

# **Automated Play Segmentation of Continuous GPS Data from Collegiate Football Players**

**Wu-Tsai Undergraduate Fellowship**

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Understanding of game demands at the play level can inform training methodologies and load monitoring

Plays must currently be tagged by hand, which is inefficient and time costly.

**Develop an automated method of identifying start and stop times for plays during a football game**

An automated system of play labeling would be efficient and allow for quicker analysis of game demands and player loads



# Methodology

Use Catapult data to identify patterns in player movement indicating when a play occurs

## Data:

Collected by sensors worn by players during 2021-2022 football season  
Football team manually labeled start and stop times for plays

## Variables:

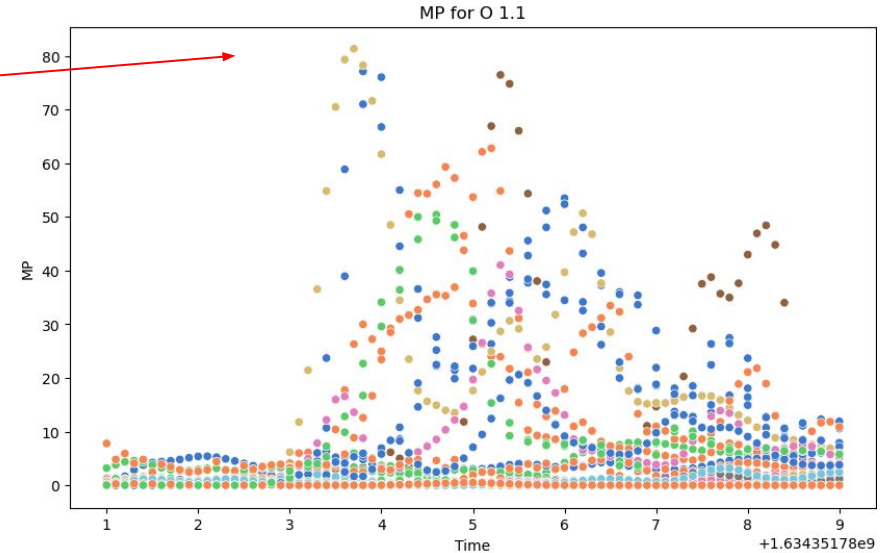
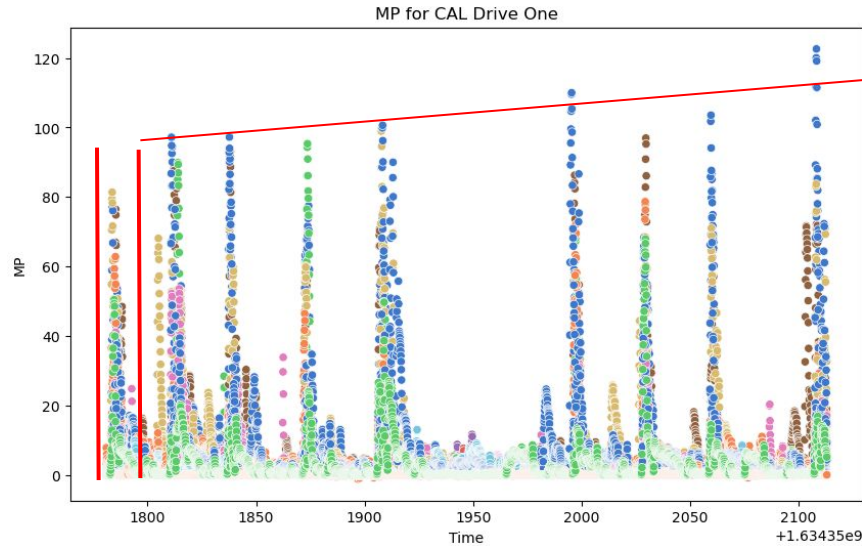
Acceleration, velocity, and metabolic power



# Metabolic Power

Estimate of the energy demands of acceleration and deceleration events

Metabolic power is collected and calculated by Catapult



# Template Matching Using Metabolic Power

## **Tslearn:**

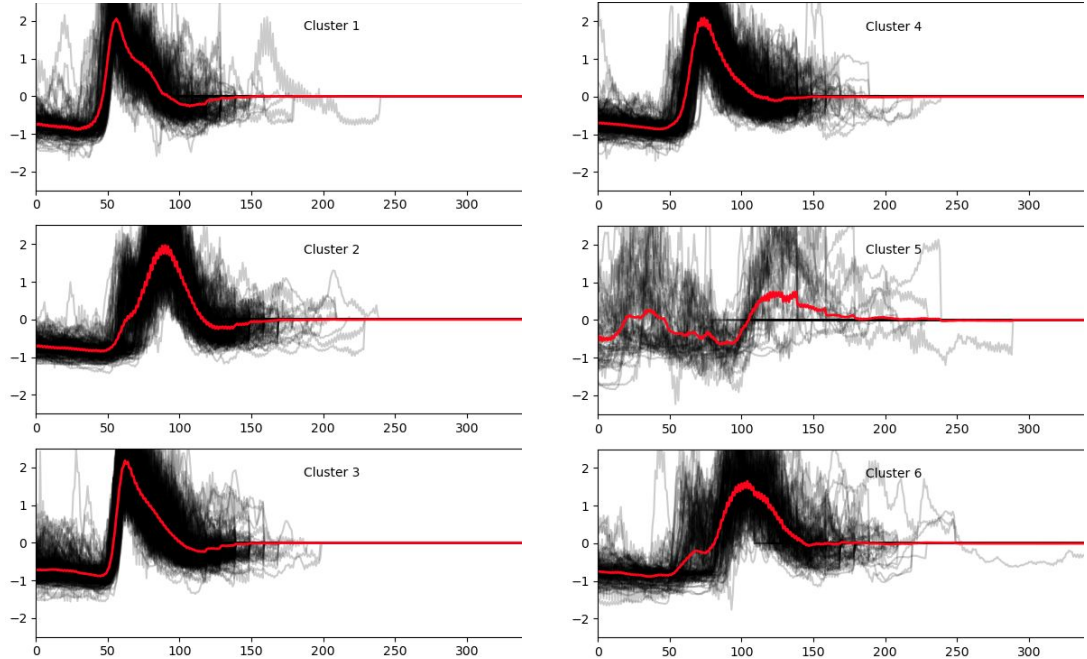
Python package providing ML tools for time-series analysis

Cluster plays from the 2021-2022 season into 6 templates

## **Stumpy:**

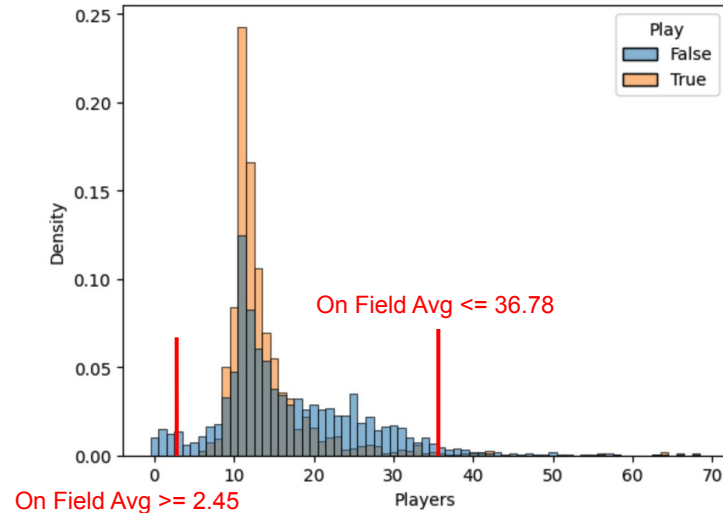
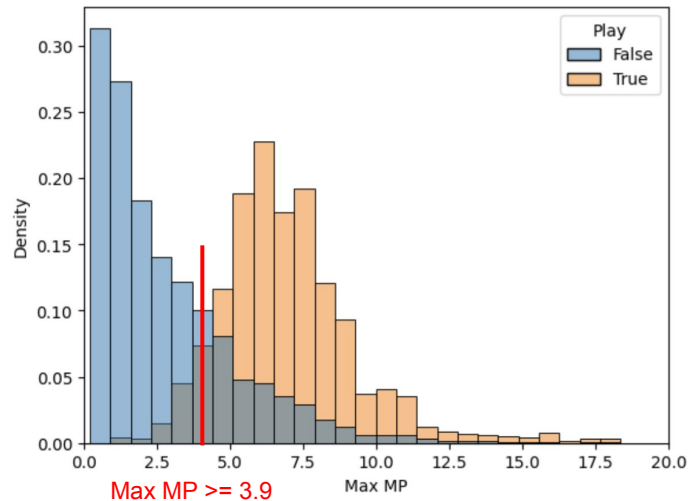
Template matching algorithm that Scans time series to find matching patterns to a subsequence

Find patterns of metabolic power that match templates for the metabolic power of plays



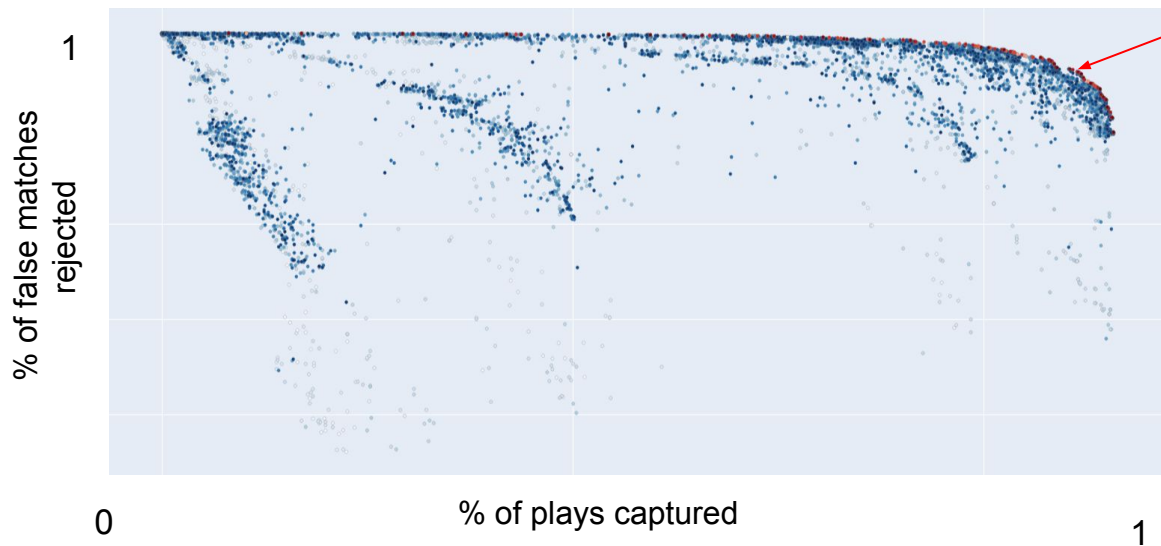
# Thresholding MP and Players on Field

We found pattern matches to each template for all home games during the 2021-2022 season  
Stumpy gives normalized distance measure for match and start index for when it occurs  
Set thresholds for players on the field and maximum metabolic power to filter out noise



# Results

Optimization algorithm runs through combinations of parameter values, searching for the optimal combination



## **Selected Working Point:**

**89%** of true plays captured

**98%** of false matches rejected

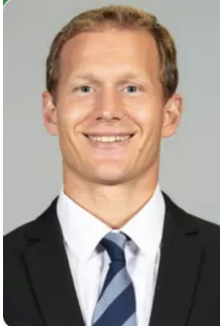
**Our model accurately identifies the start and end times for 86% of plays, and there are some errors due to inconsistencies in labeling**



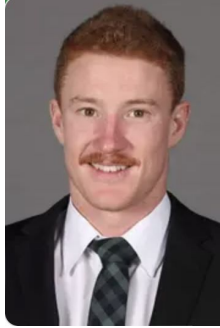
# Acknowledgements:



**Jake Searcy:**  
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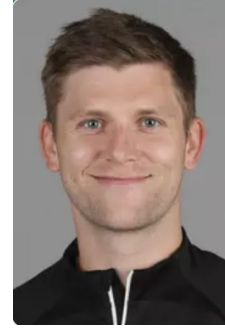
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