

Known Bugs:

- Between two devices:
 - Device one sets up practice
 - Starts practice
 - Moves some players onto the field
 - Starts timers
 - Device two is still on any other page
 - After device one starts timers, device two goes to practice
 - Timers on device two are not running because they weren't on the practice page when the timers were started
- Sometimes on one device but mostly between two devices
 - When timers are started during practice, sometimes the outline around the players image does not change color, or it will change on one device but not the other
 - This doesn't happen all the time and I haven't had the time to discern a pattern
 - Despite this though the timers start just fine, because when you stop them and clear the field the players time will be accurate
- Between devices (sometimes)
 - A second or two difference between the times for the players (might just be due to speed of internet connection, so unavoidable, not sure though)