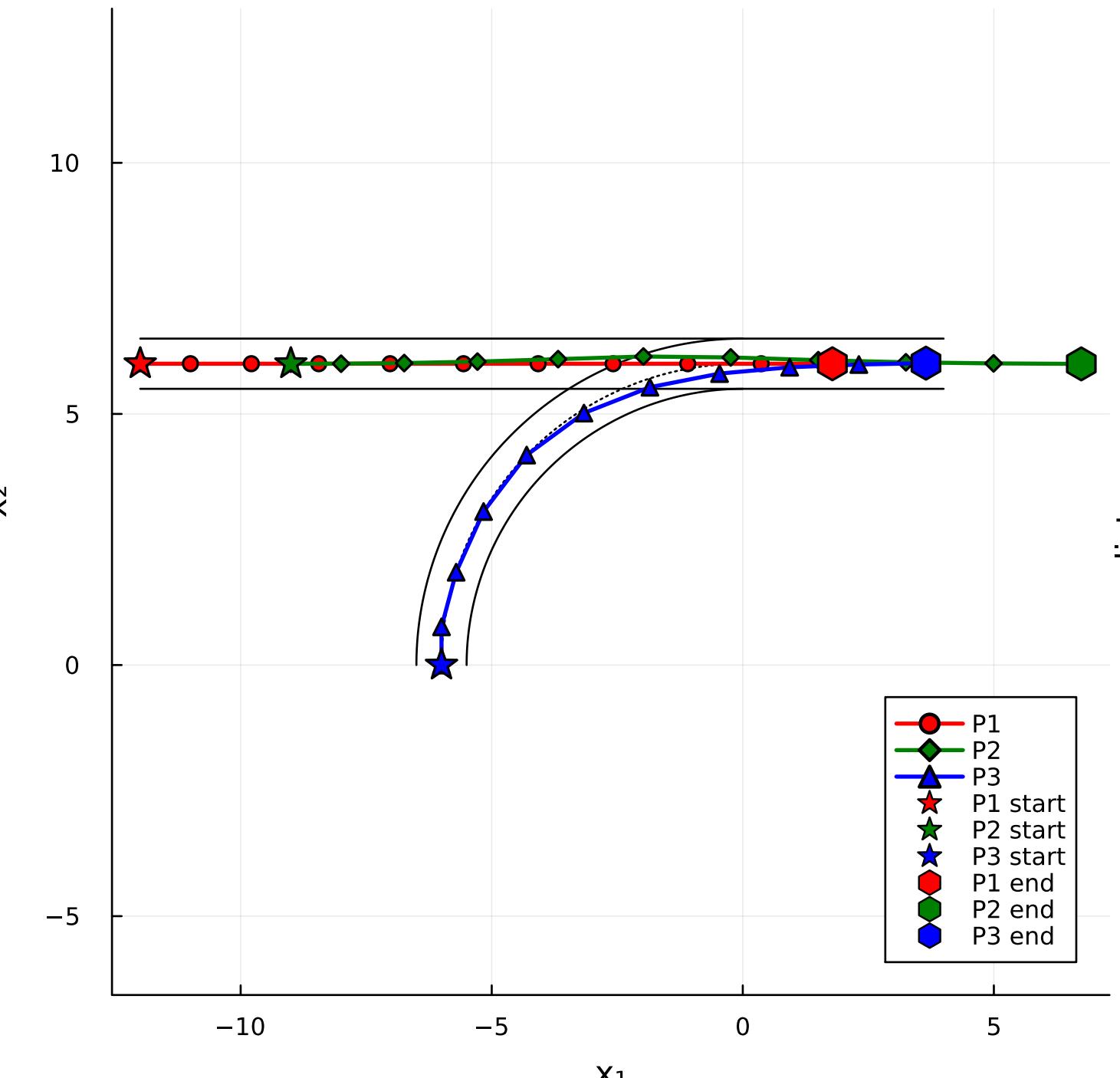


Player Trajectories ( $T=10$ ,  $\Delta t=0.5$ )



Pairwise player distances

