

Player Simulator is the players' tool. Load a saved play, pick your shirt number, and rehearse your own role — where to be, when to move and what decision to make. A **shadow** shows the ideal line, **notes** carry the coaching points, and each rep is **scored** and logged so progress is tracked over time.



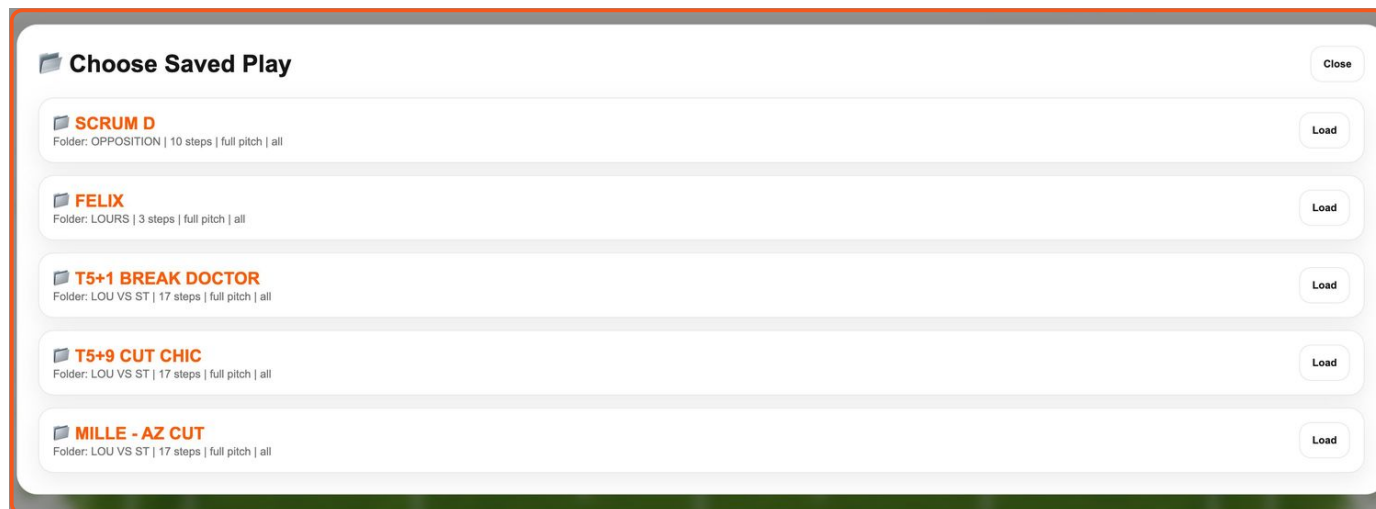
A play loaded and ready: the play name shows top-left, your selected player turns **yellow**, and the banner confirms Player / Speed / Shadow status.

The controls

Choose Play	Open a play already saved in your folders.	Player (1–15)	Pick the shirt number you're rehearsing — your disc turns yellow.
Join Folder	Enter a coach's share code to pull in a whole folder of plays.	Speed	Slow it to learn (e.g. 0.50x) or speed up to test.
QR Codes	Show codes so a player's phone connects as a controller.	Shadow	Show the ideal movement line to follow.
Start Rep	Begin a timed repetition of the loaded play.	Notes	Show the coaching notes attached to the play.
Reset	Send everyone back to the starting positions.		
Training Log	Reps, plays and average score per player.		
Home	Back to the home screen.		

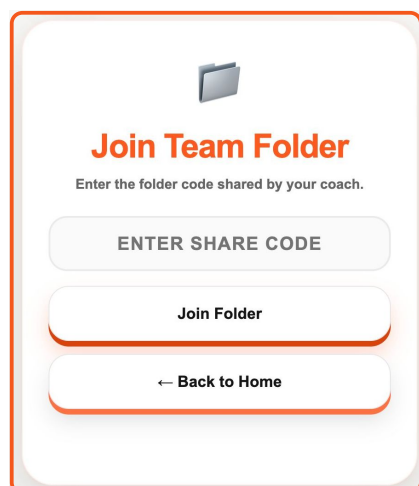
Learning a new play? Turn **Shadow** and **Notes** on and drop the **Speed** to 0.50x — then build the speed up as the movement becomes automatic.

Get your plays



*Choose Play lists every saved play in your folders, with its folder, number of steps and pitch — tap **Load**.*

...or join with a share code



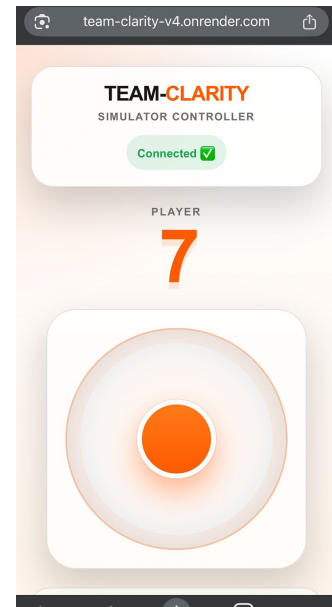
No plays yet? Tap **Join Folder**, enter the **share code** your coach copied from the Play Builder, and the whole folder of plays drops onto your device. This is the link between the coach's Builder library and your Simulator.

Connect your controller (optional)

To confirm your timing during a rep, connect a phone as a controller: open **QR Codes** and scan your player number. The phone shows **Connected** and a big button you press to confirm the moment.



QR Codes — one controller code per player.



Player phone, connected.

Run a rep — step by step

1. Load a play (**Choose Play**, or **Join Folder** with a share code).
2. Select your **Player** number — your disc turns yellow.
3. Turn on **Shadow** and **Notes**, and set a learning **Speed** (e.g. 0.50x).
4. Tap **Start Rep** — follow the shadow and the “GO!” cue (confirm on your phone if connected).
5. Read your **Rep Score**, then **Reset** to go again.

Run it & get scored



Start Rep counts you in with a “GO!”. Follow the shadow line for your player; if your phone is connected, press the button to confirm your timing. When the rep ends you get a **Rep Score** broken down by positioning, timing and execution, plus your distance from the target.

Rep Score

Close

8/10

Positioning: 4/5

Timing: 4/5

Execution: 4/5

Distance from target: 37 px

Rep Score — overall mark with positioning, timing and execution out of 5.

Track progress — Training Log

Training Log

Close

22 rep(s) · 5 play(s) · avg 7.0/10

8 rep(s) · 3 play(s) · avg 5.8/10

7 rep(s) · 3 play(s) · avg 2.6/10

6 rep(s) · 2 play(s) · avg 6.0/10

6 rep(s) · 3 play(s) · avg 4.0/10

5 rep(s) · 3 play(s) · avg 7.6/10

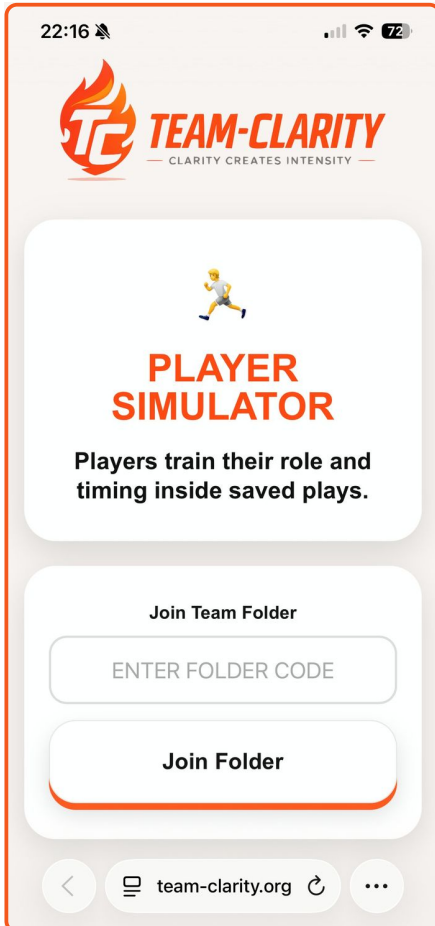
1 rep(s) · 1 play(s) · avg 2.0/10

The Training Log keeps each player's totals — reps, plays and average score — so improvement is visible over time. (Player emails blurred here for privacy.)

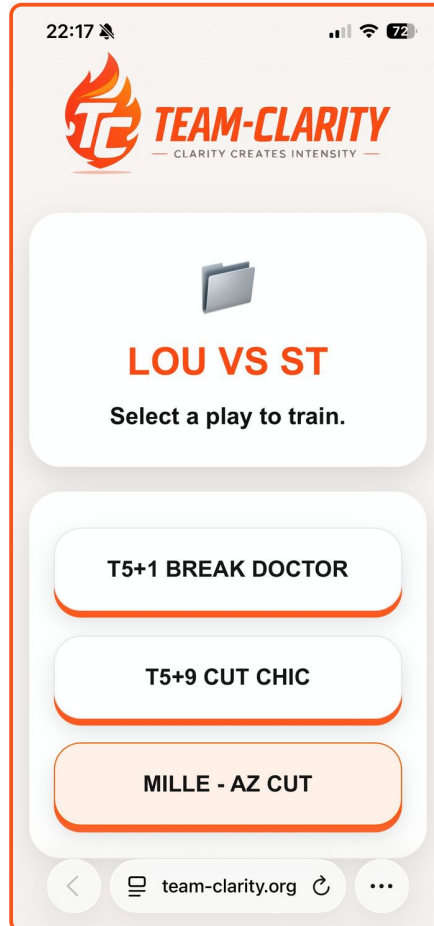
Because the Simulator pulls from the same saved plays and folders as the Builder, what a player rehearses at home matches exactly what the coach runs in Clarity Live.

Train on your own phone

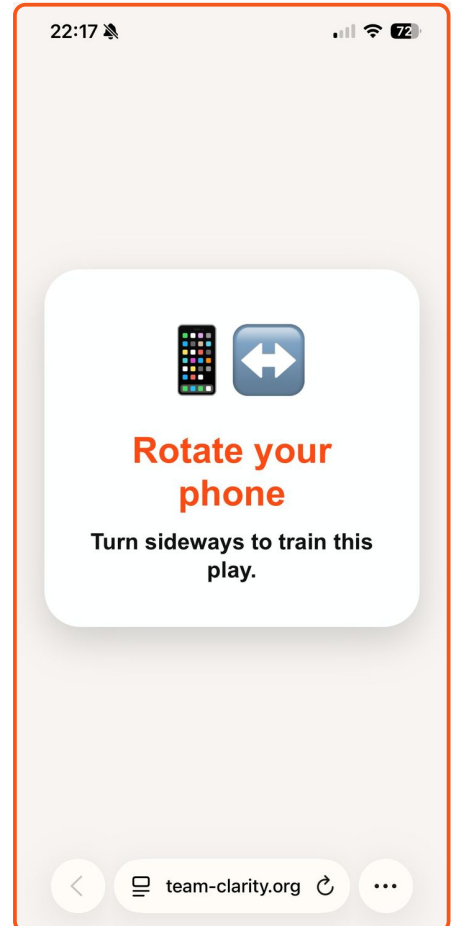
Players don't need a laptop — the whole Simulator runs in a phone browser. With just the **folder code** from the coach, a player can pull in the team's plays and rehearse their role anywhere.



1. Open the Simulator and tap Join Team Folder — enter the code from your coach.



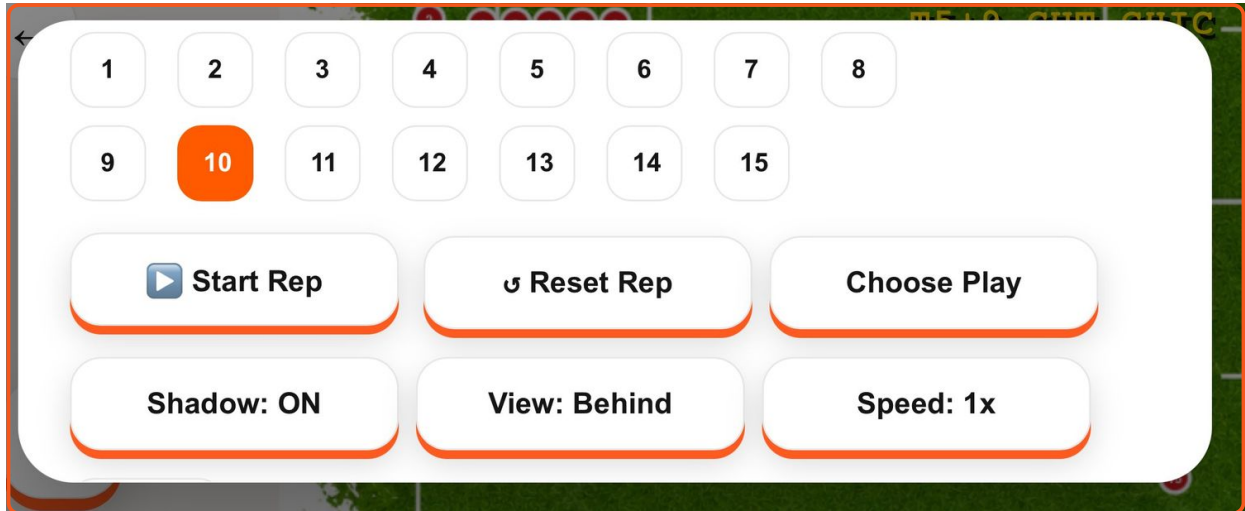
2. Pick the play you want to train from the folder.



3. When asked, rotate the phone to landscape to train.

On the training screen (landscape)

Once sideways, the player picks their **position** and gets the same tools as the desktop, laid out for thumbs:



Choose your position	Tap your shirt number (1–15) — it turns orange. Your marker on the pitch turns yellow.
Start Rep / Reset Rep	Begin the repetition, or reset to the start to run it again.
Choose Play	Jump back to the folder to load a different play.
Shadow: ON/OFF	Show or hide the ideal movement line for your number.
View: Behind	Switch the camera angle (e.g. behind the player).
Speed: 1x	Slow the rep down to learn, or speed it up to test.
Score: X/10	Your mark for the rep, shown at the top of the panel.

Follow your shadow



Your player (bright yellow) chasing its shadow (faded) — the closer you match it, the higher the score.

Tap **Start Rep**, wait for the **GO**, then move your phone's marker to follow the faded **shadow** — that's the ideal position and timing for your number. Nail it and your **Score** climbs; every rep is saved to the coach's **Training Log**.

Same plays, any device: the coach builds and shares once, and every player trains the exact same movement on their own phone — then it all comes together live at training.