

# KAGGLE SYSTEMS DESIGNS – NFL CONTACT DETECTION

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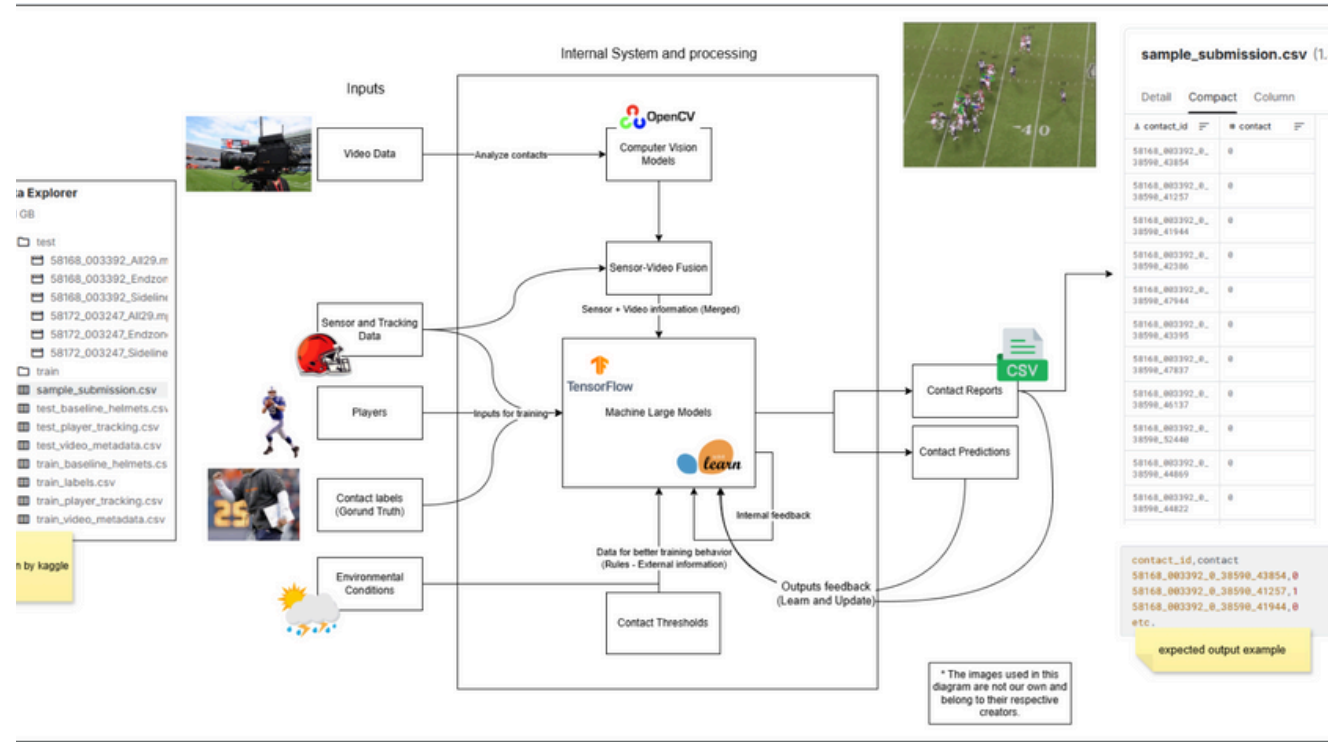
## INTRODUCTION

Detecting player-to-player and player-to-ground contacts from tracking data can enhance safety and officiating. We propose a lightweight, CPU-friendly RandomForest approach on engineered kinematic features.

## GOAL

Build and validate a RandomForest pipeline that predicts contact events using only position, speed, and acceleration data. Deliver an end-to-end workflow from raw CSVs to a Kaggle-ready submission.

## PROPOSED SOLUTION



Compute relative features ( $\Delta x$ ,  $\Delta y$ , distance, speed and acceleration differences) for each contact event. Train a class-weighted RandomForest with hyperparameter tuning via 5-fold cross-validation.

## EXPERIMENTS

We split data 80/20 (train/validation) stratified by contact label and tuned tree depth and leaf size. Class weights balanced rare contact events, and the pipeline ran in minutes on a standard CPU.

## RESULTS

Validation Accuracy  $\approx 85\%$ ;  
Precision  $\approx 82\%$ ; Recall  $\approx 60\%$ . These metrics confirm that a RandomForest on tracking features is both effective and efficient.

Validation Accuracy: 0.9911  
Validation Precision: 0.7804  
Validation Recall: 0.4869

## CONCLUSIONS

A RandomForest on numerical features provides a strong, resource-light baseline for contact detection. Future work could explore boosted trees, temporal models, and integrating video features.

## BIBLIOGRAPHY

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