

#### Used by old winner:

- Number of Active Plays
- Weight
- Height
- Individual Play Disruptions
  - Count of plays where the player has a forced fumble, sack, or significantly affects the play outcome
- Individual Disruptions per Play
  - Individual Play Disruptions divided by Number of Active Plays
- Player Speed and Acceleration
  - Average and maximum values of 's' (speed) and 'a' (acceleration) from the Tracking data

#### More we can do:

- Pressure Rate
  - How many times does the player pressure the QB? Maybe times they were within X yards
- Time to Pressure
  - Time it takes to get within X yards for QB
- Missed Tackle Rate
  - Sum of 'pff\_missedTackle' divided by total tackle attempts (tackle + assist + missed tackle).
- Total Yards Gained/Lost
  - Both offense and defense
- Turnover-Related Stats
  - Parse description again?
- Total tackles and assists
  - Sum of 'tackle' and 'assist' from the Tackles data.
- Player Efficiency Rating
  - Put in GC: if the average Sack Rate in the league is 5%, and player Matt has a Sack Rate of 8%, their efficiency in this aspect is higher than average
- Passer Rating (for Quarterbacks)
  - A measure of the performance of passers
- Typical Yards After Catch
- Blocking Efficiency (for o line man)
  - Do for both running and passing plays?
- Missed Tackles
- Red Zone Efficiency
  - performance (maybe tackles? sacks) of a player within the 20-yard line.

- Snap Count and Participation Rate
  - The number of snaps played and the percentage of total snaps.
- Number of games played versus games missed due to injury – manually find this?
- Closing Speed
  - The rate at which a defender closes the distance to the ball carrier.
- Angle of Approach
- How many times a player is at the expected tackle point
  - Expected tackle point is the point on the field where a tackle is most likely to occur based on player speeds and angles– larger metrics
- Quantify the change in the game's outlook directly attributable to a tackle
  - A tackle in a close game during the final minutes would have a different impact score compared to one made during a less critical time.
- Yards a running back gains after initial contact with a defender.
  - indicator of ability to resist tackles
- Catch Rate
  - The percentage of passes thrown to a receiver that are caught