

MCMC Hammer

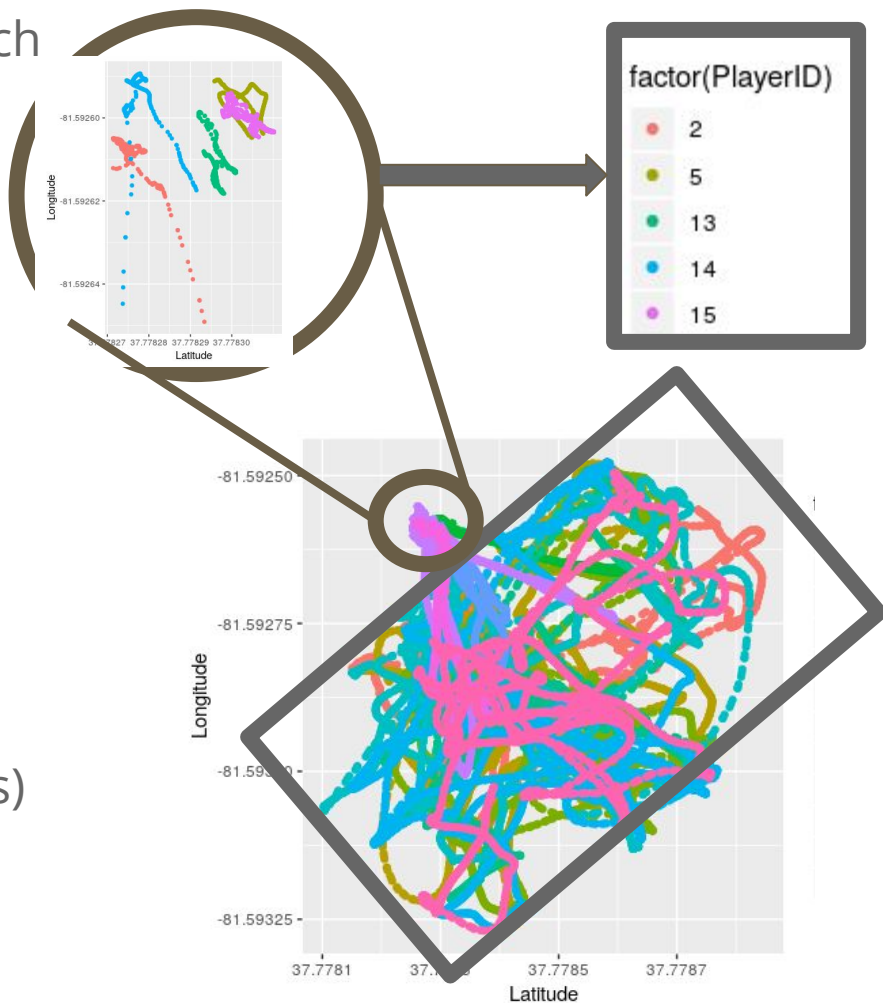
Outside Data

Successfully identified players based on substitution and try data from RWC Sevens

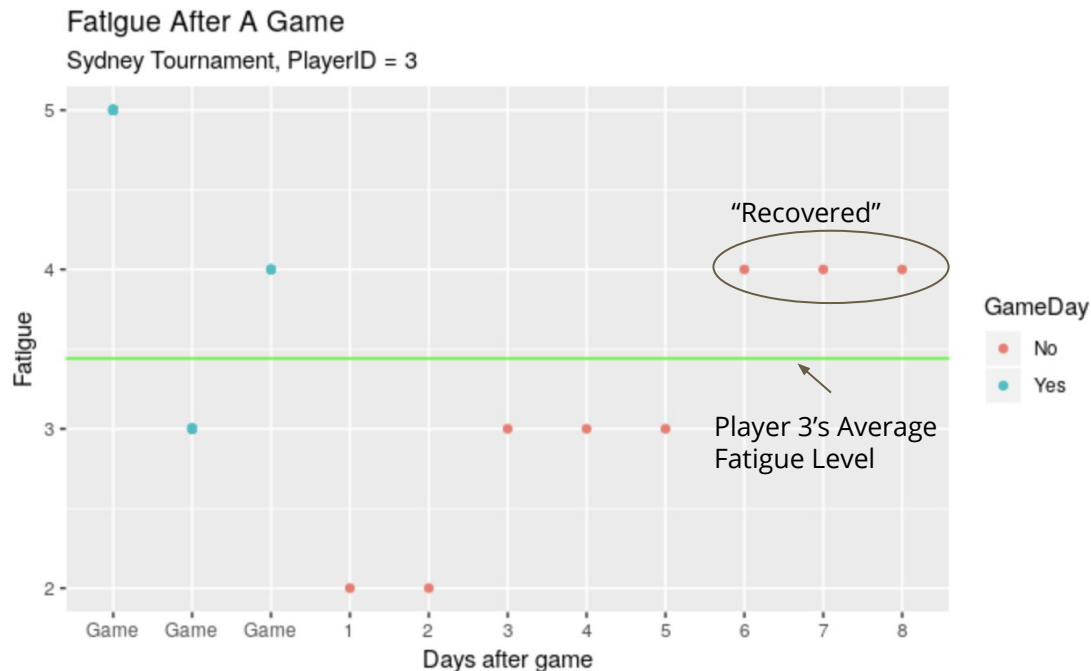
Data we recovered

- Age
- Weight/height
- Average Points Scored (in RWC Sevens)

The Bench



Making the Recovery Variable



Mean fatigue for each player

=

Threshold for "recovery"

Average days to recover = 3.38

We had to drop player 9

We also had to drop the Kitakyushu tournament

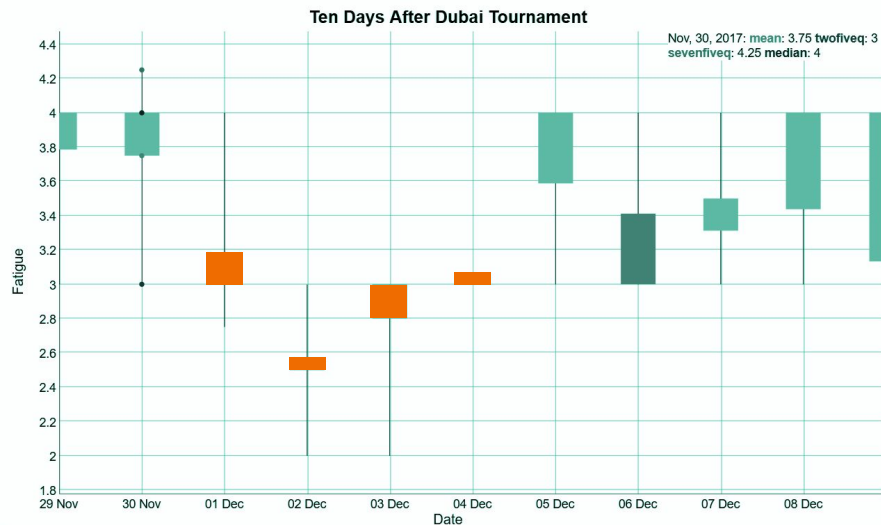
Inference

Response:

- Average Days to Recover

Explanatory:

- SleepHours, SleepQuality, Pain, Illness, Menstruation, Nutrition, USG, TrainingReadiness, Duration, Age, Average Points Scored



What affects the recovery time?