Player Worksheet

The player worksheet has a brief bio of all the players we currently have in our databases. The fields are as follows:

**Id** – players unique identification code

**Name**- players name

**Accrued**- this helps figure out how many years of 6+ games a player has but its not complete so Id just delete it or bypass it

**Height, weight, DOB, college**- all self explanatory

**Original team**- this is the team number of the original draft team

**Draft year**- the year in which the player was first eligible for the draft

**Draft round and draft pick**- the round and number of their draft pick if drafted (will read 0 for a UDFA)

**Notes**- the generic contract notes you see on the site. This probably serves no purpose for you and could be deleted

**NFL player id**- If you have any stats that can be pulled from nfl.com or any other sources that use their data services this is the id that links with the nfl.com id.

Contracts Worksheet

The contracts database contains all the current active contracts in the NFL and the data relevant to the contracts. The data represents the components of the contract when originally signed so things like bonuses for cap relief aren’t included in the fields. The fields are as follows

**Id**- just the basic database id, you wont need this

**Name**- player name

**Player\_id**- players unique identifier

**Team**- teams name

**Team\_id**- teams id code

**Position**- current position that the player plays.

**Role**- Whether the position is an offense, defense, or special teams position

**Years**- the length (in terms of new years) of the contract

**Date\_signed**- this is something new we are doing so its not complete. Its not really important for you

**Year\_signed**- the year in which the player signed his new contract

**Start\_year**- the first “new year” of a contract. For extensions this will be different than the year signed

**Total**- the total new money value

**APY**- the contracts annual value

**Guarantee**- the amount fully guaranteed at signing

**GPY**- the full guarantee per year of the contract

**GP**- the % of the contract fully guaranteed.

**Total\_guarantees**- the total amount of guarantees in a contract (this is the amount fully guaranteed and injury guaranteed)

**Vested\_guarantees**- how much of the injury guarantees become fully guaranteed at some date

**Signing\_bonus**- the bonus money paid as a signing bonus

**Option\_bonus**- any option bonus or secondary signing bonuses negotiated in the original contract

**Roster\_bonus**- The total amount of roster and reporting bonus money in a contract

**Pergame\_bonus**- The total amount of per game bonuses in a contract

**Workout\_bonus**- The total amount of workout money in a contract. I also generally include weight bonuses as workouts

**Incentives**- The amount of known incentives in a contract (this is money that can be earned in excess of the total new money value via some performance threshold)

**FA**- the year the contract expires and the type of free agency. If it has a R after the year it means restricted, E means exclusive, O means an option year, V means voidable

**Contract\_type**- the type of contract signed.

*UFA* means his last contract expired and the player had enough accrued years to be unrestricted free agent. I consider any player signing as a UFA once a regular season ends, even if re-signing with his old team. The NFL may consider that technically an extension.

*RFA* means the player was a restricted free agent at the time of signing

*ERFA* means the player was an exclusive rights player at the time of signing

*Extension* means a player signed a new contract with years still remaining on his prior contract

*Drafted* means a player is on a rookie draft pick contract

*UDFA* means a player is on an undrafted rookie contract

*SFA* means a player is a street free agent and had been released by his prior team

*Franchise* means any player who signed a contract as a franchise player

*Transition* means any player who signed a contract as a transition player

*Other* means a player who doesn’t fit into any of the above categories. Generally “other” means a player who renegotiates his contract and takes a pay cut in the process

Cap Worksheet

The Cap workbook contains all the salary cap and cash breakdowns of the contract. Here are the fields.

**Id**- Database id which you wont need

**Name-** players name

**Player\_id**- players unique identifier

**Contract\_id**- you wont need this. Its for a new module Im in the process of building

**Team, team id**- the team name and their id number

**Position**- the players position

**Role**- offense, defense, or special teamer

**Year**- the year of the contract

**BS**- the base salary (paragraph 5 salary) of the contract. This is what the player earns in the regular season

**PB**- the sum of all prorated (signing, option, etc…) bonuses that impact that cap in a given year

**RB**- the sum of all roster (including per game) and reporting bonuses.

**Wo**- the workout money promised to a player in a year

**OB**- LTBE incentives which count on the cap

**Cp**- cap charge for a player. Generally it’s a sum of the prior 5 columns, but there are adjustments for per game bonuses, suspensions, etc…

**DM**- the amount it would cost to release a player prior to June 1 in any season

**CS**- the amount of cap room created or lost when cutting a player

**GBS**- the amount of P5 or other salary that is not a signing bonus that is guaranteed in that contract year

**Notes**- just some notes on the contract that you wont need or probably, in some cases, even to decipher

**CshBns**- This is the amount of money paid as a signing bonus, option bonus, or other prorated bonus to a player.

**Cshpay**- This is the amount of money the player earns in a year. Generally it is the sum of the BS, RB, WO, and Cshbns data

**Cshtocp**- This is the cash to cap charge ratio for the player. I don’t fill this out for everyone anymore so no need to even pay attention to it and its easy enough to just calculate on the fly

**Tb**- This is a ratio I use to help identify the time a player loses dead money protection. Like the cshtocp I don’t always update it so no need to really pay attention. In general a number over 1 means a team would likely cut if the players performance slips and under 1 makes it more likely a player stays.

**Initial\_cash**- This is the amount promised to the player when the contract is signed. So it assumes all per gamers are earned, players are not suspended, etc…When evaluating contract structure and cash flows this is the best data to really use.

**Old\_money**- money existing in the prior contract at the time an extension is signed. To get the new money in a contract you subtract this amount out of the initial\_cash

**Cash\_dead**- This is money paid after a player is cut. These should read 0 for everyone but there are a few it doesn’t do that for which is because of a glitch in our database for a new modification and these are the guys who fell through the cracks. You can just disregard it.

**Status**- A players roster status at the end of a given year. Active, IR, PUP, etc…

**Contract\_type**- same stuff as the in the contracts database.