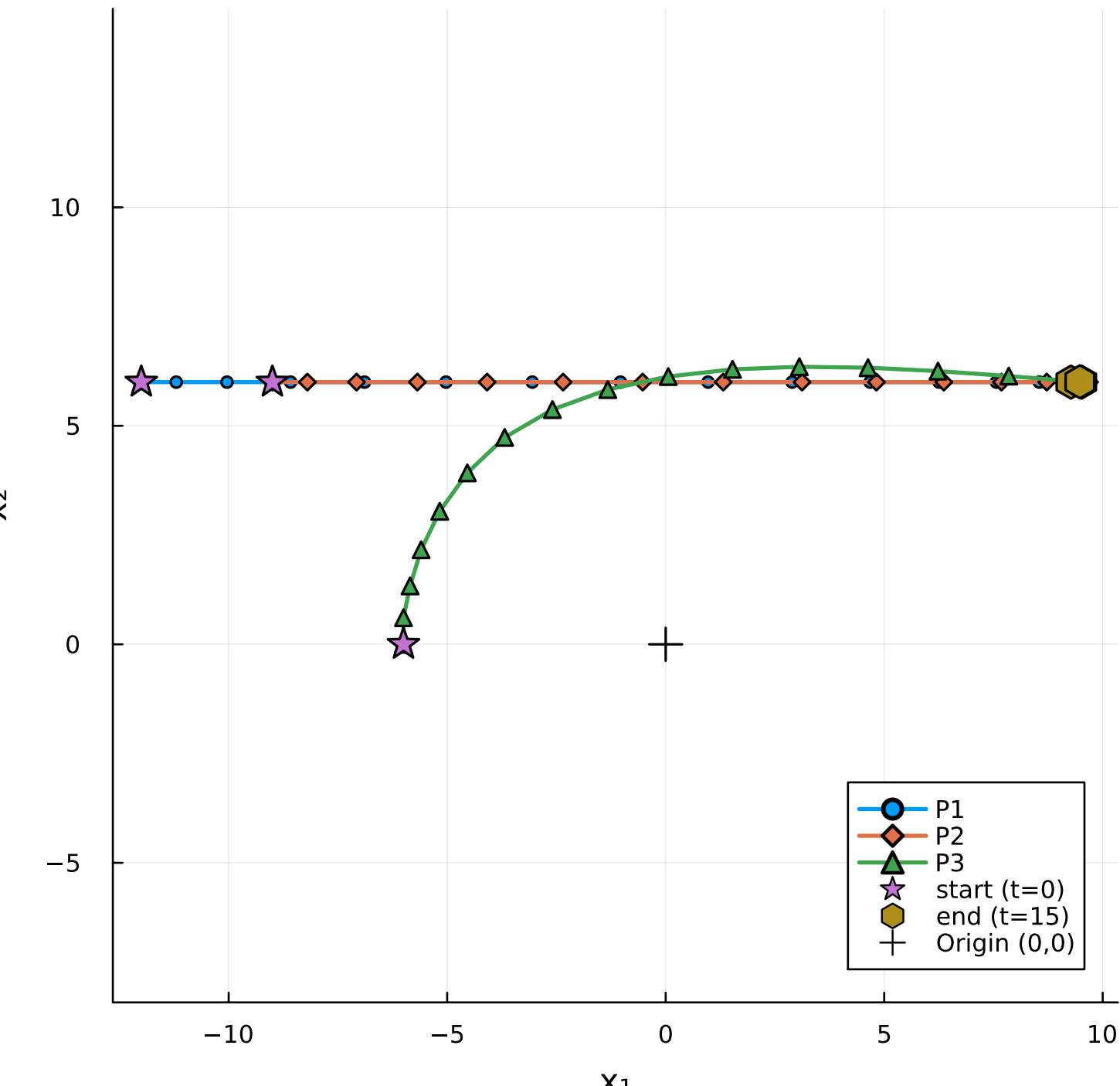


Player Trajectories (T=15, $\Delta t=0.4$)



Pairwise player distances

