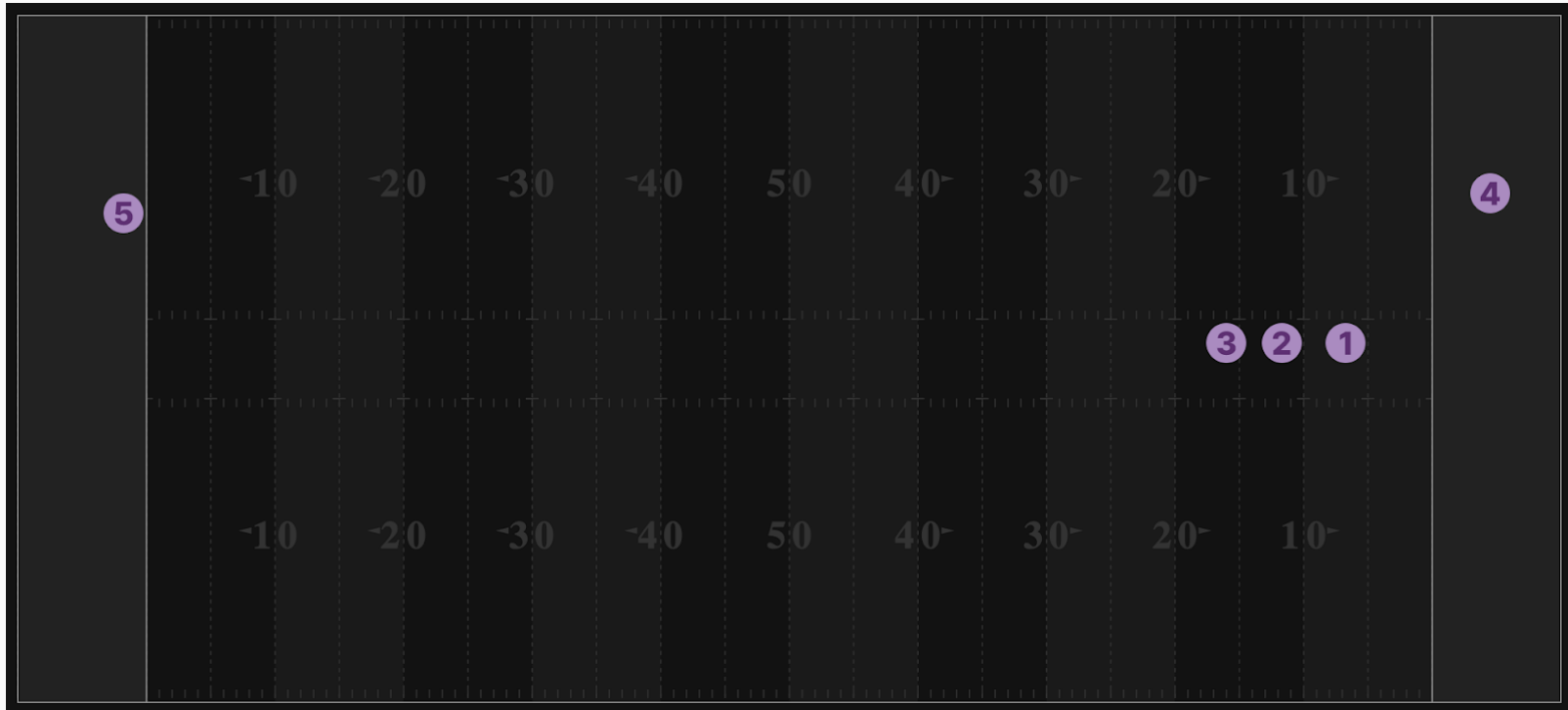


To help orient around x/y coordinates for different events, we perform transformations so that the offensive team is always moving from left to right (regardless of the direction they're actually moving) so that users do not have to keep track of which quarter it is, coin toss decisions, etc.

Key orientation points:

1. (-10,0) Back left corner of offensive team's own end zone
2. (0,0) Far left side of offensive team's own goal line
3. (-10, 53.33) Back right corner of offensive team's own end zone
4. (50, 26.67) Exact center of the field at the 50-yard line
5. (100, 26.67) Goal line in the center of the field that the offensive team is attacking
6. (110, 53.33) Far right corner of end zone that the offensive team is attacking



Example Play 2 (defensive team returns an interception for a TD from a 1st and Goal from the 6):

1. (94, 23) Snap Event: Snap is made from this location
2. (89, 23) Catch From Snap Event: QB receives snap from this location at the 11 yard line
3. (84, 23) Pass Event: QB makes his throw from the pocket from the 16 yard line
4. (103, 12) Interception Event: DB intercepts the pass 3 yards into the end zone
5. (-1, 15) Touchdown Event: A Touchdown event is recorded when the DB crosses the end zone