GameId - a unique game identifier

PlayId - a unique play identifier

Team - home or away

X - player position along the long axis of the field. See figure below.

Y - player position along the short axis of the field. See figure below.

S - speed in yards/second

A - acceleration in yards/second^2

Dis - distance traveled from prior time point, in yards

Orientation - orientation of player (deg)

Dir - angle of player motion (deg)

NflId - a unique identifier of the player

DisplayName - player's name

JerseyNumber - jersey number

Season - year of the season

YardLine - the yard line of the line of scrimmage

Quarter - game quarter (1-5, 5 == overtime)

GameClock - time on the game clock

PossessionTeam - team with possession

Down - the down (1-4)

Distance - yards needed for a first down

FieldPosition - which side of the field the play is happening on

HomeScoreBeforePlay - home team score before play started

VisitorScoreBeforePlay - visitor team score before play started

NflIdRusher - the NflId of the rushing player

OffenseFormation - offense formation

OffensePersonnel - offensive team positional grouping

DefendersInTheBox - number of defenders lined up near the line of scrimmage, spanning the width of the offensive line

DefensePersonnel - defensive team positional grouping

PlayDirection - direction the play is headed

TimeHandoff - UTC time of the handoff

TimeSnap - UTC time of the snap

Yards - the yardage gained on the play (you are predicting this)

PlayerHeight - player height (ft-in)

PlayerWeight - player weight (lbs)

PlayerBirthDate - birth date (mm/dd/yyyy)

PlayerCollegeName - where the player attended college

Position - the player's position (the specific role on the field that they typically play)

HomeTeamAbbr - home team abbreviation

VisitorTeamAbbr - visitor team abbreviation

Week - week into the season

Stadium - stadium where the game is being played

Location - city where the game is being player

StadiumType - description of the stadium environment

Turf - description of the field surface

GameWeather - description of the game weather

Temperature - temperature (deg F)

Humidity - humidity

WindSpeed - wind speed in miles/hour

WindDirection - wind direction