

Job Type and Detection Guide

To do: Annotate all the players, referees, ball and etc. mentioned in the class list below with required attributes and point labels.

Classes and their Descriptions

Classes	Annotation Description	Point Label	Attributes list
<ul style="list-style-type: none">• Player team right• Player team left	left/right refers to the side where the team defends its goal	Add point label of the player as a jersey number	
<ul style="list-style-type: none">• goalkeeper team left• goalkeeper team left		Add a jersey number of the goalkeeper	
Referees			<ul style="list-style-type: none">• Main• Side top• Side bottom
Ball	Change the attribute numbers if the ball changes during the game		<ul style="list-style-type: none">• 1• 2• 3• etc

Other	any other person involved in the game		
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Annotation Technique and description

Only **players** actually playing must be annotated, not those that might be warming up on the side.

For each player, add a point label to identify the player. This should be the jersey number of the player, or, if it is never clearly visible, a literal generic tag ("a", "b", whatever to distinguish all the players from each other).

The annotation must take into account the re-identification needed for a same player that enters and exits the frame in a clip.

If the **ball** is changed (for example after a ball is out of play) it should have attributes such as "1", "2", "3",.... If the ball is occluded by a player, the track should continue, the annotator must infer its location.

Foresee a class "**other**" to track any other person involved in the game (emergency staff to heal a player, angry coach going to the field, ...). Basically, this class should not be used except for exceptionally rare events (which might not even happen at all in the dataset), but this is just in case. Note that coaches, staff, or other people not directly involved in the field should not be tracked.

Quality: good annotation quality, must be done carefully to have minimal interpolation shifts. By minimal, we mean not blatant with half a player outside of its box.

Acceptable Annotation Example

Example

