



## Ballarat Hackathon

### AFL Player tracking and tactical analysis challenge

#### Data overview:

Two separate datasets will be made available for the event:

#### 2016 Western Bulldogs AFL match

- The first dataset provided is from Round 1 2016 AFL Premiership Season match between Western Bulldogs and Fremantle which was played at Etihad Stadium.
- Specific data includes:
  1. Broadcast vision of the match (behind the goals and side view available also) (*WB v Fremantle.mov*)
  2. Chronologically-ordered (approximates) match file coded by WB analysts with respect to player involvements in the match (*WBvFremantlePlaybyPlay.xlsx*)
  3. XY location data for each player - wide and long formats (*WBvFremantle\_WideFormat.csv* & *WBvFremantle\_Longformat.txt*)
  4. Match time (*WBvFreMatchTimes.txt*)

#### 2017 Western Bulldogs Intra-Club Match Simulation

- The second dataset is from February 6<sup>th</sup>, 2017 and consists of 2 x halves and 15 v 15 players with no interchanges
  1. Side and behind the goals view of the training (*MatchSim15v15.mov*)
  2. Basic coding of kicks and handballs relating to the match simulation (*MatchSim15v15PlaybyPlay.txt*)
  3. Location data for each of the 15 players (*MatchSim15v15\_PlayerLocation.csv*)

#### Additional information:

- For the AFL match no XY data is available for Fremantle
- Location data relating to stadia has not been provided
- For the 15v15, players have not been allocated a team in the player tracking or Play by Play files
- For the AFL match, instances are displayed as a single time point. For the Match Simulation, two 'range' times are shown.
- The AFL match video file should be synchronised with the Play by Play file; the Match Sim files are not synchronised.