
		Pro Scouting Report								
PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)						
30	RB	Williams, Jamaal	4/3/95 (25)	Sanders, Isaiah						
COLLEGE		YEAR – RD – TM	TEAM							
Brigham Young (UTBY)		17-4th-GB	Green Bay Packers							
CAREER INFORMATION										
Games Played	Games Started	Games Won	Winning %	Positions Started	Captain					
58	20	42	55%	RB	No					
INJURIES	College: 2014: Missed final 4 games with a right knee tear that required surgery 2016: Missed 3 games with a right ankle injury - NFL: 2017: Sprained right knee in week 4 and left the game 2018: Minor ankle sprain in preseason, missed no time-Limited in practice in week 16 with a toe injury: 2019: Missed four training camp practices with hamstring injury - On injury report week 3 with a neck injury, missed no time - Left week 4 game with concussion, missed week 5 - Left week 16 game with a right shoulder injury and missed week 17 - week 14 on injury report with a knee -missed no time; 2020: Missed week 9 due to Covid-19 close contact									
KEY STATS	In his 4-year career he has 466 carriers for 1825 yards, 3.9 YPA, 9 TDs, 121 receptions for 947 yards, 7.8 YPC, and 8 TDs - Trending up in 2019, he had 107 carries, for 460 yards, 4.3 YPA(carrier high and 29th in NFL), and 1TD, along with 39 receptions(carrier high), for 253 yards, 6.5 yards per catch - 0 career fumbles									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6'00"	212	4.59	1.6	31.25	10	30	7.25	4.53	123	18
EXPOSURES	2019: vs MIN 9/15, vs DEN 9/22, @KC 10/27, vs CAR 11/10, @SF 11/24									
STRENGTHS	Short Yardage Runs / Mental Processing in Running Game / Competitive Toughness as Runner / Ball Security /Hands									
WEAKNESSES	Foot Speed / Improvisation / Patience on Zone Runs / Explosiveness / COD / AA									
SCHEME FIT	A Gap scheme offense that has a balanced run/pass mix									
PROJECTION	Rotational back you can win with, good competitive toughness and aggressive running give him a good ability to convert in short-yardage situations, along with solid contact balance, low pad level, and good foot drive that helps him push piles to pick up first downs. Solid contributor in the passing game, has good hands to catch the ball and creates YAC by getting quickly upfield, and can break tackles from smaller-bodied defensive backs. Has adequate long foot speed and should not be expected to make big plays, should not be expected to let zone runs develop with adequate patience.									
BACKGROUND	4th year RB who has started in 20 of 58 career games, including 2 of 14 in 2019 a drop from previous seasons with Aaron Jones emerging as the featured back. 2019 was his first season under HC Matt LaFleur and OC Nathaniel Hackett in their Zone run-heavy offense featuring quick throws and shots via play-action. Used as a rotational back and coming in on 3rd downs as a pass protector, and receiving option, along with short-yardage situations.									
BODY TYPE / AA	Good height, solid weight, solid arm length, and very good hand size. Solid upper frame with well-defined arms, lean and muscular core, good-sized thighs, and solid calves with thinner ankles. Adequate AA with solid contact balance, solid quickness, solid lateral agility, adequate COD, adequate foot speed, and adequate explosiveness.									
POSITIVES IN PASS GAME										
Solid in Pass Pro with solid mental processing to understand protection and blitzes, good ability to pick up blitz to his side, willing to mix it up with LBs and DL, using his hands to deliver a good punch with good play strength to slow the pass rusher, can get LBs to ground with good cut block, and gives a good, effective punch to DEs when going out for a pass. Solid back in passing game, primarily runs slants, hooks, outs, and hitches aligning in the backfield and split out, solid RR with good processing of LB leverage and good spatial awareness to create separation, good hands with good manual dexterity, and solid ball tracking to catch the football outside of frame with solid balance can adjust to a low or high throw, looks the ball in and then moves to quickly get upfield, can find the soft spot in Zone coverage with solid recognition, can create YAC with solid cuts using solid lateral agility to make LBs miss, and solid contact balance to break arm tackles from LBs and DBs.										
POSITIVES IN RUN GAME										
Good mental processing in the running game to recognize LB alignment and DL fronts to adjust his path on Zone and Gap runs. Solid Power cut to make DL miss and create a positive or neutral play on broken plays, solid vision on IZ to press the hole and has a solid Power cut with to get lateral and hit the cutback for positive yards, solid vision on OZ to take outside when T makes his reach, and solid vision with solid burst and a solid power cut to cutback when a hole opens up, solid ability on OZ runs to improvise using solid lateral agility. Solid vision on Gap runs, shows good patience on Duo to let blocks develop and cut off of blockers, solid vision on Toss to get to the edge when the play is well blocked and good recognition when he need to cut back early, good willingness to hit the hole hard in short-yardage situations running plays like Iso and Dive, running with good low pad level, solid burst at the 1st level to get past DL, good play strength, and solid contact balance to push forward for positive yards. Solid contact balance allows him to create a couple of yards after contact on inside runs, pushing through arm tackles of DL and LBs, on the outside he can break tackles from LBs and defensive backs that try to tackle him high, using a stiff arm and solid contact balance to stay up. Very good ball security as he covers all the pressure points, gets both hands-on in traffic and has no career fumbles. Good competitive toughness shown by being a tough runner, being used and converting short-yardage runs on crucial downs, consistently competitive, and being used on Punt as a protector, on KOR as a blocker, and showed good aggressiveness as lead blocker on Jet runs.										
NEGATIVES IN PASS GAME										
Adequate ability to pick up blitzes on opposite side, adequate AA prevents him from getting there in time. Adequate timing to release on check-downs, due to adequate processing to leave and get into his route, adequate COD, adequate foot speed, and adequate explosiveness limit his ability as a route runner.										
NEGATIVES IN RUN GAME										
Adequate YAC vs DL, and all defenders can take him out tackling below the knee, doesn't attempt to hurdle ankle biters. Adequate long speed in the run game, adequate improvisation when play isn't well blocked, adequate COD and adequate foot speed limit ability to make plays outside of structure, adequate patience on Zone runs makes him too eager to look for cutback, which is not always the best thing and leaves yards on the table. Adequate burst at 2nd level, cannot separate from LBs and DBs, and shows adequate COD and explosiveness after making a defender miss to burst upfield and create even more yards.										