game	
gsis_id [gameid, not null]	
gamekey [varchar, null]	$\tilde{0}\tilde{N}$
start_time [utctime, not null]	
week [usmallint, not null]	$\stackrel{-}{0N}$
day_of_week [game_day, not null]	
season_year [usmallint, not null]	
season_type [season_phase, not null]	
finished [boolean, not null]	
home_team [varchar, not null]	
home_score [usmallint, not null]	
home_score_q1 [usmallint, null]	
home_score_q2 [usmallint, null]	
home_score_q3 [usmallint, null]	<u>1</u> -
home_score_q4 [usmallint, null]	
home_score_q5 [usmallint, null]	
home_turnovers [usmallint, not null]	
away_team [varchar, not null]	
away_score [usmallint, not null]	
away_score_q1 [usmallint, null]	,
away_score_q2 [usmallint, null]	Ì,
away_score_q3 [usmallint, null]	
away_score_q4 [usmallint, null]	
away_score_q5 [usmallint, null]	
away_turnovers [usmallint, not null]	
time_inserted [utctime, not null]	
time_updated [utctime, not null]	ام

## meta

version [smallint, null] last\_roster\_download [utctime, not null] season\_type [season\_phase, null] season\_year [usmallint, null] week [usmallint, null]

drive gsis\_id [gameid, not null] 0..N<u>drive\_id</u> [usmallint, not null] start\_field [field\_pos, null] start\_time [game\_time, not null] end\_field [field\_pos, null] end\_time [game\_time, not null] pos\_team [varchar, not null] pos\_time [pos\_period, null] first\_downs [usmallint, not null] result [text, null] penalty\_yards [smallint, not null] yards\_gained [smallint, not null] play\_count [usmallint, not null] time\_inserted [utctime, not null] time\_updated [utctime, not null]

agg\_play

gsis\_name [varchar, null] full\_name [varchar, null] first\_name [varchar, null] last\_name [varchar, null] team [varchar, not null] position [player\_pos, not null] profile\_id [integer, null] profile\_url [varchar, null] uniform\_number [usmallint, null] birthdate [varchar, null] college [varchar, null] height [usmallint, null] weight [usmallint, null] years\_pro [usmallint, null] status [player\_status, not null]

home

<u>away</u>

player

player\_id [varchar, not null]

0..N

play\_player gsis\_id [gameid, not null] drive id [usmallint, not null] *play\_id* [usmallint, not null] player\_id [varchar, not null] team [varchar, not null] defense\_ast [smallint, not null] defense\_ffum [smallint, not null] defense\_fgblk [smallint, not null] defense\_frec [smallint, not null] defense\_frec\_tds [smallint, not null] defense\_frec\_yds [smallint, not null] defense\_int [smallint, not null] defense\_int\_tds [smallint, not null] defense\_int\_yds [smallint, not null] defense\_misc\_tds [smallint, not null] team

team\_id [varchar, not null]

city [varchar, not null]

name [varchar, not null]

defense\_misc\_yds [smallint, not null] defense\_pass\_def [smallint, not null] defense\_puntblk [smallint, not null] defense\_qbhit [smallint, not null] defense\_safe [smallint, not null] defense\_sk [real, not null] defense\_sk\_yds [smallint, not null] defense\_tkl [smallint, not null] defense\_tkl\_loss [smallint, not null] defense\_tkl\_loss\_yds [smallint, not null] defense\_tkl\_primary [smallint, not null]

0..N

defense\_xpblk [smallint, not null] fumbles\_forced [smallint, not null] fumbles\_lost [smallint, not null] fumbles\_notforced [smallint, not null] fumbles\_oob [smallint, not null] fumbles\_rec [smallint, not null] fumbles\_rec\_tds [smallint, not null] fumbles\_rec\_yds [smallint, not null] fumbles\_tot [smallint, not null] kicking\_all\_yds [smallint, not null]

kicking\_downed [smallint, not null]

kicking\_fga [smallint, not null] kicking\_fgb [smallint, not null] kicking\_fgm [smallint, not null] kicking\_fgm\_yds [smallint, not null] kicking\_fgmissed [smallint, not null] kicking\_fgmissed\_yds [smallint, not null] kicking\_i20 [smallint, not null] kicking\_rec [smallint, not null]

kicking\_touchback [smallint, not null] kicking\_xpa [smallint, not null] kicking\_xpb [smallint, not null] kicking\_xpmade [smallint, not null] kicking\_xpmissed [smallint, not null]

kicking\_yds [smallint, not null]

kickret\_fair [smallint, not null]

kicking\_tot [smallint, not null]

kicking\_rec\_tds [smallint, not null]

kickret\_oob [smallint, not null] kickret\_ret [smallint, not null] kickret\_tds [smallint, not null] kickret\_touchback [smallint, not null] kickret\_yds [smallint, not null]

passing\_att [smallint, not null]

passing\_cmp [smallint, not null]

passing\_cmp\_air\_yds [smallint, not null] passing\_incmp [smallint, not null] passing\_incmp\_air\_yds [smallint, not null] passing\_int [smallint, not null] passing\_sk [smallint, not null]

passing\_sk\_yds [smallint, not null] passing\_tds [smallint, not null] passing\_twopta [smallint, not null] passing\_twoptm [smallint, not null] passing\_twoptmissed [smallint, not null] passing\_yds [smallint, not null]

punting\_blk [smallint, not null] punting\_i20 [smallint, not null] punting\_tot [smallint, not null] punting\_touchback [smallint, not null] punting\_yds [smallint, not null]

puntret\_downed [smallint, not null] puntret\_fair [smallint, not null] puntret\_oob [smallint, not null] puntret\_tds [smallint, not null] puntret\_tot [smallint, not null]

puntret\_touchback [smallint, not null] puntret\_yds [smallint, not null] receiving\_rec [smallint, not null] receiving\_tar [smallint, not null]

receiving\_tds [smallint, not null] receiving\_twopta [smallint, not null] receiving\_twoptm [smallint, not null] receiving\_twoptmissed [smallint, not null] receiving\_yac\_yds [smallint, not null]

rushing\_att [smallint, not null] rushing\_loss [smallint, not null] rushing\_loss\_yds [smallint, not null] rushing\_tds [smallint, not null]

receiving\_yds [smallint, not null]

rushing\_twopta [smallint, not null] rushing\_twoptm [smallint, not null] rushing\_twoptmissed [smallint, not null] rushing\_yds [smallint, not null]

0..N

gsis\_id [gameid, not null] <u>drive\_id</u> [usmallint, not null] play\_id [usmallint, not null] defense\_ast [smallint, not null] defense\_ffum [smallint, not null] defense\_fgblk [smallint, not null] defense\_frec [smallint, not null] defense\_frec\_tds [smallint, not null] defense\_frec\_yds [smallint, not null] defense\_int [smallint, not null] defense\_int\_tds [smallint, not null] defense\_int\_yds [smallint, not null] defense\_misc\_tds [smallint, not null] defense\_misc\_yds [smallint, not null] defense\_pass\_def [smallint, not null] defense\_puntblk [smallint, not null] defense\_qbhit [smallint, not null] defense\_safe [smallint, not null] defense\_sk [real, not null] defense\_sk\_yds [smallint, not null] defense\_tkl [smallint, not null] defense\_tkl\_loss [smallint, not null] defense\_tkl\_loss\_yds [smallint, not null] defense\_tkl\_primary [smallint, not null] defense\_xpblk [smallint, not null] fumbles\_forced [smallint, not null] fumbles\_lost [smallint, not null] fumbles\_notforced [smallint, not null] fumbles\_oob [smallint, not null] fumbles\_rec [smallint, not null] fumbles\_rec\_tds [smallint, not null] fumbles\_rec\_yds [smallint, not null] fumbles\_tot [smallint, not null] kicking\_all\_yds [smallint, not null] kicking\_downed [smallint, not null] kicking\_fga [smallint, not null] kicking\_fgb [smallint, not null] kicking\_fgm [smallint, not null] kicking\_fgm\_yds [smallint, not null] kicking\_fgmissed [smallint, not null] kicking\_fgmissed\_yds [smallint, not null] kicking\_i20 [smallint, not null] kicking\_rec [smallint, not null] kicking\_rec\_tds [smallint, not null] kicking\_tot [smallint, not null] kicking\_touchback [smallint, not null] kicking\_xpa [smallint, not null] kicking\_xpb [smallint, not null] kicking\_xpmade [smallint, not null] kicking\_xpmissed [smallint, not null] kicking\_yds [smallint, not null] kickret\_fair [smallint, not null] kickret\_oob [smallint, not null] kickret\_ret [smallint, not null] kickret\_tds [smallint, not null] kickret\_touchback [smallint, not null] kickret\_yds [smallint, not null] passing\_att [smallint, not null] passing\_cmp [smallint, not null] passing\_cmp\_air\_yds [smallint, not null] passing\_incmp [smallint, not null] passing\_incmp\_air\_yds [smallint, not null] passing\_int [smallint, not null] passing\_sk [smallint, not null] passing\_sk\_yds [smallint, not null] passing\_tds [smallint, not null] passing\_twopta [smallint, not null] passing\_twoptm [smallint, not null] passing\_twoptmissed [smallint, not null] passing\_yds [smallint, not null] punting\_blk [smallint, not null] punting\_i20 [smallint, not null] punting\_tot [smallint, not null] punting\_touchback [smallint, not null] punting\_yds [smallint, not null] puntret\_downed [smallint, not null] puntret\_fair [smallint, not null] puntret\_oob [smallint, not null] puntret\_tds [smallint, not null] puntret\_tot [smallint, not null] puntret\_touchback [smallint, not null] puntret\_yds [smallint, not null] receiving\_rec [smallint, not null] receiving\_tar [smallint, not null] receiving\_tds [smallint, not null] receiving\_twopta [smallint, not null]

receiving\_twoptm [smallint, not null]

receiving\_yac\_yds [smallint, not null]

receiving\_yds [smallint, not null]

rushing\_att [smallint, not null]

rushing\_loss [smallint, not null]

rushing\_tds [smallint, not null]

rushing\_yds [smallint, not null]

rushing\_twopta [smallint, not null]

rushing\_twoptm [smallint, not null]

rushing\_twoptmissed [smallint, not null]

rushing\_loss\_yds [smallint, not null]

receiving\_twoptmissed [smallint, not null]

play

0..N

 $0..N_1$ 

gsis\_id [gameid, not null] <u>drive\_id</u> [usmallint, not null] play\_id [usmallint, not null] time [game\_time, not null] pos\_team [varchar, not null] yardline [field\_pos, null] down [smallint, null] yards\_to\_go [smallint, null] description [text, null] note [text, null] time\_inserted [utctime, not null] time\_updated [utctime, not null] first\_down [smallint, not null] fourth\_down\_att [smallint, not null] fourth\_down\_conv [smallint, not null] fourth\_down\_failed [smallint, not null] passing\_first\_down [smallint, not null] penalty [smallint, not null] penalty\_first\_down [smallint, not null] penalty\_yds [smallint, not null] rushing\_first\_down [smallint, not null] third\_down\_att [smallint, not null] third\_down\_conv [smallint, not null]

xp\_aborted [smallint, not null]  $0..N_{1}^{1}$ 

timeout [smallint, not null]

third\_down\_failed [smallint, not null]