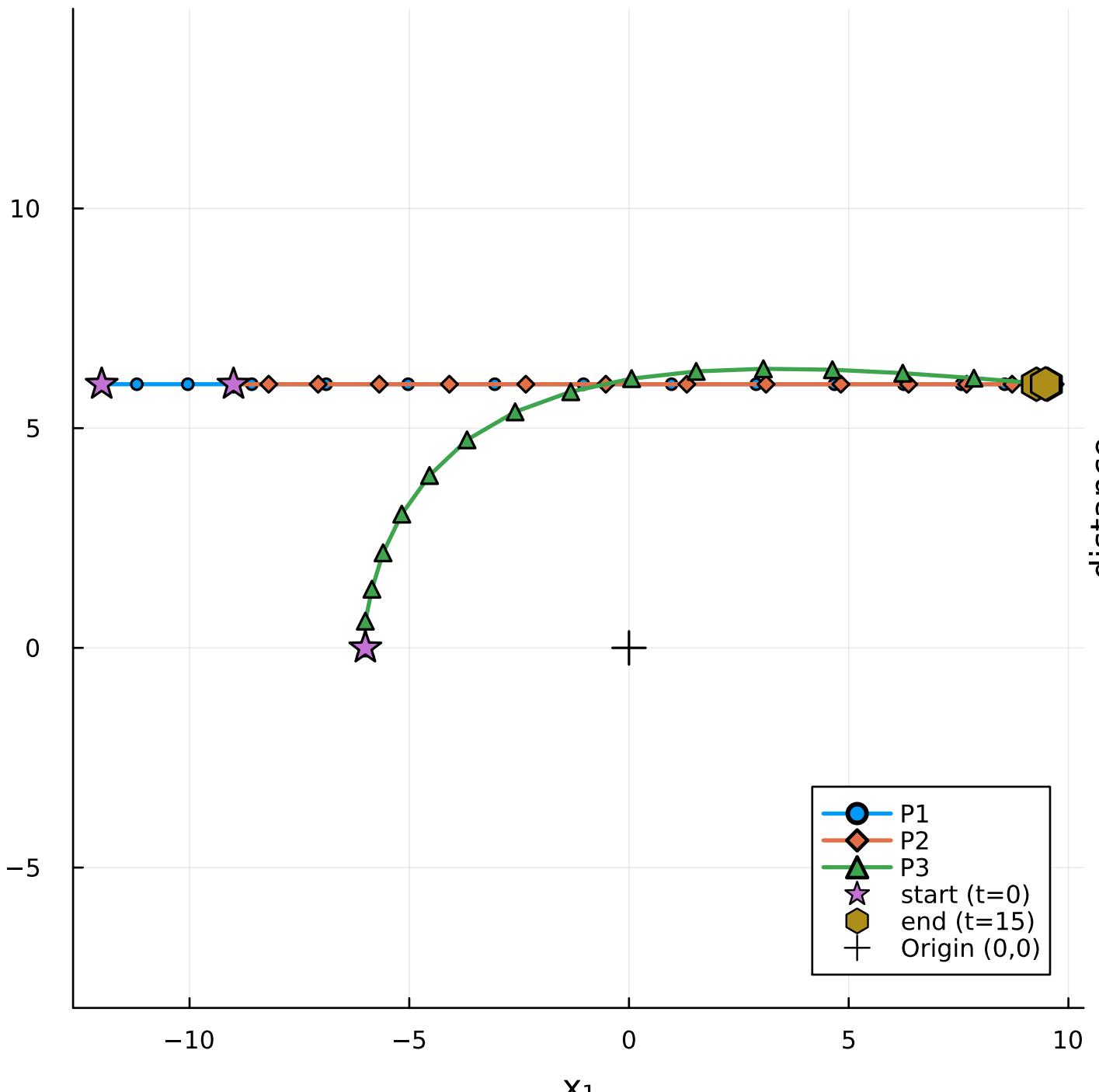


Player Trajectories ( $T=15$ ,  $\Delta t=0.4$ )



Pairwise player distances

