



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
25	RB	Latavius, Murray	1/18/90 (27)	Rossler, Bryce

COLLEGE	YEAR - RD - TEAM	TEAM
UCF (FLCE)	13 - 6th - OAK	Oakland Raiders

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
59	41	31	53%	RB	No

INJURIES	2017: no injuries 2016: right foot (turf toe) [Wks 5-7, missed two games], ankle (bone spurs) [Wks 11-13, missed no games; required offseason surgery] 2015: right shoulder (Wks 5 & 7, missed no games), concussion (Wk 10, missed no games) 2014: grade 3 concussion (Wks 12-14, missed one game) 2013: right ankle fracture (preseason, season-ending IR) College: right ACL tear, right shoulder (A/C joint sprain)
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KEY STATS	Career - 698 attempts, 2864 rushing yards (4.1 YPC), 25 rushing TDs, 103 receptions, 705 receiving yards (5.5 YPR), no receiving TDs, 8 fumbles, 1 Pro Bowl (2015) 2017 (through 13 games) - 155 attempts (1st on team), 586 rushing yards (1st), 3.8 YPC (T-2nd on team among RBs), 5 rushing TDs (1st), 14 targets (3rd among RBs), 12 receptions (2nd), 66 receiving yards (3rd), no receiving TDs, 1 fumble, 286 offensive snaps (34.17%, 2nd among RBs) 2016 - 195 attempts (1st on team), 788 rushing yards (1st), 12 rushing TDs (1st), 4.0 YPC (3rd among RBs), 43 targets (1st among RBs), 33 receptions (1st among RBs, T-4th on team), 264 receiving yards (1st among RBs, 5th on team), no receiving TDs, 2 fumbles, 525 offensive snaps (46.92%, 1st among RBs)
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MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6030	230	4.22	N/A	N/A	N/A	36	6.81	4.36	124	22

TAPES VIEWED	2016: @ JAX 10/23, DEN 11/6, CAR 11/27, BUF 12/4, @KC 12/8
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BEST	Play strength, Competitive toughness, Vision, short yardage
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WORST	Create, Play speed, Elusiveness, COD/Hip fluidity
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PROJECTION	This is a role playing back you can win with that offers play strength, competitive toughness, and vision while struggling with Create, AA, play speed, and burst. Will get what's blocked and can push piles, but is limited as an every-down back until he learns to run to his size at the second level. May have better AA than what was seen on film due to his injury. Would fit best as a short-yardage back in Man/Gap-heavy scheme to mitigate his issues with AA, Create, Passing game, and Pass Pro.
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SCHEME FIT	Best fit in a Man/Gap-heavy scheme to mitigate issues with AA/Create on Zone runs.
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SUMMARY

5th year RB who has started 41 of 59 career games including 12 of 14 in 2016. 2016 was his second season in HC Jack Del Rio/OC Bill Musgrave's system that favored Duo, Inside Zone, and Outside Zone (Pin-Pull) blocking concepts, and used a running back-by-committee approach in which he executed all of these concepts and was frequently subbed out in obvious passing situations (i.e. 3rd & Long). Was hampered by an ankle injury - one that eventually required offseason surgery - in the second half of the 2016 season. Possesses very good height/weight with a well-proportioned frame and thick thighs, and demonstrates marginal athletic ability with adequate quickness/balance, marginal COD/hip fluidity/lateral agility. Appeared more athletic early in the season before suffering an ankle injury in Week 10. Demonstrates solid vision through ability to ID large- and medium-sized holes on all run concepts, the ability to find cutback lanes on the periphery/edge, correct execution of reads on IZ, diagnosis of penetration, and patience to set up pullers/whammers at the POA. Shows the ability to evade lone penetrating DL in the backfield through use of a jump cut. Good finisher that generates very good power when he lowers his pads and accelerates into contact, using very good play strength/leg drive to generate YAC vs. all body types. Has very good play strength; runs through arm tackles, uses a stiff arm very effectively vs. DBs, is able to drag and drive multiple defenders for YAC. Reliable catcher who does a solid job of transitioning to a runner. Plays compact with a wide base, IDs blitzers and blown assignments, and can flatten all body types with good timing/very good upper body strength on chip blocks in pass pro. Demonstrates solid mental processing through IDing edge/A-gap blitzes, situational awareness in two-minute drills, and solid vision. Demonstrates good competitive toughness by playing through injury, being a willing pass protector, elevating his play in short-yardage and goal-to-go situations, and sacrificing his body to go airborne on the goal line. Ability to create is marginal due to issues with COD/hip fluidity/lateral agility; throttles down into jukes and lacks AA to elude most LBs and athletic DEs in a phone booth and then get back to LOS vs. heavy penetration. Doesn't consistently demonstrate the ability to press gaps to manipulate LBs in all run concepts and must demonstrate more patience to set up blocks at the second level. Long-strider whose burst is just adequate due to running upright through holes and into the second level, and will decelerate into a hole if he sees colors flash. Becomes indecisive in the open field and attempts to elude/juke with marginal COD/hip fluidity rather than finish with power. Play speed is marginal; cannot consistently threaten edge contain/2nd level pursuit angles of LBs with adequate AA/play speed, and doesn't have the foot speed to break away from most DBs with adequate play speed. Adequate passing game contributor that offers a limited route tree (checkdowns, swings, screens), double-catches passes, rounds into breaks and is slow out of cuts due to AA, presents adequate target on swing passes, and doesn't consistently diagnose Man/Zone coverage on option routes out of the backfield. Adequate pass protector with below average body positioning due to tracking, waist-bends, lunges at targets while failing to secure with his hands, and absorbs contact on blitz pickups. This is a role-playing RB you can win with that offers play strength, competitive toughness, and vision while struggling with Create, AA, play speed, and burst. Will get what's blocked and can push piles, but is limited as an every-down back until he learns to run to his size at the second level. May have better AA than what was seen on film due to his injury. Would fit best as a short-yardage back in Man/Gap-heavy scheme to mitigate his issues with AA, Create, Passing game, and Pass Pro.