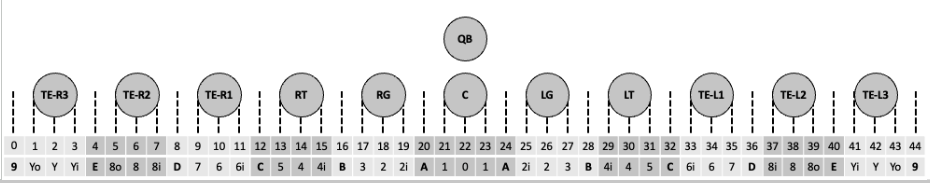
* data.plays.csv
  + pff\_PLAYID – Unique ID for each play
  + GameKey – Unique ID for each game
  + pff\_QUARTER – Quarter
  + pff\_CLOCK – Time remaining in quarter
  + pff\_DEFTEAM – Team on defense
  + pff\_DEFSCORE – Score of team on defense
  + pff\_OFFTEAM – Team on offense
  + pff\_OFFSCORE – Score of team on offense
  + pff\_DRIVE – Drive number of the offensive team
  + pff\_DRIVEPLAY – Current play number of drive
  + pff\_GAINLOSSNET – Gain or loss on play, including penalty yardage
  + pff\_GAINLOSS – Gain or loss on play, before penalty yardage
  + pff\_KICKYARDS - For Kickoffs and Punts, the gross yardage from the LOS to where the ball is fielded, downed, or leaves the field of play
  + pff\_NOHUDDLE – Play occurs without a huddle prior
  + pff\_NOPLAY – Indicates when the result of play does not count (Ex: Long run called back for holding)
  + pff\_PENALTYYARDS – Penalty yards of accepted penalty
  + pff\_PREVIOUSPFFPLAYID – pff\_PLAYID of previous play
  + pff\_RETURNYARDS – Return yards
  + pff\_SORTORDER – Sequence order of plays in the game
  + pff\_TIMETOPRESSURE – Timing from when ball is snapped to when QB is first pressured by a defender
  + pff\_TIMETOTHROW – Timing from snap to the conclusion of QB’s participation in passing play. That conclusion could be a throw, sack, or crossing line of scrimmage for a scramble
  + pff\_YARDSAFTERCATCH – Yards after catch
  + pff\_YARDSAFTERCONTACT – Yards gained after first contact. Can be a receiver or ball carrier
  + pff\_2MINUTE – 2 indicates that a team is in hurry-up mode. Can be outside of 2:00 on the clock. 4 indicates a team slowing the tempo to run fewer plays at the end of the game an occupy the clock. Can be outside of 4:00 on clock
  + pff\_BALLCARRIER – Team and jersey number of ball carrier
  + pff\_BUNCHED – Team and jersey numbers of players split out of formation and lined up within 3 yards of each other
  + pff\_DRIVEENDEVENT – Result of drive
  + pff\_DRIVEENDSTART – Event that led to start of drive
  + pff\_DROPBACKTYPE – QB drop back type
  + pff\_HASH – Ball placement from offense perspective
  + pff\_INCOMPLETIONTYPE – Reason for incompletion
  + pff\_INJURED – Team and jersey number of player injured on play
  + pff\_KICKDEPTH – Kick distance from line of scrimmage to point of contact with field or player
  + pff\_KICKER – Team and jersey of kicker
  + pff\_KICKRESULT – Result of kickoffs, punts, and fg/xps
  + pff\_KICKWIDTH – Horizontal location where kick makes contact with player/field. Measured in 1 yard increments from the left sideline (0-53)
  + pff\_MOFOPLAYED – Status of middle of field played within 2 seconds of snap
  + pff\_MOFOSHOWN – Status of middle of field prior to snap
  + pff\_PASSRESULT – Result of pass play
  + pff\_PASSROUTETARGETGROUP – Route code of target. See data.off.csv for corresponding route names
  + pff\_PASSWIDTH – Horizontal location of pass. Measured in 1 yard increments from the left sideline (0-53)
  + pff\_PASSDEPTH – Pass attempt yards in the air from line of scrimmage
  + pff\_POAACTUAL – Actual gap ball carrier crosses through at line of scrimmage
  + pff\_POAINTENDED – Intended gap of run play
  + pff\_RBDIRECTION – Initial direction of RB on both pass and run plays
  + pff\_RETURNER – Team and jersey of player lined up as returner
  + pff\_RUNPASS – Run/Pass indicator. X indicates a play nullified by pre-snap penalty
  + pff\_SPECIALTEAMSTYPE – Special teams play type
  + pff\_TOUCHDOWN – Team and jersey number of player scoring a touchdown
  + pff\_PLAYCLOCK – Time remaining on play clock at snap (if available)
  + pff\_RUNPASSOPTION – Tagged if OL is blocking, receivers are running routes, and QB has a pre/post snap read to get from run play to pass play
  + pff\_CONTESTED – Amount and players involved in a contested target
  + pff\_FIRSTDOWNGAINED – Play results in a first down
  + pff\_NEXTPLAYID – Play ID of the next play
  + pff\_OFFTIMEOUTSREMAINING – Timeouts remaining for team on offense
  + pff\_DEFTIMEOUTSREMAINING – Timeouts remaining for team on defense
  + JetPers – Offensive personnel group. 12 personnel would mean 1 RB and 2 TEs.
  + AsFormation – Formation personnel based on alignment.
  + QBPos – Shotgun, Under Center, Pistol
  + PFFRunType – Run Concept play type
  + PFFPlayType – Offensive play type
  + Neutral – 1st & 2nd down, no sitution
  + Possession – 3rd & 4th down, no situation
  + RedZone – Red Zone, no situation
  + NumDB – Number of defensive backs on the field
  + Rushers – simplified number of pass rushers
  + CovNumber – simplified defensive coverage
  + ManZone – man or zone coverage
  + CovHigh – number of high safeties in coverage
  + CovBlitz – Combination of ManZone and Rushers
  + CovHighBlitz – Combination of ManZone, Rushers, and high safeties
  + Perspective – Win probability from this team’s perspective.
  + WP – Win probability pre-play
  + WP\_Punt – win probability of a punt in the given situation
  + WP\_FG - win probability of a field goal attempt in the given situation
  + WP\_Go – Win probability of going for it on 4th down for the given game state.
  + EPPT – Situation Type
  + EP – expected points of situation pre-snap
  + Down
  + YardsToGo – Distance to next first down.
  + AbsoluteYardLine – 99 would be the offense’s own 1 yard line, 1 is the defense’s 1 yard line.
  + PlayDescription – description of the play from NFL play by play.
* data.off.csv
  + PlayerID – Unique player ID
  + PlayerName - Name
  + Jersey – Player’s jersey number
  + SchoolName – Name of college player attended
  + Height – Height denoted as a 4 digit number. A couple examples: 5113 denotes 5’ 11 3/8’’. 6012 denotes 6’ 1 2/8”
  + Weight – Weight measured in pounds
  + DraftYear – Year player was drafted
  + JetPosition – Position player would play for NYJ
  + PosGroup – Condensed version of JetPosition
  + pff\_PLAYID – Unique ID for each play
  + GameKey – Unique ID for each game
  + pff\_TEAM - Team
  + pff\_PLAYERNAME
    - Just need one name
  + pff\_POSITION – Position of player on given play
  + pff\_GAMEPOSITION – Primary position of player in the game
  + pff\_PFFGRADE – PFF grade of player on given play. Measured [-2,2] in 0.5 increments
  + pff\_ROLE – Player’s role on play
  + pff\_BALLCARRIER – Player was the ball carrier on the play
  + pff\_BEATENBYDEFENDER – Player in pass blocking role was beaten by defender but did not result in a pressure
  + pff\_CAUSEDFLAG – Player drew a penalty flag on his opponent
  + pff\_DROPPEDPASS – Targeted receiver dropped a catchable pass
  + pff\_FORCEDFUMBLE – Player forced a fumble on play
  + pff\_FUMBLE – Player fumbled on play
  + pff\_FUMBLERECOVERED – Player recovered a fumble on play
  + pff\_HITALLOWED – Player was responsible for a hit on QB
  + pff\_HURRYALLOWED – Player was responsible for a hurry on QB
  + pff\_INCOMPLETIONTYPE – Reason for incompletion
  + pff\_INTERCEPTION – Player was passer on play and threw an interception
  + pff\_MOTION – Player shifted or was in motion on play
  + pff\_ONLOS – Player was an eligible receiver and lined up on line of scrimmage
  + pff\_PASSROUTE – Route code representing the route receiver ran on play
  + pff\_PASSROUTENAME – Corresponding name for route receiver ran on play
  + pff\_PASSER – Indicates player was passer on play
  + pff\_PASSINGYARDS – Total yards gained on a completed pass for player as the passer
  + pff\_PENALTY – Player was flagged for a penalty on play
  + pff\_PFFPENGRADE – PFF grade on play specifically due to penalties
  + pff\_PLAYERDEPTH – Depth of player at snap, relative to line of scrimmage
  + pff\_PRESSUREALLOWED – Player allowed a pressure on QB on the play
  + pff\_PRESSWR – Y indicates a defender is aligned in press versus the player
  + pff\_PUMPFAKE – Player executed a pump fake on play
  + pff\_QB – Player was QB on play
  + pff\_RBDIRECTION - Initial direction of RB on both pass and run plays
  + pff\_RECEIVINGYARDS – Yards gained by player after catching a pass on the play
  + pff\_RUSHINGYARDS – Yards gained by the player as the ball carrier on play
  + pff\_SACKALLOWED – Player was responsible for a sack on the QB on the play
  + pff\_SCREENBLOCK – Player was a screen blocker on play
  + pff\_STANCETYPE – Stance of inline player
  + pff\_TACKLESAVOIDED – Number of missed tackles player forced as the ball carrier
  + pff\_TARGETEDRECEIVER – Player was targeted on pass play
  + pff\_TOUCHDOWN – Player scored a touchdown on play
  + pff\_WRSPLITS – Distance in yards from the center of field. Negative values are left of center
  + pff\_YARDSAFTERCATCH – Receiving yards gained by the ball carrier after the catch
  + pff\_YARDSAFTERCONTACT – Yards gained by the ball carrier after first contact
  + PFFVAR – player value metric that attempts to attribute value on a play level based on PFF Grade to a player relative to what a replacement level player was expected to have done.
  + EPAR - player value metric that attempts to attribute value on a play level using rule based methods to a player relative to what a replacement level player was expected to have done.
* Data.def.csv
  + PlayerID – Unique player ID
  + PlayerName - Name
  + Jersey – Player’s jersey number
  + SchoolName – Name of college player attended
  + Height – Height denoted as a 4 digit number. A couple examples: 5113 denotes 5’ 11 3/8’’. 6012 denotes 6’ 1 2/8”
  + Weight – Weight measured in pounds
  + DraftYear – Year player was drafted
  + JetPosition – Position player would play for NYJ
  + PosGroup – Condensed version of JetPosition
  + pff\_PLAYID – Unique ID for each play
  + GameKey – Unique ID for each game
  + pff\_TEAM - Team
  + pff\_POSITION – Position of player on given play
  + pff\_GAMEPOSITION – Primary position of player in the game
  + pff\_PFFGRADE – PFF grade of player on given play. Measured [-2,2] in 0.5 increments
  + pff\_ROLE – Player’s role on play
  + pff\_ASSIST – Player assisted with a tackle
  + pff\_BATTEDPASS – Pass rusher bats a pass for an incompletion/interception
  + pff\_BOXPLAYER – Player lined up in the box
  + pff\_CAUSEDFLAG – Player drew a penalty flag on play
  + pff\_DEFTECHNIQUE – See below



* + pff\_DROPPEDINTERCEPTION – Player dropped what should have been an interception
  + pff\_FIRSTCONTACT – Player was first to make significant contact with ball carrier
  + pff\_FIRSTCONTACTBLOCKED - Player was first to make significant contact with ball carrier after being blocked
  + pff\_FORCEDFUMBLE – Player forced a fumble
  + pff\_FUMBLERECOVERED – Player recovered a fumble
  + pff\_HIT – Player recorded a hit on the QB
  + pff\_HURRY – Player was credited with a hurry on the QB
  + pff\_INTERCEPTION – Player intercepted a pass on the play
  + pff\_MISSEDTACKLE – Player missed a tackle
  + pff\_MISSEDTACKLEONQB – Player missed a tackle on QB
  + pff\_PASSBREAKUP – Player credited with a pass breakup in coverage
  + pff\_PENALTY – Player was flagged for a penalty
  + pff\_PFFPENGRADE – PFF grade associated with a committed penalty
  + pff\_PLAYERDEPTH – Depth of player at snap relative to line of scrimmage
  + pff\_PRESS – Jersey of player opposite given defender, when defender lined up in press
  + pff\_PRESSURE – Player credited with a pressure on QB
  + pff\_PRIMARYCOVERAGE – Player was primary coverage on targeted receiver on play
  + pff\_SACK – Player was credited with a sack on play
  + pff\_SECONDARYCOVERAGE - Player was in secondary coverage on targeted receiver on play
  + pff\_STOP – Player credited with a tackle that leads to on offensive failure on the play. Failure is defined as less than 45% of yards to go on first down, 60% or less on 2nd, and short of a first down on possession downs
  + pff\_TACKLE – Player credited with a tackle on play
  + pff\_TOUCHDOWN – Player scored a touchdown on play
  + pff\_CONTESTEDCATCH – Player made a catch contested by defender
  + BlockID – Player ID of player blocking the defender
  + BlockName – Name of player blocking the defender
  + BlockLevel – Where the block occurred (line of scrimmage, 2nd level, backfield, wide, edge of box, slot, down field)
  + CovAsmt –
    - Man MAN
    - Deep Half Right 2R
    - Deep Half Left 2L
    - Deep Third Right 3R
    - Deep Third Middle 3M
    - Deep Third Left 3L
    - Quarters Outside Right 4OR
    - Quarters Outside Left 4OL
    - Quarters Inside Right 4IR
    - Quarters Inside Left 4IL
    - Flat Zone Right FR
    - Flat Zone Left FL
    - Hook/Curl Right HCR
    - Hook/Curl Left HCL
    - Curl/Flat Right CFR
    - Curl/Flat Left CFL
    - Hole HOL
    - Deep Free DF
    - Prevent PRE
  + MUID – PlayerID of coverage matchup from PFF
  + Matchup – Name of coverage matchup from PFF
  + NGSMUID – PlayerID of coverage match up from player tracking algorithm
  + CoverageOrder – if player had multiple matchups on the play, this is the order they happened.
  + Open – player allowed an open receiver
  + HighestCovProb – probability player was actually matched up in coverage
  + NGSMatchup – name of matchup from player tracking algorithm
  + PFFVAR – player value metric that attempts to attribute value on a play level based on PFF Grade to a player relative to what a replacement level player was expected to have done.
  + EPAR - player value metric that attempts to attribute value on a play level using rule based methods to a player relative to what a replacement level player was expected to have done.