PFF Play Feed - Field Definitions

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Field Name	Definition	NFL Sample Data
2MINUTE	**2min:** Offense enters a "hurry-up" mode due to game situation. This includes both hurry-up regardless of score at the end of the first half, and hurry-up due to score at the end of the second half. Plays can be outside of actual 2 minutes remaining in the PLAYCLOCK. **4min:** A team slowing their tempo to run fewer plays at the end of the game and occupy the clock. It does not have to be within the final 4 minutes of the game, but is based on the tempo of the offense and having a lead they are trying to hold on to.	0/2/4
BALLCARRIER	Jersey # and position code for ball carrier. **On a pass play:** either the receiver making a catch or a passer who is sacked or scrambles past LOS. **On a run play:** the player making a running attempt. **On a punt:** player who fields the punt. **On a kickoff:** player who fields the kickoff.	DEN 27
BLITZDOG	Pass plays where the defense executes a blitz or dog. Generally 5 or more pass rushers or a DB blitzing	1/0
BOXPLAYERS	# of defenders lined up within 8yds of LOS Presnap, along with jersey #s and defensive technique. Punt return team box players determined by players on the line and in LB positions. **Def Techniques not available for PFF College**	7; IND 50 [18]; IND 52 [28]; IND 90 [29]; IND 93 [36]; IND 97 [23]; IND 98 [12]; IND 99 [15]
BUNCHED	Jersey # of players split out of the formation, lined up within 3yds of eachother. **Player detail NOT available for PFF College - only whether or not there was a bunch/stack on the play.**	DEN 83; DEN 87
CATCHABLE	A receiver getting hand(s) to a catchable pass before a defender does or short arming an opportunity to do so. If a defender plays the ball before the targeted receiver it is not a catch opportunity. If a targeted receiver clearly pulls his hands away from or does not extend for a catchable pass this will also be tagged as a catch opportunity.	1/0
CENTERPASSBLOCKDIRECTION	Pass Block Direction for the Center: **L** = Left, **R** = Right, **C** = Square, **V** = No Video, **U** = Undefined (Undefined will cover screen releases where the Center isn't really setting for protection)	L
CHECKROUTE	Jersey #s of receivers who initially look to pass block before a late release to a route. **Not available for PFF College**	DEN 27
CHIPROUTE	Jersey #s of receivers who make intended brief contact with pass rusher before releasing on route. **Not available for PFF College**	DEN 87
CLOCK	Time Remaining in Quarter	14:45
DBDEPTH	Position code and depth for all players on field who have a DB roster position. Depth is yds. from LOS. **No depths available for PFF College data**	LCB [3]; SSL [7]; FS [14]; SCBR [5]; RCB [0]
DEEPPASS	Deep Pass Attempt of 20+ yds	1/0
DEFFRONT	**Defense:** The position code for all players lined up at Dline and LB positions followed by their def techniques. **Technique values not available for PFF College data*** **Kick-Off Unit:** 2-digit code indicating # of players lined up to the left of the kicker, and # of players to the right. **Punt Return Unit:** 2-digit code breaking down box players. # of players in line positions and # of players in LB positions **FG/EP Block Unit:** 2-digit code indicating # of players lined up to the left of the longsnapper (from defensive perspective) and # to the right.	LOLB [12]; LE [15]; LILB [18]; NT [23]; RILB [28]; RE [29]; ROLB [36] 5-5
DEFPERSONNEL	Defensive personnel packages. # of players on field with DL-LB-DB roster positions. Roster positions assigned by PFF based on where player is most commonly lines up in base defenses. This is strictly the personnel package on the field, not the formation they are lined up in.	3-4-4
DEFPLAYERS	Jersey # and pre-snap position code for players on Defense, Kickoff Unit, Punt Return Unit or FG/EP Block Unit Defensive Players on field.	BLT 22 (LCB); BLT 24 (SCBL); BLT 25 (SSR); BLT 26 (FS); BLT 51 (RLB); BLT 57 (MLB); BLT 58 (RLB); BLT 90 (DLE); BLT 92 (DLT); BLT 93 (DRE); BLT 98 (DRT)
DEFPLAYERSRATINGS	Jersey # and raw PFF Grade for players on Defense, Kickoff Unit, Punt Return Unit or FG/EP Block Unit.	BLT 22 (0.0); BLT 24 (0.0); BLT 25 (0.0); BLT 26 (0.0); BLT 51 (0.0); BLT 57 (0.0); BLT 58 (0.0); BLT 90 (0.0); BLT 92 (0.0); BLT 93 (0.0); BLT 98 (0.0)
DEFSCORE	The score for team on Defense, Kickoff Unit, Punt Return Unit or FG/EP Block Unit at the start of the play	14
DEFSUBSTITUTIONS	Jersey # for defensive players that were not in on previous play. If the play is the first play of a drive, return "DRIVE START"	BUF 33; BUF 45
DEFSUCCESS	Defensive Play Success: **1G** = Success, **2A** = Neutral, **3R** = Failure	1G
DEFTEAM	Team code for Defense, Kickoff Unit, Punt Return Unit or FG/EP Block Unit.	BLT
DISTANCE	Distance to 1st Down or Goal Line	10
DLDROP	Defender(s) lined up in 3-point stance and then dropping into coverage	1;BLT 91

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DLTECHNIQUES	The PFF position and defensive technique for all downlinemen on the play. **Techniqe values not available for PFF College data**	DLE [14]; DLT [21]; DRT [27]; DRE [34]
DOUBLETEAM	On kickoffs, this field uses jersey # and position to identify the kicking team player being double-teamed, and the two return team players executing the double team.	BUF 33; BUF 45; NE 30
DOWN	Down	1
DRAW	Draw Play	1/0
DRIVE	Drive Number for Offensive Team	5
DRIVEENDEVENT	Result of Drive	PUNT
DRIVEENDFIELDPOSITION	Within the field of play the two sides of the field are listed as "positive" and "negative" yardage lines with the "positive" yardage lines being on the away side of the midfield stripe while the home team defends the "negative" yardage lines.	+20
DRIVEENDPLAYNUMBER	Number of Plays in Drive	8
DRIVEPLAY	Play # in Current Drive	6
DRIVESTARTEVENT	Event that led to Start of Drive	PUNT - RETURN
DRIVESTARTFIELDPOSITION	Within the field of play the two sides of the field are listed as "positive" and "negative" yardage lines with the "positive" yardage lines being on the away side of the midfield stripe while the home team defends the "negative" yardage lines.	+20
DROPBACKDEPTH	QB Drop Depth in Yds from LOS. QB drops on Shotgun snaps are also measured from the LOS.	5
DROPBACKTYPE	QB Drop Type	SD
FIELDPOSITION	Within the field of play the two sides of the field are listed as "positive" and "negative" yardage lines with the "positive" yardage lines being on the away side of the midfield stripe while the home team defends the "negative" yardage lines.	-20
FIRSTCONTACT	Jersey # of defender making First Contact on Ballcarrier.	BLT 91
FORCEDFUMBLE	Jersey # of player Forcing a Fumble	BLT 91
FUMBLE	Jersey # of player Fumbling	DEN 87
FUMBLERECOVERY	Jersey # of player Recovering Fumble	BLT 91
GAINLOSS	Gain or Loss on play before penalty yardage	10
GAINLOSSNET	Gain or Loss on play including penalty yardage	20
GAMEDATE	YearMonthDay	20130905
GAMEID	PFF Game ID	3340
GAMESEASON	NFL Season Year	2014
GARBAGETIME	Garbage Time	0/1
GETOFFTIME	A timing to represent the duration from the punter receiving the snap of the ball to the point that he impacts the ball with his kicking foot.	1.43
GSISGAMEID	GSIS Game ID	55837
GSISPLAYID	GSIS Play ID	2408
GUNNERS	Jersey # of players lined up as Gunners on Punt Unit followed by their position. Included in the position code are modifiers to indicate their release: **x** = inside, **a** = outside and no modifier indicates a split of a double team by 2 vise players.	BUF 27 (GLx); BUF 30 (GRix); BUF 44 (GRoa)
HANGTIME	Kick-off and Punt Hangtime	3.70
HASH	Ball Placement - Hashmark from Offensive perspective: **L**=Left, **C**=Between Hashes, **R**=Right. L&R will either be directly on, or within 1 yd. of the hash	L
HASHDEF	Ball Placement - Hashmark from Defensive perspective: **L**=Left, **C**=Between Hashes, **R**=Right. L&R will either be directly on, or within 1 yd. of the hash	R
HIT	Jersey #s of defenders earning a QB Hit	BLT 55
HURRY	Jersey #s of defenders earning a QB Hurry	BLT 91; BLT 92
INCOMPLETIONTYPE	Reason for Incompletion	DP
INJURED	Jersey # of player Injured on play	DEN 87
INTERCEPTION	Jersey # of defender intercepting a pass	BLT 55
KEYPLAYERS	Jersey #s for players that PFF Analysts determined had a positive or negative grade, collected a key stat, was at the POA, or was in some way directly involved with the outcome of the play.	NYG 61; NYG 67; BUF 30; BUF 36
KICKCONTACT	Result at Punt impact point	CC
KICKDEPTH	The raw distance of a kickoff or punt from line of scrimmage to the point of contact with either the field or a player, or where ball leaves the field of play	42
KICKDIRACTUAL	**L**= Left, **R** = Right, **M** = Middle	L
KICKDIRINTENDED	**L**= Left, **R** = Right, **M** = Middle - based on how coverage unit sets up and other factors	L
KICKER	Kicker	DEN 5

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Field Name	Definition	NFL Sample Data
KICKRESULT	Result of Kickoffs, Punts and FG/EP attempts	TOUCHBACK
KICKRETURNFIELDPOSITION	Vertical position on the field where kick or punt was fielded	-23
KICKTYPE	Kickoff or Punt Type	D
KICKWIDTH	The horizontal location where a kickoff or punt makes its initial point of contact with either the field or a player, or leaves the field of play. Measured in 1-yd increments from the left sideline (0-53)	2L
KICKYARDS	For Kickoffs and Punts, the gross yardage from the LOS to where the ball is fielded, downed, or leaves the field of play	75
KICKZONE	Horizontal kickoff and punt zones, represented by seven zones, where a kickoff or punt makes its initial point of contact with either the field or a player, or leaves the field of play	2L
LBDEPTH	Position code and depth for all players on field who have a LB roster position. Depth is yds. from LOS. **No depths available for PFF College data**	LLB [5]; LILB [4]; MLB [5]
MISSEDTACKLE	Jersey number of defender(s) charged with a missed tackle on the play. It will be reasonable to assume that he should have brought down the ball carrier and failed to do so. This situation does not have to entail contact, but it most frequently does. Missed tackles on a QB by a pass rusher are also included here.	BLT 91
MOFOCSHOWN	**O**=Open, **C**=Closed. The status of the middle of the field prior to the snap. If QB forces Safety to give up a disguise before the snap, what the defense was intending to show is recorded. **Not available for PFF College data**	O
MOFOPLAYED	**O**=Open, **C**=Closed. The status of the middle of the field played at the snap, or within 2 seconds after. **Not available for PFF College data**	C
NEGATIVEPFFGRADE	Player jersey number for players receiving a raw, cummulative PFF grade of -0.5 or lower on the play. Offensive side players listed first, followed by Defensive side	BLT 65; BLT 74; BLT 77
NOHUDDLE	Accuracy is limited by what can be seen on broadcast and all-22 film footage.	1
OFFFORMATION	The PFF position for all elgible receivers on a play. The ^ symbol indicates player is lined up on the LOS.	LWR; SLWR^; HB-L; TE-R^; RWR
OFFFORMATIONGROUP	**Offense:** First numeral indicates the number of receivers lined up outside the left tackle and the second numeral indicates the number outside the right tackle. **Kick Return Unit:** 3 digit code indicating the number of players in the Front Wall, Mid Wall and Back Wall.	2x2 6-2-2
OFFFORMATIONUNBALANCED	Unbalanced Offensive Formation	0/1
OFFODDITIES	Offensive players that line up at positions that are not "natural" for their roster position. Returns roster position followed by position code for where he lined up	TE>FB-L; RB>LWR
OFFPERSONNEL	# of players on field from each roster position group: WR-FB-HB-TE	2-1-1-1
OFFPERSONNELBASIC	Standard Off Personnel package terms. First numeral indicates number of RBs, second numeral is the number of TEs. (*) indicates an extra olineman, (D) indicates a defensive player on offense, (+Q) is an extra QB, (-Q) is no QB.	11*(D)
OFFPERSONNELSKILL	Jersey #s of players lined up at WR, TE or Backfield positions on the play	CIN 32; CIN 80; CIN 82; CIN 84; CIN 87
OFFPLAYERS	Jersey # and pre-snap position code for players on field for Offense, Kick Return Unit, Punt Unit or FG/EP Unit.	BLT 5 (QB); BLT 34 (HB); BLT 44 (FB); BLT 53 (C); BLT 60 (LT); BLT 71 (RT); BLT 72 (LG); BLT 73 (RG); BLT 82 (RWR); BLT 88 (TE-L); BLT 89 (SRWR)
OFFPLAYERSRATINGS	Jersey # and raw PFF Grade for players on Offense, Kick Return Unit, Punt Unit or FG/EP Unit.	BLT 5 (0.0); BLT 34 (+0.5); BLT 44 (0.0); BLT 53 (0.0); BLT 60 (0.0); BLT 71 (+0.5); BLT 72 (0.0); BLT 73 (0.0); BLT 82 (0.0); BLT 88 (0.0); BLT 89 (0.0)
OFFSCORE	The score for Offensive team, Kick Return Unit, Punt Unit or FG/EP Unit at the start of the play	14
OFFSUBSTITUTIONS	Jersey #s for defensive players that were not in on previous play. If the play is the first play of a drive, returns "DRIVE START"	BUF 33; BUF 45
OFFSUCCESS	Offensive Play Success: **1G** = Success, **2A** = Neutral, **3R** = Failure	1G
OFFTEAM	Team code for Offense, Kick Return Unit, Punt Unit or FG/EP Unit.	DEN
ONLOS	Jersey #s of eligible receivers on the line of scrimmage	DEN 80; DEN 88
OPERATIONTIME	Timing from snap to kick on punt plays	2.53
OPTION	Any run play that has been tagged as Triple Option as a primary run concept, or tagged with Read Option or Speed Option as a secondary run concept modifier.	0/1
PASSBLOCKING	# of players pass blocking on the play; followed by their jersey #s and their pre-snap position code. Players that start the play as pass blockers, but end up running a route <u>will not</u> be included here.	6; NE 62 (RG); NE 63 (LG); NE 66 (C); NE 76 (RT); NE 77 (LT); NE 87 (TE-L)
PASSBREAKUP	Jersey # of defender in coverage who prevents a completion from occurring, either by contacting the football or the receiver.	BLT 24

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PASSCOVERAGE	Basic coverage scheme along with an indicator of unexpected pass rusher or dropping dlineman on the play. **Not available for PFF College**	2M - BD
PASSCOVERAGE1	Jersey # of Primary Defender in coverage on a targeted pass	BLT 22
PASSCOVERAGE2	Jersey # of Secondary Defender in coverage on a targeted pass	BLT 24
PASSCOVERAGEPLAYERS	# of defenders in coverage; and their jersey #s	7; BLT 21; BLT 22; BLT 24; BLT 29; BLT 32; BLT 51; BLT 56
PASSDEPTH	Pass Attempt Yards in Air from LOS	25
PASSDIRECTION	General direction of a pass: **L** = Left of numbers, **M** = Middle, **R** = Right of numbers, **X** = Non-targeted attempt	L
PASSER	Returns jersey # and pre-snap position, for player with the role of "Passer" on the play. May not necessarily be the QB	GB 12 (QB)
PASSPATTERN	Routes listed by position, including depths. **Not available for PFF College**	LWR 2[3]; FB h6[0]; HB h2[-6]; SRWR 6[6]; RWR 26[5]
PASSPATTERNBASIC	Basic route codes based on player positions from Left to Backfield to Right for eligible receivers running a route	9;3;H3;2;2
PASSPATTERNBYPLAYER	Jersey # of each eligible receiver, followed by his detailed route code and route depth. **Not available for PFF College**	NE 34 21(4); NE 11 4i(8); NE 87 3(7); NE 80 19(2); NE 19 8si(15)
PASSRECEIVERPOSITIONTARGET	Pre-snap position code of Targeted Receiver	LWR
PASSRECEIVERTARGET	Jersey # of Targeted Receiver	DEN 87
PASSRESULT	Result of Pass Play	COMPLETE
PASSROUTETARGET	Route targeted and route depth. **Not available for PFF College**	4[5]
PASSROUTETARGETGROUP	General route type targeted	4R
PASSRUSHPLAYERS	# of players rushing the passer; their jersey #s and their pre-snap position codes	5; SEA 50 (LOLB); SEA 51 (REO); SEA 56 (LEO); SEA 72 (LE); SEA 94 (DRT)
PASSRUSHRESULT	Play resulted in a **HURRY, HIT,** or **SACK.** Blank indicates no pressure on play	HURRY
PASSWIDTH	Horizontal coordinate for the location of a targeted pass attempt. Measured in 1-yard increments from the left sideline (0-53)	12
PASSZONE	Horizontal zone where pass is targeted	5R
PENALTY	Penalty code and jersey # of the player penalized. Declined penalties are preceded by a "**D**". Offsetting penalties are preceded by an "**O**"	DEN 87 OPI
PENALTYYARDS	Penalty Yards	-10
PISTOL	Offense is lined up in a Pistol formation	P
PLAYACTION	Offense executes Play Action Fake on the play	1/0
PLAYACTIONFAKE	Jersey # of player receiving a play action fake. **Not available for PFF College**	DEN 27
PLAYCLOCK	Time remaining on Play Clock at snap. We are limited to what is shown on TV broadcast footage. If not available, will result in "**NULL**"	24
PLAYENDFIELDPOSITION	Field Position at the end of the play	-45
PLAYID	PFF Play ID	685306
POAACTUAL	Actual gap through which the ballcarrier crosses the LOS on a running play	RE
POACHANGEREASON	Reason for a changed POA: **FORCED** or **VOLUNTARY**	VOLUNTARY or FORCED
POAINTENDED	The intended gap on a running play	MR
POSITIVEPFFGRADE	Jersey # for players receiving a PFF grade of +0.5 or higher on the play. Offensive players listed first, followed by Defensive	MIN 23; MIN 48; MIN 61; MIN 62; MIN 66
PRESS	Jersey # of player lined up in a press coverage position presnap and the jersey # of receiver he's lined up across from. Press is a strictly pre-snap designation based on whether CB is aligned over a wide receiver (is parallel to them) by play position and is within 2 yards of LOS at time of snap.	SEA 25 > NE 11; SEA 41 > NE 19
PRESSUREDETAIL	Jersey # of defender earning a Hurry, Hit, Sack or beating pass protector, a code for the pass rush move, and the jersey # of the player on offense responsible. If no offensive player is awarded responsibility, then just a defender will be listed.	GB 52 (I) CIN 77; GB 59 (CR) CIN 60
PREVIOUSPFFPLAYID	PFF Play ID for Previous Play	685408
PUMPFAKE	Play involves a Pump Fake	1/0
PUNTRUSH	# of players, jersey #s and pre-snap position code for players on the Punt Return unit that have been assigned our "Punt Rush" role for actively trying to block the punt. Does not include players crossing the LOS to engage in Punt Coverage players in a "Hold Up" role.	3; BUF 33 (PDL1); BUF 55 (PLL2); BUF57 (PLR1)
PURSUIT	Jersey # of player(s) earning Hurries, Hits or Sacks in Pursuit: pressure that occurs late in the play, usually in pursuit of scrambling QB. Pass blockers are not normally assigned responsibility.	BLT 55; BLT 59
QB	Jersey # of player lined up at QB position on the play	DEN 18

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Field Name	Definition	NFL Sample Data
QBMOVEDOFFSPOT	Passer is moved off of his intended spot in the pocket, most often as a result of a pressure generated by the defense. Also covers rollouts where QB moves off of his expected path.	1/0
QBPRESSURE	Jersey #s of defenders earning a Hurry, Hit or Sack on the play	BLT 21; BLT 58
QBPRESSUREALLOWED	Jersey # of offensive players responsible for Hurries, Hits or Sacks	DEN 78
QBRESET	Indicates that the passer sets himself before attempting a pass, after being forced off of spot, or after a rollout.	1/0
QBSCRAMBLE	Direction QB Scrambled on the play. An asterisk indicates a Scramble Drill play	L
QUARTER	Quarter	1
RBALIGNMENT	Returns position codes for any HB or FB position in the backfield. For Punt Teams returns the location (**L** for Left and **R** for Right) for any players in the personal protector position.	HB; FB-R L;R
RBDEPTH	Jersey # of any non-QB lined up in the backfield and his depth in yds. from LOS. **Depth data not available for PFF College**	DEN 27 (-6)
RBDIRECTION	**On Pass Plays:** the pass blocking direction **(L or R)** of one or more players lined up in the backfield that stay in to pass block, at least initially. Could eventually leak out on a route. **Not available for College on Pass Plays** On **Run Plays:** The initial direction **(L or R)** of the running back (usually the deepest back or most likely ball carrier).	L:L
RBSINBACKFIELD	# of players other than QB, lined up in backfield, their jersey #s and their pre-snap position code	2; BLT 30 (HB); BLT 87 (FB-L)
RETDIRECTIONINTENDED	The return direction (**L** = Left, **M** = Middle, **R** = Right) the punt return or kick off return unit is set up for from the return team's perspective	L
RETURNDIRECTION	Kickoff Return Direction: **L**=Left, **R**=Right, **C**=Center from the kick off team's perspective	L
RETURNER	Player(s) lined up as Kick or Punt Returner pre-snap. May not necessarily be the player who ends up being the returner on the play	DEN 11
RETURNYARDS	Return Yards	27
RUNCONCEPT3	NO LONGER USED	PULL LEAD
RUNCONCEPTPRIMARY	Primary Run Concept	OUTSIDE ZONE
RUNCONCEPTSECONDARY	Secondary Run Concepts, if needed.	LEAD; PITCH; PULL LEAD
RUNPASS	**R**=RUN, **P**=PASS, **X**=Nulliifed by Presnap Penalty, **No value** = Special Teams Play	R
RUNPASSOPTION	A value of "**1**" indicates a play where QB excercises a pass option. To be tagged as RPO: OL is run blocking, receivers are running routes, QB has a pre or post snap read to get from run play to pass play.	1
SACK	Jersey # of any defender recording a sack on the play. Multiple defenders can record a sack on the same play	BLT 91; BLT 92
SCORE	The HOME.AWAY score at the start of the play	7.14
SCOREDIFFERENTIAL	Score Differential	-7
SCREEN	Play where the targeted route was a RB Screen or a WR Screen. Must involve screen blocking	1/0
SHIFTMOTION	Jersey # of the player(s)involved in a pre-snap motion or shift along with description of the direction of their movement. Motions contain an asterisk "*****" - Shifts do not. **Player detail NOT available for PFF College - only whether or not there was a shift/motion on the play.**	SEA 25* B:R>R:Lx; SEA 43 L:B
SHOTGUN	**S** = Offense was in a shotgun formation	S
SNAPTIME	Snap time for punts. Timing from the snap of the ball to the point at which it touches the punter's hands.	0.73
SORTORDER	Sequence order for plays in a game.	12
SPECIALTEAMSTYPE	Special Teams Play Type	KICKOFF
STOP	Jersey # of defender earning a "Defensive Stop", or a solo tackle or sack that leads to an offensive failure. Defined as 45% or less of distance on 1st down, 60% or less on 2nd, and short of the sticks on 3rd and 4th downs	BLT 91
STSAFETIES	# of players; jersey #s and position codes for players with "Safety" roles on Kick Off Coverage and FG/EP Block Units - and those not actively advancing towards the LOS on the Punt Return unit.	2; SEA 20 (L1); SEA 41 (R2)
STUNT	Indicates a Defensive Stunt on a pass play or punt rush.	1/0
TACKLE	Jersey # of player making the tackle	BLT 91
TACKLEASSIST	Jersey # of player(s) assisting on the tackle	BLT 92
TEALIGNMENT	Provides a distinct value for each player at an Inline TE position based on what side of the formation he lines up on. **L**=Left, **R**=Right or **NONE**	L;R;R

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TIMETOPRESSURE	Timing from when the ball is snapped to when the quarterback is first pressured by an opposing defender. That moment is defined as when he makes an adjustment to a pass rushers presence.	2.2
TIMETOTHROW	Timing from when the ball is snapped to the conclusion of the "QB's participation in the play". This is until when a QB releases a pass, crosses the line of scrimmage on a scramble, or unitl the initial contact that brings the QB down for a sack.	2.8
TOUCHDOWN	Jersey # of player with possession of football when a TD is scored on the play. Includes Offensive and Defensive players and either side on Special Teams.	BUF 33
TRICKLOOK	Trick Play Look: An offense or special teams unit gives the appearance of a trick play. They may or may not actually execute it. This includes end arounds, reverses, flea flickers, throwback passes, passes by non-QBs, jet sweeps, reverses on kick returns, and direct snaps to a non-QB when a QB is aligned on the play. We encourage our data collectors to tag any other unusual plays.	1/0
TRICKPLAY	Trick Play: An offense or special teams unit executes a trick play. This includes end arounds, reverses, flea flickers, throwback passes, passes by non-QBs, jet sweeps, reverses on kick returns, and direct snaps to a non-QB when a QB is aligned on the play. We encourage our data collectors to tag any other unusual plays.	1/0
UNBLOCKEDPRESSURE	Unblocked Pressure Detail: Jersey # of player(s) earning an unblocked sack, hit or hurry. Followed by a 3-character code indicating side of field the pressure came from; the gap it came through; and the reason it was unblocked. Also returns the code for the position the player was lined up at the start of the play.	NE 50 (R.E.D) LOLB
VISE	Returns jersey # and pre-snap position code for players with a "Vise" role on the punt return unit.	NE 21 (VL); NE 23 (VRi); NE 26 (VRo)
WEEK	For NFL: **P** = Preseason, **WC** = Wild Card, **DP** = Divisional Playoffs, **CC** = Conference Championship, **SB** = Super Bowl. For NCAA: **CC** = Conference Championship, **BG** = Bowl Game, **PO** = Playoff, **FC** = Championship, **AS** = All Star games	07
WRALIGNMENT	The presnap position codes for each receiver split out from the formation, from left to right followed by their split value. Split values are distance from the center of the field. Negative values are on the left and positive on the right. ^ indicates receiver is lined up on LOS. **Not available for PFF College**	LWR[-16.5]; SLWR^[-11.5]; SRiWR^[+2.5]; SRoWR[+7.5]; RWR[+15.5]
YARDSAFTERCATCH	Receiving Yards After Catch	30
YARDSAFTERCONTACT	Yards After Contact on Running plays	8