

Player Participation Newsletter – 2006-06

Friday October 27, 2006

Exciting news from the NFL League Office! So far this season, the biggest obstacle plaguing Player Participation crews has been manually marrying photos. This process has tripped up a few clubs, however; we have come up with a solution to help mitigate this problem. Below you will see our solution to problems caused by photos being manually married to the wrong play. We feel that our solution will make your job easier and will increase data accuracy even higher than it already is! While on the topic of data accuracy, we would once again like to congratulate you all on the quality of work that you have done this season. To date, the league-wide average accuracy rate is above 99.85%!

League-wide Performance

Your hard work and dedication is clearly paying off. As you can see from the table below, your overall accuracy rate is currently meeting our goal of 5 mistakes or less per game.

Week	Games	Players Identified	Errors	Accuracy	Avg Errors Per Game
1	14	47845	72	99.85%	5.14
2	13	47617	68	99.86%	5.23
3	12	42215	74	99.82%	6.17
4	13	46554	89	99.81%	6.85
5	13	45600	60	99.87%	4.62
6	11	39689	34	99.91%	3.09
7	12	43146	64	99.85%	5.33

Manually Marrying Photos

When manually marrying a cluster of photos to a play, make sure the application has selected the proper play. The application looks at the previous cluster to determine the play it was married to and then automatically selects the next play. This is correct in some cases but in many cases it is not correct. Do not assume the application selects the correct play. You must always compare the time of the photos with the time of the play as well as the yardline of the ball in the photos with the yardline of the play.

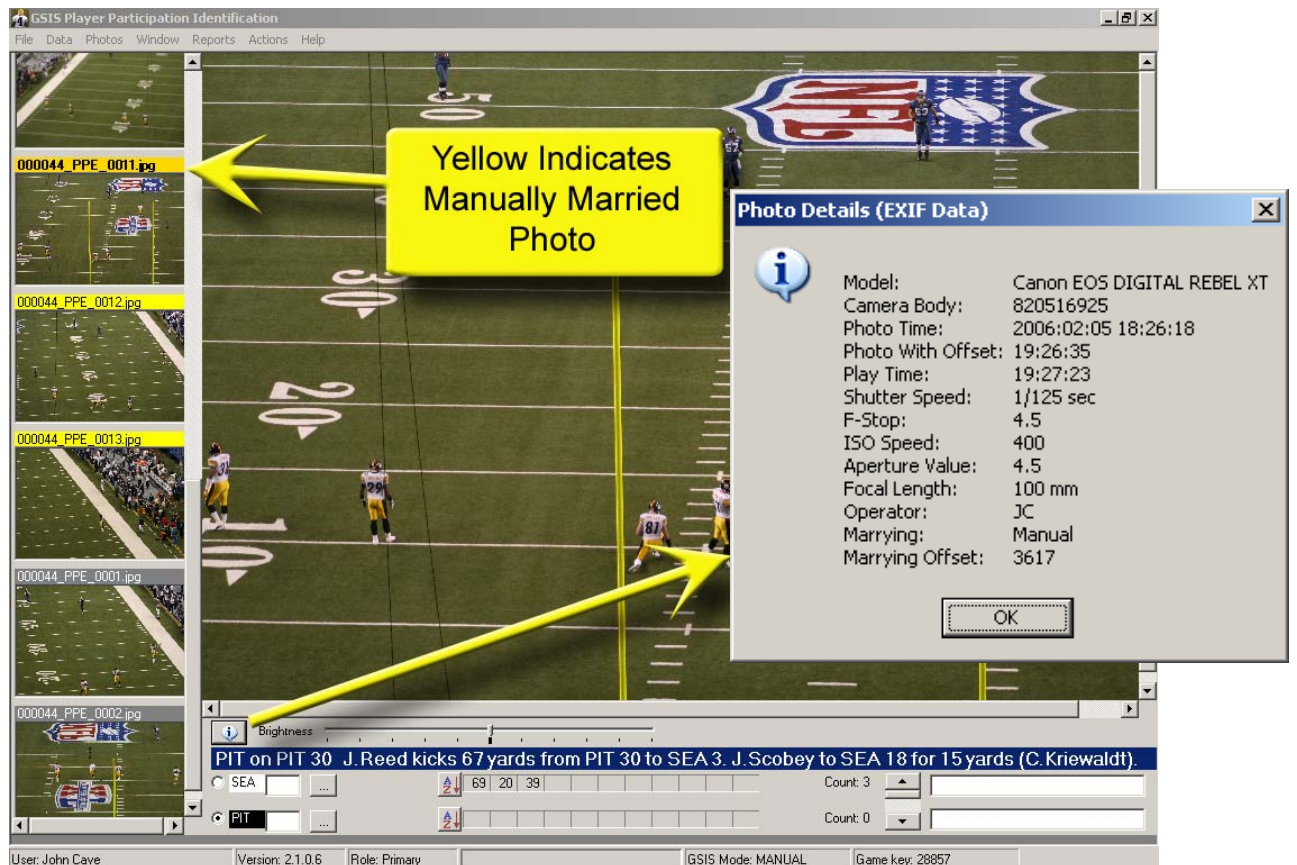
Software Update

At your next home game, make certain that all updates have been made to GSIS and Player Participation. You'll need to work with the GSIS Stadium technician to ensure that updates are applied before kickoff. The current software version is 2.1.0.6.

A new feature has been added to the Player Participation software that indicates when photos have been manually married to a play. When a photo that has been manually married is displayed in the thumbnail window, the thumbnail label will be highlighted in yellow. The highlighting should serve as a warning to the identifiers that the photo can not be trusted blindly, and that they should ensure that the photo has been married properly before using it to identify any players. To guarantee that the photograph has been married properly, compare the yardline of the ball in the photo with the yardline indicated in the GSIS play description. In addition, make sure that the time of the photo closely matches the time at which the play began. You can now

easily compare the photo time with the play time. Use the **Photo With Offset** time to compare with the **Play Time** (see figure below).

Photo Time: 2006:02:05 18:26:59
Photo With Offset: 19:27:16
Play Time: 19:27:23



How to Correctly Marry a Mis-married Photo

If you come across a photo that is improperly married to a play you must first remove all of the players that were identified on the play with the mis-married photo. Then, on the primary machine, select Window, Image List from the menu bar and find the cluster of photos that are mis-married. Double-click on the photo to bring up the list of plays and select the correct play.

Press Box and Camera Location Etiquette

We would like to remind all Player Participation operators about press box and camera location etiquette. While working as a Player Participation crew member, you are representatives of the League office and your team and must maintain a professional disposition. This means that Player Participation crew members must dress and behave appropriately. As professionals; you are performing a job function; you are not spectators, fans, or autograph seekers. The press box and camera locations are workplaces before, during, and after the game; and therefore we must treat them as we would any other professional workplace. We understand that there may be times when you have an urge to cheer for your team. However, we ask that you please refrain and be considerate of others working around you as they may not share in your excitement.

Last weekend we had a situation at one of our games in which excessive cheering at a camera location upset an employee of the visiting team. The home team addressed the problem by releasing the PP camera operator.

Taking Notes

The New York Jets crew wrote to us this week with a suggestion that we would like to share with all crews. The Jets camera operators take a notepad and pen with them to their camera locations. Whenever a situation arises that may create problems for the identifiers, they record the quarter, game clock time, time of day, and a brief description of the situation. There are several situations that should be recorded.

1. When there is a late substitution after photos have been taken. This is important because there may be a player in a photograph who ran off the field just prior to the play.
2. When a play is about to start but is stopped by any of the following situations:
 - a. Timeout
 - b. End of quarter
 - c. Play review
3. When the Referee indicates a play will be replayed. This has happened this season under the following conditions:
 - a. Fan interference
 - b. Late substitution by one team didn't allow time for the other team to substitute players

At the end of each quarter, when the identifiers come to take the memory cards, the camera operators give the notes to the identifiers. According to the Jets crew chief, "this method has reduced marrying issues because we are certain of which photos to discard".

Starters Report

Don't forget to run the Starters Report after you've identified the players in the first offensive play of each team. Give the report to the GSIS stats crew so they can compare the starters they've recorded with the starters on the report. This will help to ensure that the GSIS gamebook, which is printed at the end of the game, has the correct players receiving credit for starting the game.