	Name	Type	Date Created	RS Locked	Allow Scheduling	Winner	Finished? ('is_finished')	
93	47	Season II	1	2016-05-30 13:35:56	1	0	0	0	
92	45	Demo Tournament 1	1	2016-05-25 06:31:27	1	0	0	0	
91	45	Demo Tournament 1	1	2016-05-25 06:31:26	1	0	0	0	
90	37	HBBL Final	1	2016-05-13 16:54:18	5	0	421	1	
89	26	CHOP Season 2 Playoffs	1	2016-05-05 04:17:47	4	0	290	1	
88	4	EBB Bloodbowl KO Cup 2016	1	2016-04-25 15:05:42	4	1	0	0	
87	4	The EBB Far Albion Cup 2016	1	2016-04-20 19:28:02	1	1	143	1	

OBBLM Core Panel

The OBBLM Core Panel is where the administrators can synchronise all the data that maybe changed by config changes elsewhere. In the event of an unexpected issue this panel is often a good first point of call.



The options here are:

1. Synchronise database with game data files. — Run this when having changed the PHP game data files lib/game_data*.php.

This is for when you introduce or remove the 3 optional races Brettonian, Khorne, Syminian.

2. Re-install database back-end procedures and functions. — Run this when having altered the "house ranking system" definitions in settings.php.

This is for if you change your ranking systems.

3. Re-install table indices.

If you have any concerns about how the system is running or there is an update to any of the files, you can run this option, it will clean up all the functions and install the new details.

4. syncAll() — Synchronises all stats, relations and dynamic properties. This may take a few minutes!

This will option will do all of the above.

Coach Registration

If you have setup the basics of your league, it's now time to get the word out to your Coaches and get them to sign up.

Coach Registration

Coaches can go to your League's website

The screenshot shows the NAF League website dashboard. At the top left is the NAF logo. Below it is a navigation menu with links: Home, Login, League Menu, League History, Statistics, Game Rules, and Find coach or team. The main content area is divided into several sections:

- League:** NAF League 1
- OBBLM installed!** Congratulations! You have successfully installed Online Blood Bowl League Manager. See "about" and "introduction" for more information. Peaked Fri May 20 2010 19:10:45 by root.
- Most Individual Casualties (Division):** A table with columns: Name, Team, #, Value. Data rows: SpaceCrash (0, 80%), God_Punishers (0, 70%), Bloodhammer (0, 14%), Lord_of_the_Fox (0, 40%), God_Pastors (0, 80%).
- Most Individual Touchdowns (Division):** A table with columns: Name, Team, #, Value. Data rows: SpaceCrash (0, 80%), God_Punishers (0, 70%), Bloodhammer (0, 14%), Lord_of_the_Fox (0, 40%), God_Pastors (0, 80%).
- Latest Dead Players (League):** A table with columns: Player, Value, Team, Date.
- Latest Skills (League):** A table with columns: Skill, Player, Position, Value, Team.
- Recent Games (League):** A table with columns: Home, Away, Date.

At the bottom, there is a "Donate" button and a disclaimer: "This web site is completely unofficial and in no way endorsed by Games Workshop Limited. Bloodhammer, Blood Bowl, the Blood Bowl logo, The Blood Bowl Game (Online, Chess, the Chess device, the Chess logo, Games Workshop, Games Workshop logo, Warhammer, the Warhammer device, Storm, Tomb Kings, and all associated marks, names, icons, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world are either ®, TM and/or © Games Workshop Ltd 2002-2005, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners. FORGE, icons are used with permission. See about OBBLM for credits."

They can go and click "login"

The screenshot shows the NAF League website login page. At the top left is the NAF logo. Below it is a navigation menu with links: Home, Login, League Menu, League History, Statistics, Game Rules, and Find coach or team. The main content area is a large red box with the word "Login" centered at the top. On the left side of the red box is a login form with the following fields and elements:

- Username:** Input field with placeholder "Create name".
- Password:** Input field with placeholder "Password".
- Remember me:** A checked checkbox.
- Login:** A button.
- Forgot password?** A link.

Once here they go and click on "Register"

Login

Coach name

Password

Remember me

Login

Register

[Forgotten password?](#)

The will be taken to the Registration page

Register

Username

Email

Password

I'm a league commissioner:

League
Select a league. ▾

*Admin activation is required.

Create user

When Coaches register they need to enter:

Username (coach name)

Email

Password

If they are going to be a commissioner, they need to check the box.

And finally select what league they are to be part of from the League drop down box.

When Finished they click “Create User” and they are done.

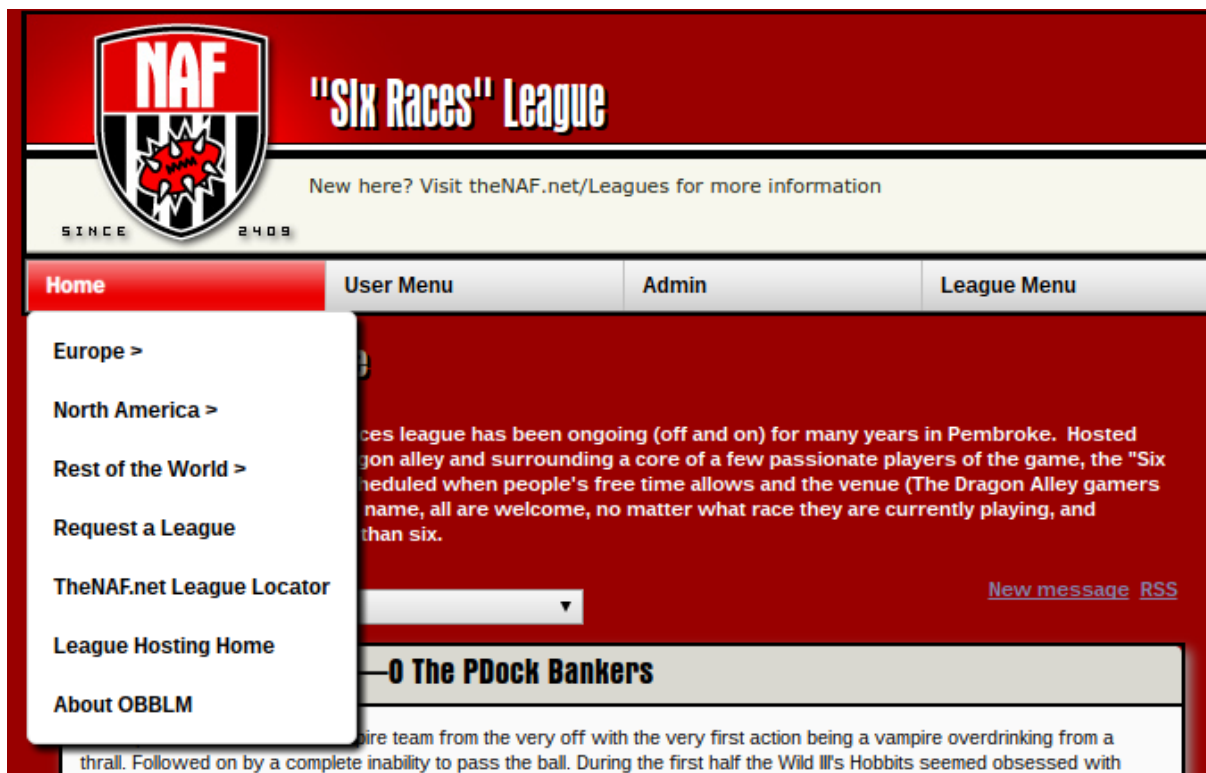
The system will also send the local commissioners an email telling them that somebody has registered, and it will add it to the Approval box as discussed in admin section.

NAF Hosted Leagues

This option is available to commissioners who are also NAF members. If pursued it does not result in a full fresh installation but results in the creation of a league on the NAF's own website. As a result, its use may mean that the advanced tasks detailed later in this document are no longer available to you - check with the NAF before registering if you are in any doubt which solution is best for your league.

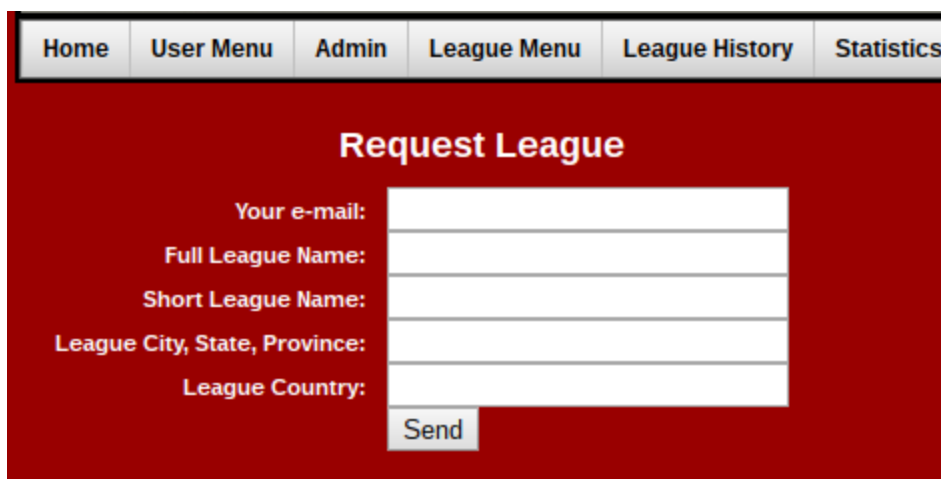
Visit the NAF hosted OBBLM service at thenaf.obblm.com.

Go to Home > Request a League. You will need to be logged in to use this feature – details of how to create an account are in the section Coach Registration section on Page 58.



The screenshot shows the NAF website interface for the "Six Races" League. At the top left is the NAF logo, a shield with a red and black design. To its right, the text "Six Races" League is displayed in a stylized font. Below the logo, it says "SINCE 2409". A navigation bar contains "Home", "User Menu", "Admin", and "League Menu". The "Home" menu is open, showing a dropdown with the following items: "Europe >", "North America >", "Rest of the World >", "Request a League", "TheNAF.net League Locator", "League Hosting Home", and "About OBBLM". The main content area has a red background and contains text about the league's history in Pembroke, mentioning "The Dragon Alley gamers" and "The PDock Bankers". There are also links for "New message" and "RSS".

Enter your details in the table provided.



The screenshot shows the "Request League" form on the NAF website. The form is set against a red background. At the top, there is a navigation bar with "Home", "User Menu", "Admin", "League Menu", "League History", and "Statistics". Below the navigation bar, the title "Request League" is centered. The form consists of the following fields and a button:

- Your e-mail:
- Full League Name:
- Short League Name:
- League City, State, Province:
- League Country:
- Send

Hit “send”. A site admin will be in touch soon to confirm your details. Once your league is set up, you can proceed to the section ‘Creating Divisions’.

Advanced Settings

These settings are not for the normal team admin, you need to know how to edit and adjust the files. The settings_#.php (where # is the League number) can be used to make some specific changes to your league. Be warned this is for advanced league admins

Settings_#.php Setup

Rules

The rules section of the Settings_#.php is where the default team creation rules are set.

```
// Please use the boolean values "true" and "false" wherever default values are boolean.
$rules['max_team_players'] = 16; // Default is 16.
$rules['static_rerolls_prices'] = false; // Default is "false". "true" forces re-roll prices to their un-doubled values.
$rules['player_refund'] = 0; // Player sell value percentage. Default is 0 = 0%, 0.5 = 50%, and so on.
$rules['journeymen_limit'] = 11; // Until a team can field this number of players, it may fill team positions with journeymen.
$rules['post_game_ff'] = false; // Default is false. Allows teams to buy and drop fan factor even though their first game has been played.

$rules['initial_treasury'] = 1100000; // Default is 1000000.
$rules['initial_rerolls'] = 0; // Default is 0.
$rules['initial_fan_factor'] = 0; // Default is 0.
$rules['initial_ass_coaches'] = 0; // Default is 0.
$rules['initial_cheerleaders'] = 0; // Default is 0.
// For the below limits, the following applies: -1 = unlimited. 0 = disabled.
$rules['max_rerolls'] = -1; // Default is -1.
$rules['max_fan_factor'] = 9; // Default is 9.
$rules['max_ass_coaches'] = -1; // Default is -1.
$rules['max_cheerleaders'] = -1; // Default is -1.
```

Standings on Front Page

The standing section is where we set the length of the names and teams that is displayed in character length

```
$settings['standings']['length_players'] = 30; // Number of entries on the general players standings table.
$settings['standings']['length_teams'] = 30; // Number of entries on the general teams standings table.
$settings['standings']['length_coaches'] = 30; // Number of entries on the general coaches standings table.
```

Front page messageboard

The Message board that is displayed on the front page can also be modified. From the number of entries to you can show Team news and Match Summaries.


```

$settings['fp_messageboard']['length']      = 10; // Number of entries on the front page message
board.
$settings['fp_messageboard']['show_team_news']  = true; // Default is true. Show team news on the
front page message board.
$settings['fp_messageboard']['show_match_summaries'] = true; // Default is true. Show match summaries
on the front page message board.

```

Front page boxes

The front page is broken up into two frames, the left side for the news, and right side for Stats. The below settings define which boxes to show on the right side of the front page.

Note, every box MUST have a UNIQUE 'box_ID' number.

The box IDs are used to determine the order in which the boxes are shown on the front page. The box with 'box_ID' = 1 is shown at the top of the page, the box with 'box_ID' = 2 is displayed underneath it and so forth.

Front page: tournament standings boxes

The tournament standings box will display the current leaders depending on what your House Ranking System (HRS) is set to.

```

$settings['fp_standings'] = array(
# This will display a standings box of the top 6 teams in node (league, division or tournament) with ID = 1
array('id' => $get_prime, # Node ID
'box_ID' => 1,
// Please note: 'type' may be either one of: 'league', 'division' or 'tournament'
'type' => 'tournament', # This sets the node to be a tournament. I.e. this will make a standings box for the
tournament with ID = 1
'infocus' => true, # If true a random team from the standings will be selected and its top players displayed.
/*
The house ranking system (HRS) NUMBER to sort the table against.

Note, this is ignored for "type = tournament", since tours have an assigned HRS.

Also note that using HRSs with fields such as points (pts) for leagues/divisions standings makes no sense as
they are tournament specific fields (i.e. it makes no sense to sum the points for teams across different tours
to get the teams' "league/division points", as the points definitions for tours may vary).

*/

'HRS' => get_alt_col('tours','tour_id',$get_prime,'rs'), # Note: this must be a existing and valid HRS number
from the main settings.php file.
'title' => get_alt_col('tours','tour_id',$get_prime,'name'), # Table title
'length' => 40, # Number of entries in table
# Format: "Displayed table column name" => "OBBLM field name". For the OBBLM fields available see the
Glossary.

'fields' => array('Name' => 'name', 'PTS' => 'pts', 'TV' => 'tv', 'CAS' => 'cas', 'W' => 'won', 'L' => 'lost', 'D' =>
'draw', 'GF' => 'gf', 'GA' => 'ga'),
), );

```

The main things here that should be edited are the:

Infocus = true; this setting turns on and off the a team in focus below the standings
Length => 40; if you have more than forty teams this should be adjusted.

Front page: leaders boxes

The leader boxes display useful stats of your league, from most casualties to Touchdowns. These settings are for the entire league.

```
$settings['fp_leaders'] = array(
  # Please note: You can NOT make expressions out of leader fields e.g.: 'field' => 'cas+td'
  # This will display a 'most CAS' player leaders box for the node (league, division or tournament) with ID = 1
  array(
    'id'    => get_alt_col('tours','tour_id',$get_prime,'f_did'), # Node ID
    'box_ID' => 3,
    // Please note: 'type' may be either one of: 'league', 'division' or 'tournament'
    'type'  => 'division', # This sets the node to be a tournament. I.e. this will make a leaders box for the
    tournament with ID = 1
    'title' => 'Most Individual Casualties (Division)', # Table title
    'field' => 'cas', # For the OBBLM fields available see
    http://nicholasmr.dk/obblmwiki/index.php?title=Customization
    'length' => 5, # Number of entries in table
    'show_team' => true, # Show player's team name?
  ),
),
```

The fourth box on the right hand side is for TDs

```
# This will display a 'most TD' player leaders box for the node (league, division or tournament) with ID = 2
array(
  'id'    => get_alt_col('tours','tour_id',$get_prime,'f_did'), # Node ID
  'box_ID' => 4,
  // Please note: 'type' may be either one of: 'league', 'division' or 'tournament'
  'type'  => 'division', # This sets the node to be a tournament. I.e. this will make a leaders box for the
  tournament with ID = 1
  'title' => 'Most Individual Touchdowns (Division)', # Table title
  'field' => 'td', # For the OBBLM fields available see
  http://nicholasmr.dk/obblmwiki/index.php?title=Customization
  'length' => 5, # Number of entries in table
  'show_team' => true, # Show player's team name?
),
);
```

Front page: event boxes

The event boxes also display on the right hand side. These can display which players have recently received skills, recent deaths, etc. It is possible to have more than these boxes, you can add a new box by copying the code, from the array down, changing the node number (after all two boxes wont display on top of each other) and what content you want to display from:

- dead - recent dead players
- sold - recent sold players
- hired - recent hired players
- skills - recent player skill picks

Below are the default boxes.

```
$settings['fp_events'] = array(
    /*
    Event boxes can show for any league, division or tournament the following:
    dead - recent dead players
    sold - recent sold players
    hired - recent hired players
    skills - recent player skill picks
    */
    array(
        'id' => $get_lid, # Node ID
        'box_ID' => 5,
        // Please note: 'type' may be either one of: 'league', 'division' or 'tournament'
        'type' => 'league', # This sets the node to be a tournament. I.e. this will make an event box for the
        tournament with ID = 1
        'title' => 'Latest Dead Players (League)', # Table title
        'content' => 'dead', # Event type
        'length' => 5, # Number of entries in table
    ),
    array(
        'id' => $get_lid, # Node ID
        'box_ID' => 6,
        // Please note: 'type' may be either one of: 'league', 'division' or 'tournament'
        'type' => 'league', # This sets the node to be a tournament. I.e. this will make an event box for the
        tournament with ID = 1
        'title' => 'Latest Skills (League)', # Table title
        'content' => 'skills', # Event type
        'length' => 5, # Number of entries in table
    ),
);
```

Front page: latest games boxes

This box will display the latest games played in a box. It will display who played and what the score was.

```
$settings['fp_latestgames'] = array(
  # This will display a latest games box for the node (league, division or tournament) with ID = 1
  array(
    'id' => $get_lid, # Node ID
    'box_ID' => 7,
    // Please note: 'type' may be either one of: 'league', 'division' or 'tournament'
    'type' => 'league', # This sets the node to be a league. I.e. this will make a latest games box for the
    league with ID = 1
    'title' => 'Recent Games (League)', # Table title
    'length' => 5, # Number of entries in table
  ),
);
```

Modifying these Settings

Only an experience admin with knowledge of php should modify these files. If you do modify them and get something wrong, NAFLM simply won't work correctly, and you will spend more time bug fixing than you did changing the file. We recommend that you use this file as it is.

Upgrading from OBBLM 0.97 to NAFLM 1.0

With the release of the complete software package we have also worked on an update for those that have been using the software for a long time and don't want to lose their league's data.

Our goal with the new version of OBBLM has been to make new features for everybody to use, and the upgrading side of this version has therefore been very important.

Requirements

OBBLM is a web application. This means you need a webserver to run the application.

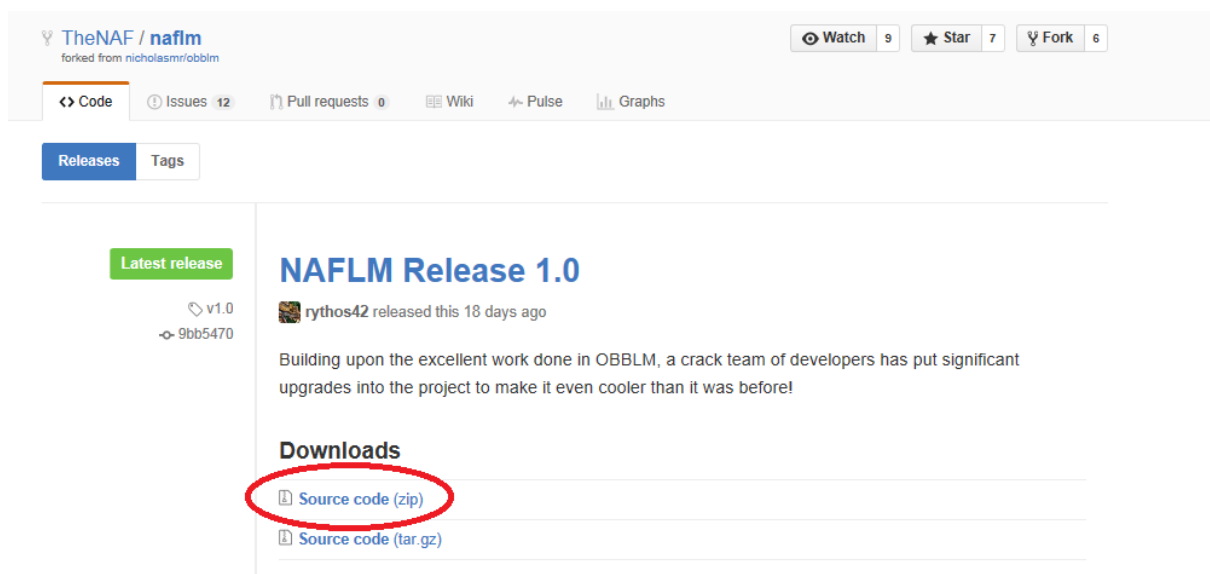
If you wish to upgrade OBBLM locally on your computer you'll need to install PHP, MySQL and Apache

- For Windows 7 or Windows 10 in either 64bit or 32bit try <http://www.wampserver.com/en/>.
- For Linux install the LAMP package

If you wish to have your league accessible online you'll need a webhost with PHP, MySQL and Apache.

Please note that

- You need at least PHP 5.4
- You need a complete backup of data from your site (always take a backup!)
 - Sql dump of the entire database, if your host doesn't provide
 - A copy of all the important files, paying particular attention to:
 - `./settings.php`
 - your league's settings file in `./localsettings/`
 - your league's css stylesheet, if you use one.
- Fetch the latest version of OBBLM from <http://github.com/TheNAF/naflm/releases>



The screenshot shows the GitHub repository page for TheNAF/naflm. At the top, it says 'TheNAF / naflm' and 'forked from nicholasmr/obblm'. There are buttons for 'Watch' (9), 'Star' (7), and 'Fork' (6). Below that are tabs for 'Code', 'Issues' (12), 'Pull requests' (0), 'Wiki', 'Pulse', and 'Graphs'. A 'Releases' tab is selected, showing 'Tags'. The main content area displays the 'Latest release' as 'v1.0' by 'rythos42' released '18 days ago'. The release description states: 'Building upon the excellent work done in OBBLM, a crack team of developers has put significant upgrades into the project to make it even cooler than it was before!'. Under the 'Downloads' section, there are two links: 'Source code (zip)' and 'Source code (tar.gz)'. The 'Source code (zip)' link is circled in red.

- Upload this zip file called `naflm-master.zip` to your webserver
- **Make sure you have a backup of your settings file somewhere safe. The next step will overwrite it and if you've not saved your settings your site may become inoperable!**
- Un-zip the archive to the desired location on your webserver. There are no requirements for the directory name (we will use `/'nafobblm/'` for simplicity).
- Upload your saved copy of `settings.php` to the site taken during the backup and overwrite the default `settings.php` file provided in the upgrade.
Find the file `install.php` and delete it. You don't need this file!

Notes

You need to upload the upgrade package to your host before extracting the files into their place. They will overwrite but that's ok as most have been updated and changed.

If you use older version of the `/localsettings/settings_#.php` we recommend that you get a copy of one from the full installation download and make the changes relevant to your league in the league preferences menu (as per the install document).

Upgrading

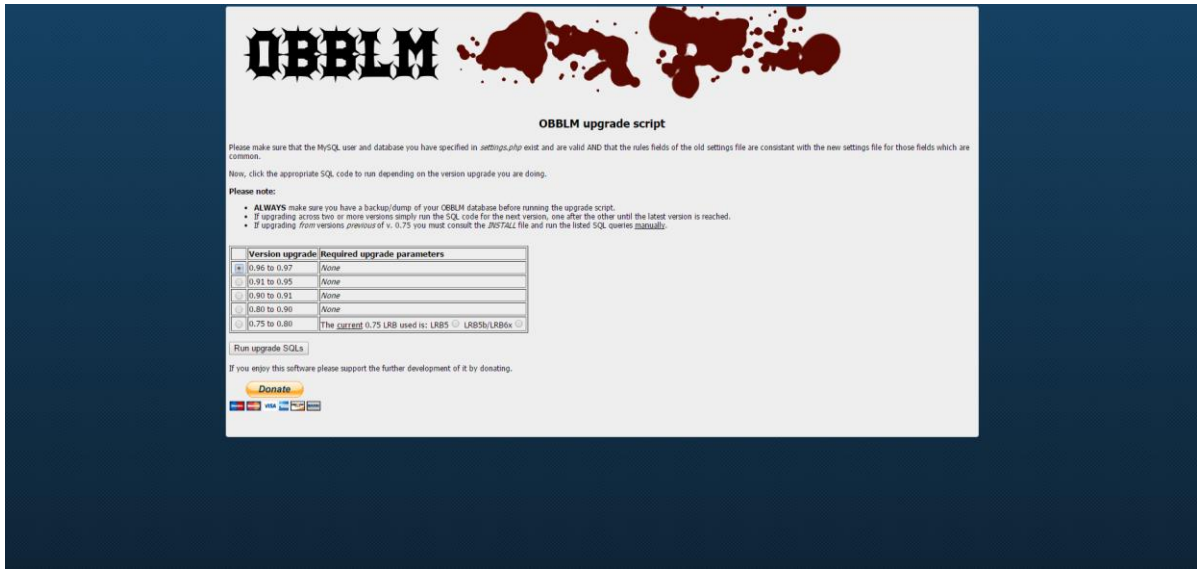
As you can see here our league that we are testing with has actual data and game results - these must be looked after. We really don't want to lose league history.

The screenshot shows the OBBLM website interface. At the top, there's a navigation menu with links like Logout, Coach corner, Admin, Home, Teams, Coaches, Matches, Statistics, Plugins, Rules, OBBLM, and OBBLM Upgrade Install. The main content area is titled 'OBBLM to NAFLM v 1.0' and includes a 'New message RSS' link. Below this, there are several match result cards, each with a title, score, date, and a 'View' link. For example, 'Match: Zombie Food 2-0 Orszakitus' posted on Sun Jun 5 2016 10:48:38 by root. To the right, there are three summary tables: 'Tournament 1 standings' showing team names, PTS, TV, CAS, WP, L, D, GP, and G4; 'Recent games for league ID = 1' showing Home, Away, and Date; and 'Tournament ID = 1 most casualties' showing Name, Team, #, and Value. At the bottom right, there's a 'Tournament ID = 1 most touchdowns' table.

Once you have uploaded and extracted all the package you need to run the `upgrade.php` file

Start your web browser and enter the url for your league.

Naf. `.obblm.com/upgrade.php`



Choose the Version 1. For the latest additions to NAFLM



Once you go back to your main screen you will see that it has all updated and is ready to go.

Glossary

House Ranking System Field Explanation's

Mvp	(Most Valuable Player)
cp	(Completions)
td	(Touch Downs)
intcpt	(Interceptions)
bh	(Badly Hurt)
si	(Serious Injury)
ki	(Kills)
cas	(sum of PLAYER cas)
tdcas	("td" + "cas")
tcasf	(Total TEAM cas by this team)
tcasa	(Total TEAM cas against this team)
tddiff	(Equals to the arithmetic value of "tcasf" - "tcasa")
gf	(Total score made by this team)
ga	(Total score made against this team)
sdiff	(Equals to the arithmetic value of "gf" - "ga")
played	(Games played)
won	(Games won)
lost	(Games lost)
draw	(Games drawn)
win_pct	(Win percentage)
elo	(Elo Ranking)
smp	(Sportsmanship points)
pts	(Points)

Team standings

elo	ELO value -- NOTE: this field can only be used for tournament standings
swon	Largest Win streak -- NOTE: this field can only be used for tournament standings
sdraw	Largest Draw streak -- NOTE: this field can only be used for tournament standings
slost	Largest Loose streak -- NOTE: this field can only be used for tournament standings
pts	Points
mvp	MVP
cp	CP
td	TD
intcpt	NT
bh	BH
ki	KI
si	SI
cas	CAS (player contributions only)
tdcas	Numeric value of "td+cas" fields
smp	Sportsmanship points
spp	SPP sum
ff	Fan Factor (total)
ff_bought	Fan factor bought
won	Won matches
lost	Lost matches
draw	Draw matches
played	Played matches
win_pct	Win percentages -- NOTE: this field can only be used for tournament standings
wt_cnt	Number of won tournaments
ga	Goals scores against team
gf	Goals scored by team
sdiff	Score/goal difference
tcasa	Total team CAS inflicted on team
tcasf	Total team CAS inflicted by team
tcdiff	Total team CAS difference
name	Team name
f_rname	Race name of team
f_cname	Coach name of team
tv	Team value
treasury	Treasury amount
apothecary	Has Apoth?
rerolls	Re-rolls

ass_coaches	Assistant coaches
cheerleaders	Cheerleaders
rdy	Is team marked ready by owning coach?
retired	Is team retired?
team_id	MySQL ID of team
owned_by_coach_id	MySQL ID of coach owning team
f_did	MySQL ID of division which the team is tied to
f_lid	MySQL ID of league which the team is tied to

Player standings (leaders)

mvp	MVP
cp	CP
td	TD
intcpt	INT
bh	Bh
ki	Ki
si	Si
cas	CAS
tdcas	Numeric value of "td+cas"
spp	SPP
won	Won matches
lost	Lost matches
draw	Draw matches
played	Played matches
win_pct	Win percentages -- NOTE: this field can only be used for tournament standings
ga	Goals scored against player's team
gf	Goals scored by player's team
sdiff	Goals scored difference
name	Player name
nr	Player number
date_bought	Date player was bought
date_sold	Date player was sold (if sold)
ma	MA
st	ST
ag	AG
av	AV
ach_ma	Achieved MA
ach_st	Achieved ST
ach_ag	Achieved AG
ach_av	Achieved AV
inj_ma	Injured MA
inj_st	Injured ST
inj_ag	Injured AG
inj_av	Injured AV
inj_ni	Injured Ni
extra_spp	Added extra SPP
extra_val	Added extra Value
f_tname	Name of owning team
f_rname	Name of race
f_cname	Name of owning coach
f_pos_name	Name of player position

value	Player Value
status	Player status
date_died	Date played dies (if dead)
player_id	MySQL ID of player
owned_by_team_id	MySQL ID of owning team