

Player Participation for GSIS Stadium Technicians

The National Football League is deploying the production version of the Player Participation system for the 2007 season. The goal of this system is to identify all players involved with every play of every game. This will be accomplished by having digital still cameras operated from the upper levels of both end zones. Several photographs will be taken before the start of each play that will be used to identify all players on the field.

Four operators are required for each game. Two people will operate the cameras while the third and fourth person will be responsible for gathering memory cards from the two end zone cameras at the end of each quarter and identifying the players in each play. At the conclusion of the game, all four people may work to identify the players for the remainder of plays in the game.

All thirty-two clubs will be using the system this season. If we are deploying the system to your club this year you will be notified of the date of the scheduled deployment. Training of the Player Participation operators will be provided 4 hours before kickoff of the game the system is being rolled out.

There are a few new procedures that will be required of the GSIS Stadium Technicians that are outlined below.

Two seasons ago your club was issued a new IBM G4x laptop. That laptop or another new laptop must be allocated for use by the Player Participation system so that the Player Participation crew has access to two powerful machines during the game. One new laptop has been provided in the Player Participation trunk.

Player Participation Procedures

- 1. Provide GSIS network connectivity to the Player Participation laptops.** If possible, provide network connectivity to the PP laptops so that they can receive stats from the Real-time Stats Exporter and they can also print reports to the printer. After you have established connectivity you should setup and test printing to the GSIS printer from the Player Participation laptops.
- 2. Apply GSIS Updates to the Player Participation laptops before each game.** Before each game, make sure the Player Participation laptops are connected to the GSIS network and the GSIS Update page is opened to check for the latest patches to the GSIS and Player Participation software.
- 3. Configure the Real-time Stats Exporter to send to the Player Participation Primary laptop.** If the Player Participation laptops have connectivity to the GSIS network you can eliminate the need to export the XML files to a USB drive at the end of each quarter. Configure the Real-

time Stats Exporter to send to the primary Player Participation laptop. You'll need to know the IP address of the primary laptop. There is no harm in sending to the secondary Player Participation laptop as well however it will not be used by the secondary,

4. **Assist with synchronizing the time on the camera with a GSIS laptop.**

The time on the digital cameras need to be set to the same time as the GSIS laptops. The Player Participation camera operators will bring their camera to the stats booth and need to see the exact time on the GSIS laptops. They may need you to double-click on the "Clock Time" on the task bar of one of the GSIS laptops to retrieve the exact time. You don't need to do anything other than provide them with the access to a laptop.

Note: GSIS must be up and running before setting the camera clocks as GSIS will have synchronized the clock on the laptop to the distribution center.

5. **Provide a secure location to store the PP computer equipment during the 1st qtr.**

When the Player Participation coordinators report to the end zone camera locations before the end of the 1st quarter, they will leave the Player Participation equipment with you so that it doesn't get lost or stolen. They may also provide you with a USB drive that you'll need to use at the end of the 1st quarter.

6. **Export End of Quarter Data.**

If the Player Participation laptops are connected to the GSIS network you can skip this step if the Real-time Stats exporter has been configured to send to the primary Player Participation laptop.

After the 1st quarter has ended and the stats crew has finished entering all of the 1st quarter plays, insert the USB drive in one of the GSIS laptops and export the Cumulative Statistics XML file and Roster XML files.

- a. Insert the Flash Drive into the USB port of a GSIS laptop.
- b. Within GSIS, choose **File, Text File Reports, Cumulative Stats XML...** from the menu-bar.
- c. Select the drive letter of the Flash Drive and click **OK**. This will store a file named GSISGameStats.xml on the Flash Drive.
- d. Within GSIS, choose **File, Text File Reports, Roster XML File...** from the menu-bar.
- e. Select the drive letter of the Flash Drive and click **OK**. This will store a file named Roster.xml on the Flash Drive.


- f. Stop the Flash Drive by double-clicking on the  icon in the task tray. Select the **USB Mass Storage Device** and click **Stop**. If you receive a message stating: "The device 'Generic volume' cannot be stopped right now. Try stopping the device again later.", then simply remove the USB drive.



Figure 1- Flash Drive

7. **Print starters report**

After the Player Participation operators have identified the players on the first offensive play of each team they will create a "Starters Report" that the stats crew can use to verify their starter information. If the Player Participation system is not connected to the GSIS network they will create the report in PDF format on the USB drive that you may open and print using the Adobe Acrobat Reader on any of the GSIS laptops. Deliver this report to the member of the stats crew responsible for starters. He/she can use this to compare his starters with the starters identified by the Player Participation crew.

8. **Export end of quarter 2 and 3 data.**

As the player participation operator(s) finish identifying the players in each quarter, they will be ready for a new export from GSIS. You'll need to simply follow the same steps for placing the Cumulative Stats XML and Roster XML files on the USB drive as described above (see Export End of Quarter Data" above).

9. **Export end of game data**

Follow the same procedures to export the Cumulative Stats XML and Roster XML files on the USB drive as described above.

10. **Provide 2 GSIS laptops for Player Participation post-game use**

When the two camera operators return at the end of the game, they will begin to identify the players in the remaining plays of the game. Please provide them with two GSIS laptops that are no longer in use after the game. These laptops will be connected to the 5-port Linksys network switch provided for Player Participation.

Note: as Player Participation crews become more productive, they may no longer need additional laptops after the game. If they continue to request laptops after their fourth or fifth game using the system you may want to find out what's causing them to be so slow. Most crews should be able to

complete the process in less than 2 hours after the end of the game.

11. Show the Player Participation Coordinator where the GSIS network connection is

When the Player Participation operators have completed their work, the Player Participation "Primary" machine will need to be connected to the GSIS network to upload the data to the NFL League Headquarters. Please show this person which network port he/she can plug into if they are not already connected to the GSIS network.

12. Secure the 2 GSIS laptops after Player Participation is complete

You have the option of waiting for the Player Participation operators to finish with the GSIS laptops or provide them with access to the secure storage location where the GSIS laptops are stored between games.

For more information regarding Player Participation, please visit <http://www.nflgsis.com/pp>