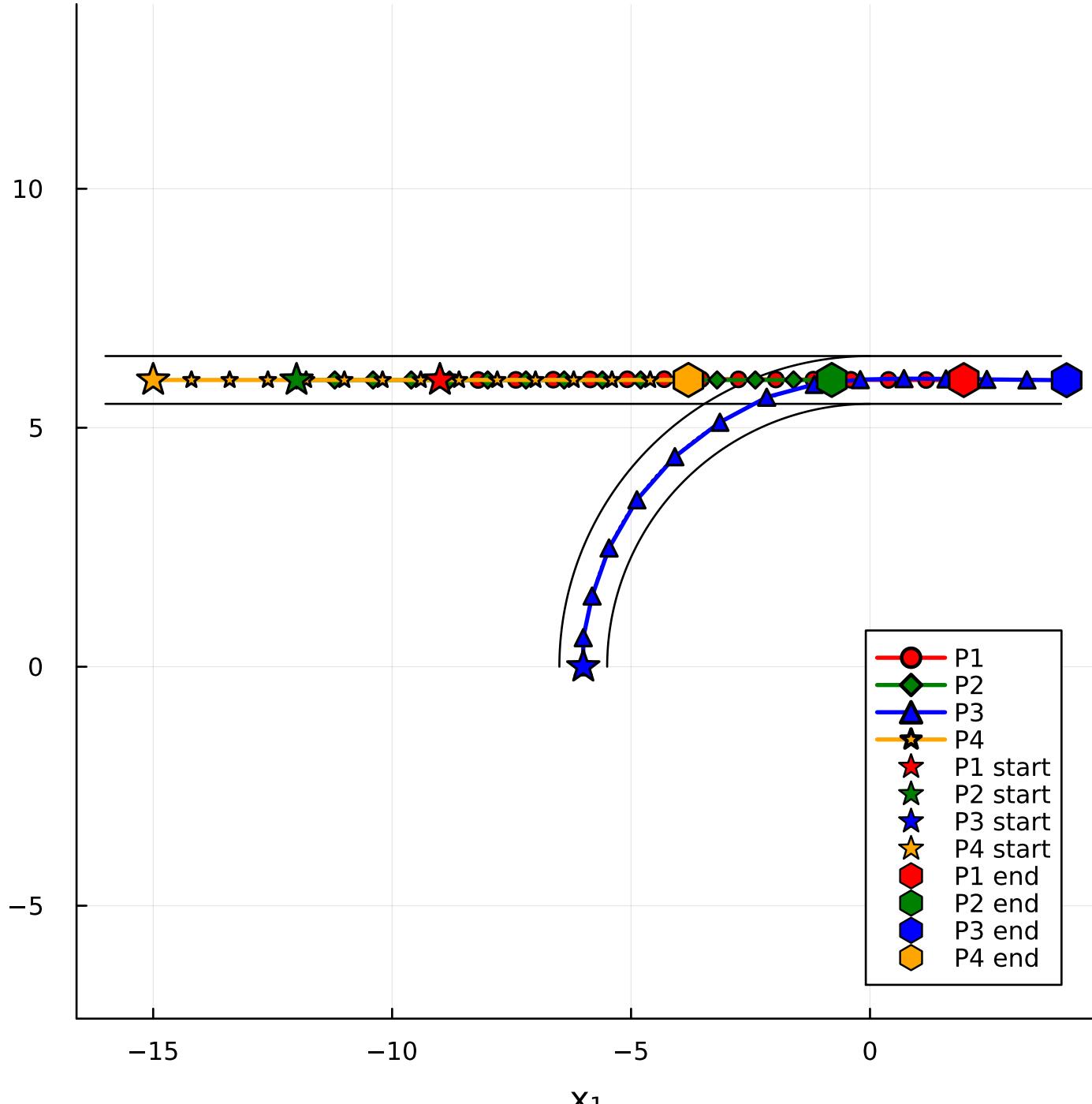


# Player Trajectories ( $T=14$ , $\Delta t=0.4$ )



# Pairwise player distances

