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Important note: This document only covers the online element of PAFL, and should be read in conjunction with the main PAFL rulebook, available from the website.

## Logging in

From the normal PAFL Online website ([www.paflonline.co.uk](http://www.paflonline.co.uk)) select the Turns option from the links at the top of the page.

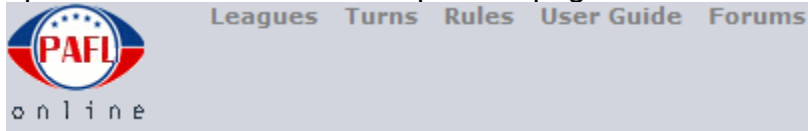


Figure 1: Starting point

Enter the logon and password provided and click Login.

*This facility is currently in a beta testing phase.*

**Please enter your logon and password:**

Logon

Password

Figure 2: Logging in

## Team Selection

The next screen shows a list of teams that are available for the current coach.

Teams:

	League	Team	Message
<a href="#">Select this team &gt;&gt;</a>	League 1	Pittsburgh Steelers	
<a href="#">Select this team &gt;&gt;</a>	League 4	Detroit Lions	
<a href="#">Select this team &gt;&gt;</a>	League 5	Arizona Cardinals	

Figure 3: Team selection

Click the “Select this team” along the team required.

From this point, the league and team will be displayed in the top right hand corner.

League 4: Detroit Lions

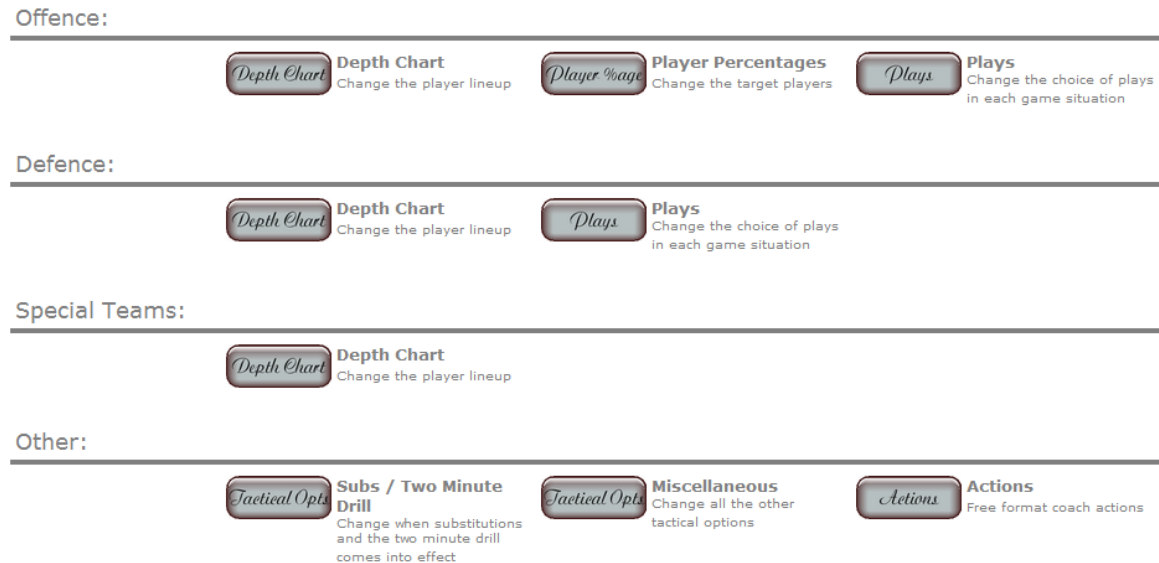
Figure 4: Current user

Click this link to select a different team. There are other coach options on this screen to change the password or to log off.

## Navigation

The online turns section of the website uses the same basic layout and navigation tools as the main website.

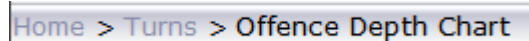
The “Turns” homepage shows each of the different sections available. Click on the buttons to navigate to that section.



**Figure 5: Turns home page**

Each screen will display the current location in the silver bar at the top of the screen in black. The current path to this location is displayed to the left as a “breadcrumb” trail that makes it possible to step back anywhere along the current path by clicking on the relevant section.

Figure 6 shows this from the Offence Depth Chart page where it is possible to go back to the Turns homepage by clicking “Turns”; or further back to the main home page by clicking “Home”.



**Figure 6: Navigation Bar**

**IMPORTANT NOTE:** Before moving to another page ensure that any changes made to the current screen are saved by clicking the “Save” button. Otherwise these changes will be lost.

**IMPORTANT NOTE 2:** Only the required changes in each section need to be made and saved. Any other section will default to the values used in the previous week.

## Sections

Each section accessible from the Turns homepage is detailed here. In some cases a section may exist for "Offence" and "Defence" in which case they are explained in the same section.

## News

News:

Team	Off:	Frm	P%	1	2	3	TM	Def:	Frm	1	2	3	TM	Sp:	Frm	TO:	A	B	Oth:	Co	Cu	Si	Tr	
Pittsburgh Steelers				↓	↓	↓	↓														3	0	0	0

*Any section not updated will default to last weeks choices*

Next game: **Reg Wk 5: Atlanta Falcons at Pittsburgh Steelers**

Last week:

You successfully coached Daryl Ingram # 59 on his tackling 10 hours and it proved very effective  
 You successfully coached Daryl Ingram # 59 on his pass defence 10 hours and it proved very effective  
 You successfully coached Whit Besson # 20 on his pass defence 10 hours and he improved to V.GD  
 Losing the last game has reduced the teams morale.

=====

Carl Petrie # 82 got injured in the last game. He'll just miss the next game though.  
 You did a good job in choosing the primary formation to train with this week but you were not close enough to get the bonus.

Modifiers: The team is considered ABOVE AVERAGE at the (3) NEUTRAL offence.  
 The team is considered ABOVE AVERAGE at the (1) WILD & LOOSE defence.  
 The teams special teams are rated as ABOVE AVERAGE  
 The teams toughness is ABOVE AVERAGE  
 The teams morale is AVERAGE

Coaching: You have 400 hours available.  
 Maximum of 30 hours per session and 10 per ability.

[Turnsheet \(pdf\) - Work in progress](#)

**Figure 7: Example News screen**

The first section is included at the top of the Turns homepage for easy reference. This section includes the following elements:

- Update summary: See below for details.
- Next game: The week number and fixture for the upcoming week.
- Last week: Team specific news from the last game.
- Modifiers: The current state of the team modifiers
- Coaching: The amount of coaching hours still available
- Warning messages: Any warning messages about the current gameplan including: injuries to starting players.

There is also a link to create a Turnsheet report which summarizes all the updates made which can be printed and saved for reference.

## Update summary

Team	Off:	Frm	P%	1	2	3	TM	Def:	Frm	1	2	3	TM	Sp:	Frm	TO:	A	B	Oth:	Co	Cu	Si	Tr	
Pittsburgh Steelers	✓	✓	✓	✓	✓	✓															3	0	0	0

Any section not updated will default to last weeks choices

**Figure 8: Update summary**

Each section that has been updated which show a ✓ (or the number of entries in the case of the “Other” section). Moving the cursor over each column will show a longer description (see Figure 9)

3	TM	Def:	Frm	1	2	3	TM	Sp:
Offence Play Selection (Opposition Redzone)								

**Figure 9: Tooltip**

Each abbreviation is shown below:

Column	Description
<i>Off:</i>	<i>The following columns are for the Offence</i>
Frm	Depth Chart
P%	Player percentages
1	Plays for own redzone
2	Plays for midfield
3	Plays for opposition redzone
TM	Plays for Two Minute
<i>Def:</i>	<i>The following columns are for the Defence</i>
Frm	Depth Chart
1	Plays for opposition redzone
2	Plays for midfield
3	Plays for opposition redzone
TM	Plays for Two Minute
<i>Sp:</i>	<i>The following columns are for the Special Teams</i>
Frm	Depth Chart
<i>TO:</i>	<i>The following columns are for Tactical Options</i>
A	Substitutions and Two Minute offence triggers
B	Miscellaneous
<i>Oth:</i>	<i>The following columns are for Other coach actions</i>
Co	Number of Player coaching entries entered
Cu	Number of Player cuts entered
Si	Number of Player signings entered
Tr	Number of Player transfers entered

## Depth Charts

The depth charts are available for both Offence, Defence and Special Teams. The summary area of the screen shows the Shirt Numbers and the number of players in each position in a similar way to that shown on the paper turnsheets.

Any injured player will be shown in red.

Summary								Summary								
	No.	1st	2nd	3rd	4th	5th	6th		Prime	Secnd	1st	2nd	3rd	4th	5th	6th
QB	1	9	14	17	XXX	XXX	XXX	RE	1	1	62	91	0	XXX	XXX	XXX
WR	2	87	82	81	86	0	0	RDT/NT	1	1	70	74	0	XXX	XXX	XXX
RB	2	36	21	0	0	0	0	LDT	0	0	0	0	0	XXX	XXX	XXX
LTE	0	0	0	0	XXX	XXX	XXX	LE	1	1	64	91	0	XXX	XXX	XXX
LT	1	61	71	0	XXX	XXX	XXX	ROLB	1	1	59	90	0	XXX	XXX	XXX
LG	1	78	52	0	XXX	XXX	XXX	RILB/MLB	1	1	54	50	0	XXX	XXX	XXX
C	1	58	53	0	XXX	XXX	XXX	LILB	1	1	57	50	0	XXX	XXX	XXX
RG	1	60	52	0	XXX	XXX	XXX	LOLB	1	1	56	90	0	XXX	XXX	XXX
RT	1	68	71	0	XXX	XXX	XXX	CB	2	2	26	24	37	0	0	0
RTE	1	85	89	0	XXX	XXX	XXX	S	2	2	20	31	44	0	0	0

Figure 10: Depth Chart summary (Offence and Defence shown side by side for reference only)

Changes to the depth chart are done through the editor shown above the summary (See Figure 11)

Primary Base:  Secondary Base:

Position:           Primary:  Sec:

#	ID	Name	Tackling	Pass Defence	Returning	Age	Inj	Pos			
26	1126	Sid Lewis	AVE	AVE		8	0	CB	∧	∨	-
37	1138	Chris O'Brien	A.AVE	AVE		2	0	CB	∧	∨	-
47	1157	Darryl Richter	AVE	AVE		6	0	CB	∧	∨	-
24	2346	Matt Brock				1	2	CB	+		
42	1132	Donnell Woolford	AVE	AVE		7	0	S	+		
43	1140	John Roper	POOR	POOR	V.GD	8	0	S	+		
44	2519	Larry Briggs	A.AVE	A.AVE	A.AVE	2	0	S	+		

**Figure 11: Depth Chart editor**

The Positions are shown across the top, with the current position in bold letters.

The players currently in the lineup for that position are listed in the top half, the available players in the bottom half i.e. only those in the top half will appear in the summary.

Any injured players are highlighted in red.

To remove a player from the lineup, click the “-“ alongside the relevant player. To add a player, click the “+”.

To move a players relative position in the lineup click the “∧” to move them up, or the “∨” to move them down.

The Base formation can be amended at any point and it shows the number of players required in each position as detailed in the main Rules. Where appropriate select the number of players in the formation in the top right below the base formations.

Click “Submit” to save the changes to the whole depth chart, or “Cancel” to revert to the original.

**IMPORTANT NOTE:** The changes only have to be saved before moving on to another section – NOT between changes to different positions. “Cancel” will therefore revert ALL changes since the last “Submit” i.e. to all other positions as well.

## Special Teams

Special teams are chosen in the same way, with PR and KR representing the Punt and Kick returners respectively.

Position:

#	ID	Name	Accuracy	Distance	Age	Inj	Pos
1	1128	John Paye	AVE	V.GD	8	0	PU <input type="text" value="^"/> <input type="text" value="v"/> <input type="text" value="-"/>
4	1127	Greg Meehan	A.AVE	A.AVE	7	0	PL <input type="text" value="+"/>

Summary

	No.	1st	2nd	3rd	4th	5th	6th
PU	1	1	0	XXX	XXX	XXX	XXX
PL	1	4	0	XXX	XXX	XXX	XXX
PR	2	43	86	44	0	XXX	XXX
KR	2	43	86	44	0	XXX	XXX

**Figure 12: Special Teams depth chart**

### ***Player Percentage***

This is exactly the same as per the paper turn sheets, except that the intervening values will be automatically updated where relevant.

For example, based on the setup in Figure 13, selecting 100 for the Short Pass for the 2<sup>nd</sup> Running Back will automatically fill in 100 for the Left Tight End and the 1<sup>st</sup> Wide Receiver.

Equally the other way round, selecting 0 for the Medium Pass for the 1<sup>st</sup> Wide Receiver will set all those above it to 0.

Position	Long	Medium	Short	Screen	ORL	IRL	IRR	ORR	End
Quarterback	0	0	0	0	0	0	0	0	0
1st Running Back	0	0	20	100	100	100	100	100	0
2nd Running Back	0	0	20	100	100	100	100	100	0
3rd Running Back	0	0	20	100	100	100	100	100	0
Left Tight End	0	0	20	100	100	100	100	100	0
1st Wide Receiver	80	80	50	100	100	100	100	100	60
2nd Wide Receiver	100	100	100	100	100	100	100	100	100
3rd Wide Receiver	100	100	100	100	100	100	100	100	100
4th Wide Receiver	100	100	100	100	100	100	100	100	100
Right Tight End	100	100	100	100	100	100	100	100	100

**Figure 13: Player Percentage**

Click "Submit" to save the changes.

### Play Selection

This section is available for both Offence and Defence. It is laid out in the same way as the paper turnsheet with two exceptions:

1. The Two Minute plays are also entered here by selecting them under the “Field Position”.
2. The “Field Position” refers to RED ZONE and Midfield instead of yardage markers.

As per the Player Percentage, any changes have the required knockon effect to the related entries to the left and right. For example, in the setup shown in Figure 14, for 2<sup>nd</sup> & 2, setting the Short Pass to 10 will automatically fill Screen, ORL etc to the right to 10.

Field Position:

Situation	Frm	Long	Medium	Short	Screen	ORL	IRL	IRR	ORR	End	Kick
1st Down	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
2nd & 15+	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="6"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
2nd & 8-14	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="4"/>	<input type="text" value="6"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
2nd & 3-7	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="2"/>	<input type="text" value="8"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
2nd & 2-	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="2"/>	<input type="text" value="4"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
3rd & 15+	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
3rd & 8-14	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="5"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
3rd & 3-7	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="4"/>	<input type="text" value="4"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
3rd & 2-	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>	<input type="text" value="10"/>
4th & 15+	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="10"/>
4th & 8-14	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="10"/>
4th & 3-7	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="10"/>
4th & 2-	<input type="text" value="B: 3 - 1 - 1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="10"/>

Figure 14: Play selection

Click “Submit” to save the changes to the whole gameplan.

**IMPORTANT NOTE:** The changes only have to be saved before moving on to another section – NOT between changes to different field positions. “Cancel” will therefore revert ALL changes since the last “Submit” i.e. to all other field positions as well.

## Saving and Loading gameplans

The current gameplan for each **field position** can be saved for later reuse. Enter the name the selection will be referred to later (no need to include field position) in text box alongside the “Save As” and click the “Save” alongside the box (as seen in Figure 15).

---

Save as:  Save

Load from:  ▼

Rename to:  Rename

Other actions:

**Figure 15: Editing gameplans**

To load a previously saved gameplan, select the required entry from the list alongside the “Load from”. Only previously saved entries for this team and for this field position will be shown.

Once loaded, click the normal “Save” button to save the changes as the current play selection.

Once a previous gameplan has been loaded it can be:

1. Renamed by entering the new name in the “Rename to” text box and clicking Rename.
2. Updated by making any changes required above and clicking Update.
3. Deleted by clicking Delete and answering the “Are you sure” prompt appropriately.

**IMPORTANT NOTE:** Any of the above actions will not actual gameplan in effect until the normal “Submit” button is clicked.

## ***Tactical Options***

### **Substitutions / Two Minute Drills**

A very basic representation of the paper turnsheets. The relevant section in the rule book is included below for reference. This screen is likely to change!

Two minute offence:	<input type="text" value="2L 1M 2"/>	<input type="text" value="3L28"/>	<input type="text" value="4L21"/>	<input type="text" value="4L 7M 5"/>	<input type="text" value="4L 1M 3"/>
Substitutions:	<input type="text" value="4W28M 5"/>	<input type="text" value="4L28M 5"/>	<input type="text" value="4L35"/>	<input type="text"/>	<input type="text"/>
					<input type="button" value="Submit"/>

**Figure 16: Subs/Two Minute Drills**

Click "Save" to save the changes.

### **Miscellaneous**

As per the paper turnsheets.

QB Sneak (%)	<input type="text" value="10"/>
Fake Attempt (%)	<input type="text" value="10"/>
Distance for 1st Kicker	<input type="text" value="65"/>
Distance for 2nd Kicker	<input type="text" value="65"/>
Distance for 2nd/3rd Defence table	<input type="text" value="70"/>
Field Goal Attempt (2nd Quarter)	<input checked="" type="checkbox"/>
Field Goal Attempt (4th Quarter)	<input checked="" type="checkbox"/>
Ball Control	<input checked="" type="checkbox"/>
Long Pass	<input checked="" type="checkbox"/>
Onside Kick	<input checked="" type="checkbox"/>
Two Point conversion	<input checked="" type="checkbox"/>
Two Minute Defence	<input type="text" value="0"/> ▼
Inside Blitz	<input type="text" value="40"/>
Outside Blitz	<input type="text" value="40"/>
Safety Blitz	<input type="text" value="40"/>
Keyed Player	<input type="text" value="0"/>
Coaching Psych	<input type="text" value="0"/>
	<input type="button" value="Submit"/>

**Figure 17: Miscellaneous Tactical Options**

### Actions

Player coaching, trades, signings and cuts are entered individually through this screen along with an area to add any comments or questions.

Change:  Coaching  Trades  Signings  Cuts  Comments

You have 400 hours available.  
Maximum of 30 hours per session and 10 per ability.

Player	Shirt	Attribute	Hours	Options
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Add
2318	59	1	10	Change Remove
2318	59	3	10	Change Remove
2372	20	2	10	Change Remove

**Figure 18: Coach actions**

First click the relevant area to change, then, to add a new entry, input the relevant information into the fields provided and click Add (or click New first prior to this step).

To change or remove an existing entry, click the relevant link in the Options column.

During an update, either click Update or Cancel as required.

[Update](#) [Cancel](#)

**Figure 19: Update entry**

Where coaching is not player related, just enter the information in the fields as needed, with Hours always being entered into the Hours field.

**Figure 20: Coaching team modifiers**

**Figure 21: Changing philosophy**