2020 NFL Data Table Fields - ArmchairAnalysis.com

PLAY

GID	Game ID	1
PID	Play ID	1a
OFF	Team on Offense	
DEF	Team on Defense	
TYPE	Play Type	2
DSEQ	Drive Sequence #	
LEN	Length - Sec's	3
QTR	Quarter (OT = 5)	
MIN	Minutes	3
SEC	Seconds	3
PTSO	Points - Off	
PTSD	Points- Def	
TIMO	Timeouts - Off	
TIMD	Timeouts - Def	
DWN	Down	
YTG	Yards to go	
YFOG	Yds from own Goal	5
ZONE	Field Zone	18
FD	First Down (0/1)	
SG	Shot-gun (0/1)	
NH	No Huddle (0/1)	
PTS	Points Scored	13
TCK	Tackle on Play	9
SK	Sack on Play	9
PEN	Penalty on Play	9
INTS	Interception on Play	9
FUM	Fumble on Play	9
SAF	Safety on Play	9
BLK	Block on Play	9
EPS	Expected Pts (Start/Play)	
EPA	Expected Pts (Added)	

TACKLE

UID	Unique ID	22
PID	Play ID	1a
TCK	Tackler	4
VALUE	Solo or Shared	12

DEFENSE

UID	Unique ID	22
GID	Game ID Number	
PLAYER	Defensive Player	4
SOLO	Solo Tackles	
COMB	Combined Tckls	
SCK	Sacks	
SAF	Safeties	
BLK	Blocked Kicks	
INTS	Interceptions	
PDEF	Pass Defended	
FRCV	Fumbles Recvrd	
FORC	Fumbles Forced	
TDD	Defensive TD's	
RETY	Return Yardage	
TDRET	Return TD's	
PENY	Penalty Yardage	
SNP	Snaps	47
FP	NFL.com Points	
FP2	FD / DK Points	
GAME	Player Game Number	
SEAS	Seasons Played	
YEAR	NFL Season	
TEAM	Team Name Abbr	
POSD	Position - Depth Chart	46
JNUM	Jersey#(1-99)	
DCP	Depth Chart(1-3)	

TD

PID	Play ID	1a
QTR	Qtr (OT = 5)	
MIN	Minutes	
SEC	Seconds	
DWN	Down	
YDS	Yards Gained	
PTS	Points (6/7/8)	
PLAYER	Scoring Player	
TYPE	TD Type	49

DRIVE

UID	Unique ID	22
GID	Game ID Number	
FPID	First Play ID	
TNAME	Team Name	
DRVN	Drive Number	
OBT	How Obtained	39
QTR	Quarter	
MIN	Length of Drive (Min)	3
SEC	Length of Drive (Sec)	3
YFOG	Starting Field Pos	40
PLAYS	#Plays in Drive	
SUCC	Successful Plays	6
RFD	Rushing First Downs	
PFD	Passing First Downs	
OFD	Other First Downs	
RY	Rushing Yardage	
RA	Rushing Attempts	
PY	Passing Yardage	
PA	Passing Attempts	
PC	Pass Completions	
PEYF	Penalty Yardage(on Opp)	
PEYA	Penalty YardageAgainst	
NET	Net Yardage	41
RES	Drive Result	42

KOFF

PID	Play ID	1a
KICKER	Kicker	4
KGRO	Gross Yardage	
KNET	Net Yardage	
KTB	Touchback (0/1)	10
KR	Kick Returner	4
KRY	Return Yardage	

BLOCK

PID	Play ID	1a
BLK	Blocker	4
BRCV	Recovering Player	
TYPE	PUNT / FG / XP	

FGXP

PID	Play ID	1a
FGXP	Field Goal(FG or XP)	
FKICKER	Kicker	4
DIST	Distance	
GOOD	Kick was good (0/1)	

FUMBLE

PID	Play ID	1a
FUM	Fumbler	4
FRCV	Recovering Player	4
FRY	Fumble Return Yardage	
FORC	Forcing Player	4
FUML	Fumble Lost (Y/N)	

GAME

GID	Game ID Number	
SEAS	Season	
WK	Week Number	
DAY	Day of Week	
V	Visiting Team	
H	Home Team	
STAD	Stadium Name	
TEMP	Temp	
HUMD	Humidity	
WSPD	Wind Speed	
WDIR	Wind Direction	
COND	Conditions	19
SURF	Surface	20
OU	Over/Under	
SPRV	Vis Point Spread	
PTSV	Points - Visitor	
PTSH	Points - Home	

SACK

UID	Unique ID	22
PID	Play ID	1a
QB	Quarterback	4
SK	Sacking Player	4
VALUE	Solo or Shared	12
YDSL	Yards Lost	

OFFENSE

UID	Unique ID	22
GID	Game ID Number	
PLAYER	Player	4
PA	Pass Attempts	
PC	Completions	
PY	Passing Yardage	
INTS	QB Int's	
TDP	Passing TD's	
RA	Rushing Attempts	
SRA	Successful Rush Attempt	6
RY	Rushing Yardage	
TDR	Rushing TD's	
TRG	Times Targeted	
REC	Receptions	
RECY	Receiving Yardage	
TDREC	Receiving TD's	
RET	Returns (P/K)	
RETY	Return Yardage	
TDRET	Return TD's	
FUML	Fumbles Lost	
PENY	Penalty Yardage	
CONV	Conversion	48
SNP	Snaps	47
FP	NFL.com Points	
FP2	Fan Duel Points	
FP3	Draft King Points	
GAME	Player Game Number	
SEAS	Seasons Played	
YEAR	NFL Season	
TEAM	Team Name Abbr	
POSD	Position - Depth Chart	46
JNUM	Jersey# (1-99)	
DCP	Depth Chart (1-4)	

PASS

PID	Play ID	
PSR	Passer	4
TRG	Pass Target	4
LOC	Pass Location	8
YDS	Yards Gained	
COMP	Completion (0/1)	
SUCC	Successful Play (0/1)	6
SPK	Spiked Ball (0/1)	
DFB	Defender	4

PENALTY

UID	Unique ID	22
PID	Play ID	1a
PTM	Flagged Team	
PEN	Flagged Player	4
DESC	Description	14
CAT	Category	15
PEY	YardageAssessed	
ACT	Action (D/O/A)	16

KICKER

UID	Unique ID	22
GID	Game ID Number	
PLAYER	Kicker	4
PAT	Points After TD's	
FGS	FG's Made (< 40 yds)	4
FGM	FG's Made (40-49 yds)	
FGL	FG 'sMade (50+ yds)	
FP	Fantasy Points	
GAME	Player Game Number	
SEAS	Seasons Played	
YEAR	NFL Season	
TEAM	Team Name Abbr	

The 3rd column often shows a key to a list on Pages 5-7 that provides more details when applicable. Stats related to charting will reference Page 4 (P4) where more information on those custom stats can be found.

SINCE 2000	SINCE 2006	SINCE 2012	SINCE 2015	SINCE 2019/2020

2020 NFL Data Table Fields - ArmchairAnalysis.com

PLAYER

PLAYER	Player	4
FNAME	First Name	
LNAME	Last Name	
PNAME	Play-by-Play Name	
POS1	Primary Position	45
POS2	Alternate Position	45
HEIGHT	Height (Inches)	
WEIGHT	Weight (Lbs)	
DOB	Date of Birth	
FORTY	40yd Dash Time	44
BENCH	Bench Press	44
VERTICAL	Vertical Leap	44
BROAD	Broad Jump	44
SHUTTLE	20yd Shuttle	44
CONE	3 Cone Drill	44
ARM	Arm Length	
HAND	Hand Size	
DPOS	Draft Position	
COL	College	
DV	College Division	43
START	1st Year of Play	
CTEAM	Current Team	
POSD	Position - Depth Chart	46
JNUM	Jersey# (1-99)	
DCP	Depth Chart (1-3)	

CONV

PID	Play ID	1a
TYPE	PASS or RUSH	
BC	Ball Carrier	
PSR	Passer	
TRG	Pass Target	
CONV	Converted (0/1)	

PUNT

PID	Play ID	1a
PUNTER	Punter	4
PGRO	Gross	
PNET	Net	
PTB	Touchback (0/1)	10
PR	Returner	4
PRY	Return Yardage	
PFC	Fair-Caught (0/1)	

REDZONE

UID	Unique ID	
GID	Game ID Number	
PLAYER	Player	
PA	Pass Attempts	
PC	Completions	
PY	Pass Yards	
INTS	INT's by QB	
RA	Rush Attempts	
SRA	Succ Rush Attempts	6
RY	Rush Yards	
TRG	Times Targeted	
REC	Receptions	
RECY	Receiving Yards	
FUML	Fumbles Lost	
PENY	Penalty Yardage	

RUSH

PID	Play ID	1a
BC	Ball Carrier	4
DIR	Rush Direction	7
YDS	Yards Gained	
SUCC	Successful Play (0/1)	6
KNE	Kneel Down (0/1)	

SCHEDULE

GID	Game ID Number	
SEAS	Season	
WK	Week Number	
DAY	Day of Week	
DATE	MM/DD/YYYY	
V	Visiting Team	
H	Home Team	
STAD	Stadium Name	
SURF	Surface	20

INJURY

UID	Unique ID	22
GID	Game ID Number	
PLAYER	Injured Player	
TEAM	Team Name Abbr	
DETAILS	Nature of Injury	
PSTAT	Practice Status	
GSTAT	Game Status	

SNAP

UID	Unique ID	
GID	Game ID Number	
TNAME	Team	
PLAYER	Player	
POSD	Position - Depth Chart	46
POSS	Position - Starting	50
SNP	Snaps	47
PERCENT	% of Team Snaps	

INTERCPT

PID	Play ID	1a
PSR	Quarterback	4
INTS	Interceptor	4
IRY	INT Return Yardage	11
PSR	Qtrback	4

SAFETY

PID	Play ID	1a
SAF	Defender	4

PBP

GID	Game ID	1	RTCK1	Rush Tackler1	4	INTS	Intercepting Player	4
PID	Play ID	1a	RTCK2	Rush Tackler2	4	IRY	INT Return Yardage	
DETAIL	Play Text		PSR	Passer	4	FUM	Fumbler	4
OFF	Team on Offense		COMP	Completion (Y)		FRCV	Fumble Recovery	4
DEF	Team on Defense		SPK	Spiked Ball (Y)		FRY	Fumble Return Yardage	
TYPE	Play Type	2	LOC	Pass Location	8	FORC	Forcing Player	4
DSEQ	Drive Sequence #		TRG	Pass Target	4	FUML	Fumble Lost (Y/N)	
LEN	Length - Sec's	3	DFB	Pass Defender	4	SAF	Safety Player	4
QTR	Qtr (OT = 5)		PTCK1	Pass Tackler1	4	BLK	Kick Blocker	4
MIN	Minutes	3	PTCK2	Pass Tackler2	4	BRCV	Block Recovery	4
SEC	Seconds	3	SK1	Sacking Player1	4	FGXP	Kick Type (FG/XP)	
PTSO	Points - Off		SK2	Sacking Player2	4	FKICKER	FG/XP Kicker	4
PTSD	Points - Def		PTM1	Penalty1 Team		DIST	Distance	
TIMO	Timeouts - Off		PEN1	Penalty1 Player	4	GOOD	Kick Good (Y/N)	
TIMD	Timeouts - Def		DESC1	Penalty1 Desc		PUNTER	Punter	4
DWN	Down		CAT1	Penalty1 Category	15	PGRO	Punt Gross	
YTG	Yards to go		PEY1	Penalty1 Yards		PNET	Punt Net	
YFOG	Ydg from own Goal	5	ACT1	Penalty1 Action	16	PTB	Punt Touchback (Y)	
ZONE	Field Zone	18	PTM2	Penalty2 Team		PR	Punt Returner	4
YDS	Yardage		PEN2	Penalty2 Player	4	PRY	Punt Return Yardage	
SUCC	Successful Play (0/1)	6	DESC2	Penalty2 Description		PFC	Fair Catch (Y)	
FD	First Down (Y)		CAT2	Penalty2 Category	15	KICKER	Kicker	4
SG	Shotgun (Y)		PEY2	Penalty2 Yards		KGRO	Kickoff Gross	
NH	No Huddle (Y)		ACT2	Penalty2 Action	16	KNET	Kickoff Net	
PTS	Points Scored		PTM3	Penalty3 Team		KTB	KO Touchback (Y)	
BC	Ball Carrier	4	PEN3	Penalty3 Player	4	KR	KO Returner	4
KNE	Knee (Y)		DESC3	Penalty3 Description		KRY	KO Return Yardage	
DIR	Rush Direction	7	CAT3	Penalty3 Category	15	EPS	Expected Pts (Start/Play)	
			PEY3	Penalty3 Yards		EPA	Expected Pts (Added)	
			ACT3	Penalty3 Action	16			

The 3rd column often shows a key to a list on Pages 5-7 that provides more details when applicable. Stats related to charting will reference Page 4 (P4) where more information on those custom stats can be found.

The Play-by-Play (PBP) table is the master flat-file that most other tables are derived from. It contains every relevant piece of data from each play along with the actual play text.

SINCE 2000	**SINCE 2006**	**SINCE 2012**	**SINCE 2015**	**SINCE 2019/2020**

2020 NFL Data Table Fields - ArmchairAnalysis.com

TEAM																	
TID	Team Total ID		BPY	Big Pass Yardage	25	DMA	Pass Attempts - DM	8	DRV	Drives on Offense		BACK2RY	2 in Backfield Rush Yds		PRU6Y	6+ Pass Rushers Yds	
GID	Game ID Number		SRP	Successful Rush Plays	6	DMY	Pass Yardage - DM	8	NPY	Net Punt Yardage		BACK3R	3+ in Backfield Rush	P4	BLZ0P	No Blitzers Pass	P4
TNAME	Team Name		S1RP	Successful Rush - 1D	6	DRA	Pass Attempts - DR	8	TB	Touchbacks		BACK3RY	3+ in Backfield Rush Yds		BLZ0PY	No Blitzers Pass Yds	
PTS	Points		S2RP	Successful Rush - 2D	6	DRY	Pass Yardage - DR	8	I20	Punts inside 20		BOX4P	4 in the Box Pass	P4	BLZ1	1 Blitzer	P4
Q1P	1st Quarter Points		S3RP	Successful Rush - 3/4D	6	WR1A	Attempts - WR 1-2		RTD	Punts/Kickoff TD's		BOX4PY	4 in the Box Pass Yds		BLZ1Y	1 Blitzer Yds	
Q2P	2nd Quarter Points		SPP	Successful Pass Plays	6	WR1Y	Yardage - WR 1-2		LNR	DL Tackles - Rush		BOX5P	5 in the Box Pass	P4	BLZ2	2+ Blitzers	P4
Q3P	3rd Quarter Points		S1PP	Successful Pass - 1D	6	WR3A	Attempts - WR 3-4-5		LNP	DL Tackles - Pass		BOX5PY	5 in the Box Pass Yds		BLZ2Y	2+ Blitzers Yds	
Q4P	4th Quarter Points		S2PP	Successful Pass - 2D	6	WR3Y	Yardage - WR 3-4-5		LBR	LB Tackles - Rush		BOX6P	6 in the Box Pass	P4	DBLZ1	1 DB Blitzer	
RFD	1st Downs - Rush		S3PP	Successful Pass - 3/4D	6	TEA	Pass Attempts - TE		LBP	LB Tackles - Pass		BOX6PY	6 in the Box Pass Yds		DBLZ1Y	1 DB Blitzer Yds	
PFD	1st Downs - Pass		LEA	Rush Attempts - LE	7	TEY	Pass Yardage - TE		DBR	DB Tackles - Rush		BOX6R	6 in the Box Rush	P4	SPRU1	1 Stunt Pass Rusher	P4
IFD	1st Downs - Penalty		LEY	Rush Yardage - LE	7	RBA	Pass Attempts - RB		DBP	DB Tackles - Pass		BOX6RY	6 in the Box Rush Yds		SPRU1Y	1 Stunt Pass Rusher Yds	
RY	Rush Yardage		LTA	Rush Attempts - LT	7	RBY	Pass Yardage - RB		NHA	No Huddle Attempts		BOX7P	7 in the Box Pass	P4	OOPDES	OOP Pass (Design)	P4
RA	Rush Attempts		LTY	Rush Yardage - LT	7	SGA	Shotgun Attempts		S3A	3rd/Short Attempts	29	BOX7PY	7 in the Box Pass Yds		OOPDESY	OOP Pass Yds (Design)	
PY	Pass Yardage		LGA	Rush Attempts - LG	7	SGY	Shotgun Yardage		S3C	3rd/Short Conversions		BOX7R	7 in the Box Rush	P4	OOPPR	OOP Pass (Pressure)	P4
PA	Pass Attempts		LGY	Rush Yardage - LG	7	P1A	Pass Attempts - 1D		L3A	3rd/Long Attempts	30	BOX7RY	7 in the Box Rush Yds		OOPPRY	OOP Pass Yds (Pressure)	
PC	Completions		MDA	Rush Attempts - MD	7	P1Y	Pass Yardage - 1D		L3C	3rd/Long Conversions		BOX8R	8+ in the Box Rush	P4	OOPCL	OOP Pass (Clean Pckt)	P4
SK	Sacks (Against)		MDY	Rush Yardage - MD	7	P2A	Pass Attempts - 2D		STF	Stuffed Runs	31	BOX8RY	8+ in the Box Rush Yds		OOPCLY	OOP Pass Yds (Clean Pckt)	
INTS	INT's for Defense		RGA	Rush Attempts - RG	7	P2Y	Pass Yardage - 2D		DP	Points by Defense	32	PAP	Play Action Pass	P4	YTG1	Total Yards To Go 1D	
FUM	Fumbles Lost		RGY	Rush Yardage - RG	7	P3A	Pass Attempts - 3/4D		FSP	False Starts		PAPY	Play Action Pass Yds		YTG2	Total Yards To Go 2D	
PU	Punts		RTA	Rush Attempts - RT	7	P3Y	Pass Yardage - 3/4D		OHP	Offensive Hold Penalty	33	NPR	No Pressure Pass	P7	YTG3	Total Yards To Go 3D	
GPY	Gross Punt Yardage		RTY	Rush Yardage - RT	7	SPC	Short Comp	26	PBEP	Play Book Exec. Penalty	34	NPRY	No Pressure Pass Yds		PC1	Pass Completions 1D	
PR	Punt Returns		REA	Rush Attempts - RE	7	MPC	Medium Comp	26	DLP	Def Line Penalty	35	QBP	QB Pressure	P7	PC2	Pass Completions 2D	
PRY	Punt Return Yardage		REY	Rush Yardage - RE	7	LPC	Long Comp	26	DSP	Def Secondary Penalty	36	QBPY	QB Pressure Yds		PC3	Pass Completions 3D	
KR	Kick-off Returns		R1A	Rush Attempts - 1D		Q1RA	Rush Attempts - Q1		DUM	Dumb Penalties	37	QBHI	QB Hit	P7	TAY1	Total True Air Yds 1D	P4
KRY	Kick-off Return Yardage		R1Y	Rush Yardage - 1D		Q1RY	Rush Yardage - Q1		PFN	Poor Fundamntals Pen	38	QBHIY	QB Hit Yds		TAY2	Total True Air Yds 2D	P4
IR	Def INT Returns		R2A	Rush Attempts - 2D		Q1PA	Pass Attempts - Q1		SNPO	Snaps on Offense	47	QBHU	QB Hurry	P7	TAY3	Total True Air Yds 3D	P4
IRY	INT Return Yardage		R2Y	Rush Yardage - 2D		Q1PY	Pass Yardage - Q1		SNPD	Snaps on Defense	47	QBHUY	QB Hurry Yds		DOT1	Total Depth of Trgt 1D	P4
PEN	Penalty Yardage(Against)		R3A	Rush Attempts - 3/4D		LCRA	Rush Attempts - L/C	27	SAF	Safeties (own Def)		SCRM	QB Scramble	P4	DOT2	Total Depth of Trgt 2D	P4
TOP	Time-of-Possession		R3Y	Rush Yardage - 3/4D		LCRY	Rush Yardage - L/C	27	BLK	Blocks (own Def)		SCRMY	QB Scramble Yds		DOT3	Total Depth of Trgt 3D	P4
TD	Touchdowns		QBA	QB Rush Attempts		LCPA	Pass Attempts - L/C	27	FP	DS/T Points	23	TTSCRM	Time to Scramble (Sec)	P4	YAC1	Tot Yds After Catch 1D	P4
TDR	TD's - Rushing		QBY	QB Rush Yardage		LCPY	Pass Yardage - L/C	27	BACK0P	0 in Backfield Pass	P4	TTPR	Time to Pressure (Sec)	P7	YAC2	Tot Yds After Catch 2D	P4
TDP	TD's - Passing		SLA	Pass Attempts - SL	8	RZRA	Rush Atts - Red Zone		BACK0PY	0 in Backfield Pass Yds		TTSK	Time to Sack (Sec)		YAC3	Tot Yds After Catch 3D	P4
TDT	TD's via Turnovers		SLY	Pass Yardage - SL	8	RZRY	Rush Ydg - Red Zone		BACK1P	1 in Backfield Pass	P4	PRU3	3 Pass Rushers	P4	COV0	Target not Covered	P4
FGM	Field Goals Made		SMA	Pass Attempts - SM	8	RZPA	Pass Attts - Red Zone		BACK1PY	1 in Backfield Pass Yds		PRU3Y	3 Pass Rushers Yds		COV0Y	Target not Covered Yds	
FGAT	Field Goal Attempts		SMY	Pass Yardage - SM	8	RZPY	Pass Ydg - Red Zone		BACK1R	1 in Backfield Rush	P4	PRU4	4 Pass Rushers	P4	COV1	Target Single Cov	
FGY	Field Goal Yardage	23	SRA	Pass Attempts - SR	8	SKY	Total Ydg lost to Sacks		BACK1RY	1 in Backfield Rush Yds		PRU4Y	4 Pass Rushers Yds		COV1Y	Target Single Cov Yds	
RZA	Drives in Red Zone		SRY	Pass Yardage - SR	8	LBS	Sacks by own LB's		BACK2P	2 in Backfield Pass	P4	PRU5	5 Pass Rushers	P4	COV2	Target Double Cov	P4
RZC	Red Zone Drive TD's		DLA	Pass Attempts - DL	8	DBS	Sacks by own DB's		BACK2PY	2 in Backfield Pass Yds		PRU5Y	5 Pass Rushers Yds		COV2Y	Target Double Cov Yds	
BRY	Big Rush Yardage	24	DLY	Pass Yardage - DL	8	SFPY	Starting Field Pos	28	BACK2R	2 in Backfield Rush	P4	PRU6	6+ Pass Rushers	P4	DRP	Receiver Drops	P4

2020 NFL Data Table Fields - ArmchairAnalysis.com

CHART (Pro and ProPlus Only)

GID	Game ID	1	DEF	Team on Defense		BC	Ball Carrier		YTG	Yards to go		SUCC	Successful Play (0/1)	6	COMP	Completion (0/1)	
PID	Play ID	1a	TYPE	Play Type	2	QTR	Qtr (OT = 5)		YFOG	Yardage from own Goal	5	FD	First Down (0/1)		INTS	Interception (0/1)	1
DETAIL	Play Text		QB	Quarterback	4	LOS	Line of Scrimmage		ZONE	Field Zone	18	SG	Shotgun (0/1)				
OFF	Team on Offense		TRG	Pass Target	4	DWN	Down		YDS	Yardage		NH	No Huddle (0/1)				

The following 53 variables are collated by game charters for each passing and rushing play and are available within 6 days of each game. **Stats that are new for 2020 are highlighted in bold.**

Field	Description	Field	Description
BACK	Number of players in the Backfield (RB + TE + FB + WR).	CNB	Contested Ball: Passes into close coverage that involve a physical battle between receiver and defender for control of the ball.
XLM	Extra Men on the Line: Number of players lined up on either side of the Offensive Tackles - usually a Tight-end.	**CBALL**	Catchable Ball: This field can have 7 different values. See page 7 for more details
MOT	Motion (P - Presnap, S - At point of Snap, PS - Both).	**UBALL**	Uncatchable Ball: This field can have 11 different values. See page 7 for more details
BOX	Number of Defenders in the box (Pass and Rush plays).	SHOV	Shovel/Touch Pass.
BOXDB	Number of DB's in the box (Pass and Rush plays). Provides extra detail beyond 'BOX'.	SIDE	Sideline Pass: Balls outside of the field but catchable when the receiver extends body/arms.
PAP	Play Action Pass: Does not consider whether a defense was fooled or not, just that a QB motioned to the RB with the ball and some effort to sell the run occurred.	HIGH	Highlight Pass: Perfect pass that only the receiver can reach. Features perfect placement in a tight window.
TRICK	Trick Play: Fake punts, double passes, flea flickers, Wildcats (0 - No, 1- Yes).	CRR	Created Reception: Difficult catches that require exceptional body control; hands; acrobatics, or any combination thereof.
QBP	QB Pressure: Plays where the pocket is breached and the QB is near the breach. See page 7 for more details.	INTW	INT Worthy: A 'bad pass'. An INTW is not always an INT. Perhaps the defender muffs the opportunity. Also, not every INT is a INTW. Ex: a catchable ball bouncing off a receivers chest, into the hands of a defender.
QBHI	QB Hit: Quarterback was brought to the ground or otherwise significantly man-handled. See page 7 for more details.	DRP	Dropped Pass: Balls that would have been caught by a receiver with league-average skills. (0 - No, 1 - Yes).
QBHU	QB Hurry. The Defense forces the QB to leave the pocket or forces the QB to throw the ball before he's fully ready. See page 7 for more details.	**AVSCK**	Avoided Sack: QB escapes the grasp of a defender in the pocket (can be more than 1).
QBRU	QB Run: A designed running play for the QB. These are only marked on runs by a natural QB where he lined up as a QB. Also, sneaks and kneel-downs are not counted.	**FREAD**	First Read: QB passes to the initial receiver he looks at after the snap (0 - No, 1- Yes).
SNEAK	QB Sneak: Quarterback dives ahead directly off the snap for short-yardage. A high percentage conversion but these plays also open up QB's for some physical abuse.	SCRE	Screen Pass.
SCRM	QB Scramble: Play design is initially a pass but QB elects to run based on pressure; a lack of open receivers, or, simply seeing an opportunity to make positive yardage running himself.	**PFP**	Pain Free Play: Ball carrier is only lightly touched by a defender on the field (ie QB slide) or runs ob with little or no physical contact with defenders and sideline personnel/equipment. Includes TD's.
TTSCRM	Time to Scramble. Seconds elapsed between the snap and when the QB scrambles.	MBT	Missed or Broken Tackles: The ball carrier either escapes from the grasp of an unblocked defender, or the defender is in good position for a tackle but the ball carrier makes an athletic move (aka juke) to avoid the
HTM	QB's throwing motion was hindered in some way by a defender.	TTSK	Time to Sack: Seconds elapsed between the snap and a Sack.
PRU	Pass Rush: Total number of players rushing the passer.	**TTPR**	Time to Pressure. Seconds elapsed between snap and when the QB starts to feel pressure.
BLZ	Blitz: Total number of LB's and DB's blitzing.	TAY	True Air Yards: Distance ball travels in the air from point of throw to a receivers hands; back of endzone or sideline.
DBLZ	DB Blitz: Number of DB's blitzing. This is included in the BLZ total.	DOT	Depth Of Target: Distance from the LOS to where ball is caught or comes closest to the target.
SPRU	Stunt Pass Rushers: These are the number blitzing LB's who replace a DL dropping back into coverage. Included in the PRU total	YAC	Yards After Catch.
OOP	Out of Pocket Pass: Quarterback attempts the pass out of the pocket whether pressured or not. See 'OOPD' for more details.	YACO	Yards After Contact: Contact of any kind, even minor in nature, is counted.
OOPD	Out Of Pocket Pass Details: When OOP is '1', this field will have a value of 'D' (by Design), 'P' (due to Pressure) or 'C' (QB decided on his own to leave a Clean pocket).	**YTRU**	Yards Trucking: Number of Yards gained with one or more tacklers grasping onto the receiver or ball carrier.
AVT	Available Targets: Number of skill players (WR-TE-RB) running a route on the play. AVT does not determine whether the target was open or not.	**COVDIS**	Distance in Yards to the 2 closest defenders at the time the ball reaches the pass target.
DOTR	Depth Of Target Rank: The rank of pass targets according to distance in yards from the QB. #1 is closest to the QB. Targets are ranked at the point the ball is closest to the receiver.	DEFPR	Defender #1 (and #2 if applicable) on QB Pressures.
COV	Coverage on the targeted receiver: Uncovered is 0, single coverage is 1, double is 2.	DEFHI	Defender code on QB Hits.
PHYB	Physical Ball: Pass target takes significant punishment whether the pass is caught or not. Most 'Contested Balls' will also be a 'Physical Ball'.	DEFHU	Defender #1 (and #2 if applicable) on QB Hurries.

2020 NFL Data Table Fields - ArmchairAnalysis.com

	NOTES
1	The GID (Game ID) field is provided as way to link to and perform joins on the GAME Table which contains key data, including: playing surface and weather conditions along with the date/time and betting lines for each contest.
1a	The PID (Play ID) field is the Primary Key and it provides the ability to join any Table (except for the GAME table) to PLAY as well as to each other.
2	8 Possible values: RUSH - Rush; PASS - Pass; FGXP - Field-Goal/Extra-Point Attempt; PUNT - Punt; KOFF - Kick-off; ONSD - Onside Kick; NOPL - No-Play due to Penalty; CONV - 2 Point Conversion Attempt
3	Play lengths are highly inaccurate in the 2000 and 2001 season's due to sporadic recording of play clock times. When an actual length cannot be calculated, an average is used (i.e., 35s for a Pass Comp, 30 for a Rushing Play and so on).
4	Player Codes consist of each players initials followed by a 4 digit number. (ie, Brett Favre is BF-0100). Codes are updated at the start of the season and every week after that.
5	Yards From Own Goal: A value of between 1 and 99.
6	Applies to Rush/Pass Plays only. Generally, a play is deemed 'Successful' when the following occurs: 40% of yards-to-go are gained on 1st down; 60% of yards-to-go on 2nd down; or 100% of yards-to-go on 3rd & 4th down. The formula changes slightly in the 4th quarter of close games.
7	The direction of the Rushing Play: Left End (LE), Right End (RE), Left Guard (LG), Right Guard (RG), Left Tackle (LT), Right Tackle (RT) or up the Middle (MD). Note: 'NL' stands for 'Not Listed'
8	General location of the Pass Target: Short Middle (SM), Short Left (SL), Short Right (SR), Deep Middle (DM), Deep Left (DL), Deep Right (DR). Deep passes are typically received 15+ yards from scrimmage. 'NL' stands for 'Not Listed'.
9	These fields are Boolean (0 or 1) and reveal if more info is contained in 1 of 7 secondary tables (Tackle, Sack, Penalty, Intercpt, Fumble, Safety and Block). Safeties that occur on balls out of bounds will show 0 (no player attributed).
10	Kickoff/Punt went for a Touchback (Boolean value of 0 or 1)
11	Number of Yards on the Interception Return.
12	The value is either 1 (solo Sack or Tackle) or 0.5 (shared Sack or Tackle).
13	A negative value indicates points scored by a defensive unit. (ie, a blocked kick returned for a TD, etc).
14	There are a total of 48 different Penalty types that are recorded, accounting for 99.8% of all penalties called in the NFL ('Other' is used for the remainder).
15	8 Possible values: 1 - False Start; 2 - Offensive Holding; 3 - Play Book Execution; 4 - Defensive Line; 5 - Defensive Secondary; 6 - Dumb; 7 - Poor Fundamentals (Blocking/Tackling); 8 - Other
16	Shows whether a Penalty was Declined (D), Offsetting (O) or Accepted (A).
17	This table list's Play ID's for 2PT Conversions. Y = Success. N = Fail.
18	5 Possible values: 1 = Own 0 - 20 Yard Line, 2 = Own 21 - 40, 3 = Midfield, 4 = Opponent's 21 - 40, 5 = Red Zone
19	18 Possible Choices: Closed Roof; Dome; Flurries; Light Snow; Snow; Chance Rain; Light Rain; Rain; Mostly Cloudy; Partly Cloudy; Cloudy; Mostly Sunny; Partly Sunny; Sunny; Hazy; Foggy; Clear; Fair.
20	11 Possible Choices: Grass; AstroTurf; AstroPlay; FieldTurf; SportGrass; NeXTurf; MomentumTurf; DD GrassMaster; Sportex; A Turf Titan; UBU Speed Series S5M
22	Plays can often have more than one player getting a Penalty or being involved in a Sack or Tackle. This results in duplicate PID's being listed in these tables. In these cases, it's necessary to assign a unique ID to each row.
22.5	We use the following method for scoring defense/special teams (D/ST) fantasy points: Sack: **1 pt**; Interception: **2 pts**; Fumble Recovery: **2 pts**; INT/FUM Return TD's: **6 pts** Safety: **2 pts**; Blocked Kick: **2pts**; Kickoff and Punt Return TD's: **6 pts** Shutout: **10 pts**; 1-6 PA: **7 pts**; 7-13 PA: **4 pts**; 14-20 PA: **1 pt**; 21-27 PA: **0 pts**; 28-34 PA: **-1 pt**; 35+ PA: **-4 pts** Note: Points allowed (PA) by team defense/special teams do not include points that were surrendered with the Offense on the field (i.e. Safeties and FUM/INT TD returns).

2020 NFL Data Table Fields - ArmchairAnalysis.com

	NOTES continued
23	Total Yardage of all Attempts.
24	From Runs of 10+ Yards
25	From Pass Completions of 20+ Yards
26	Short = 1 - 5 Yards. Medium = 6 - 14 Yards. Long = 15+ Yards.
27	Late & Close (LC): Plays in 4th Quarter or Overtime where teams are within 8 points.
28	Total SFPY for the entire game. Dividing the total by the # of Drives on Offense (DRV) produces the Average Starting Field Position.
29	<=2 Yards to Go.
30	>=6 Yards to Go.
31	Against own Offense - 0 yards on 1st Down or < 25% of yards-to-go achieved on 2nd-4th.
32	Interceptions/Fumbles/Blocked Kicks returned for TD's, Safeties by the Defense.
33	Includes Offensive Pass Interference & Illegal Use of Hands
34	Playbook Execution Penalties: Illegal Formations, Passes and Motion; Intentional Grounding, etc.
35	Defensive Line Penalties: Defensive Offside, Encroachment, Neutral Zone Infractions
36	Defensive Secondary Penalties: Defensive Holding, Defensive Pass Interference, Illegal Contact & Use of Hands
37	Taunting, Roughing, Face Masks, Unsportsmanlike Conduct, etc.
38	Poor Fundamentals Penalties: Illegal Blocks, Crackbacks, Tripping, Clipping, etc.
39	The following abbreviations are used for the 'How Obtained' field in the Drives table: KO, PUNT, BLPU (Blocked Punt), DWNS, MFG (Missed FG), BLFG (Blocked FG), INT, FUM.
40	Starting Field Position in the Drives table is listed as `Yards From Own Goal`(YFOG) -- it`s easier to perform calculations on this value.
41	Drive Net Yardage is a combination of Rushing Yardage, Passing Yardage and the Penalty yardage assessed on the drive.
42	The following abbreviations are used for the `Result`field in the Drives table: TD, FG, MFG (Missed FG), BLFG (Blocked FG), SAF (Safety), PUNT, BLPU (Blocked Punt), INT, FUM, ENDQ (End of Quarter), DWNS (Downs).
43	The Division listed will be the division that the players college was affiliated with in their final year of college play. All 1-A Divisions along with the majority of 1-AA Divisions that have been in existence since 1988 are listed.
44	Results are from the NFL Combine or College Pro Day from the year that the player is drafted or enters the NFL.
45	Position1 is the most common general position (i.e., LB, DL, DB) that the player is used at. Position2 is the alternate. For a more detailed label, see POSD.
46	Position Detailed (POSD) provides more granular information than POS1 or POS2. As an example: LB's are broken down into MLB, LILB, RILB and so on. This will be provided starting in 2015. Prior seasons show 'NA'.
47	Snap counts have been tracked since the 2012 season. Note: Special Teams snaps are not counted. Players who only generated stats on Special Teams will show a snap count of 0.
48	This can be a successful pass, rush, or reception on a 2pt conversion. This field is for Fantasy Point calculations. More details are in the CONV table.
49	10 different values: RUSH - Rush; REC - Reception; BLFG - Blocked FG Return; BLPU - Blocked Punt Return; KR - Kick-off Return; PR - Punt Return; MFGR - Missed FG Return; INT - Interception Return; FUM - Fumble Recovery Return; ORCV - Offensive Player Fumble Recovery
50	If a player was a starter (11 players on defense and 11 on offense) his starting position is listed here.

2020 NFL Data Table Fields - ArmchairAnalysis.com

NOTES on how we handle QB Pressure, Hurries and Hits

A **Pressure** is marked on plays where the pocket is breached and the QB is near the breach. There are a couple of exceptions:

1. If the pocket collapses but the QB is already in the middle of his throwing motion, it's not a pressure.
2. Most screen passes (approx. 90%) do not qualify due to the way these plays are designed.

A **Hurry** is a heavier form of pressure that essentially breaks a play. The QB is either forced to leave the pocket and improvise or throws the ball sooner than planned. There are two additional rules to this:

1. If the QB leaves the pocket on his own and subsequently gets under pressure, this is marked as Pressure but not a Hurry.
2. If the QB throws the ball away, it's only a Hurry if it was the only way to avoid a sack.

QB Hits are marked when the Quarterback feels a significant amount of pain on the play. That could be everything from a devastating sack to his arm being smacked while throwing the ball.

Almost all sacks are classed as hits but hits themselves can also occur after the ball has left so sacks are only a small part of the picture.

Hits usually come in conjunction with Pressure but a small percentage catch the QB completely unawares.

Most plays, the deciding factor between pressure and a clean pocket is fairly straight-forward and does not require extended analysis. Having said this, every single
game will include a handful of plays which we circle back to with a frame by frame analysis to see how the pocket worked in that situation and how the QB reacted to it.

NOTES on Catchable and Uncatchable Balls (cball/uball)

These are new fields for 2020 that allow for a much deeper analysis of QB accuracy and ball placement as well as numerous other factors.

Catchable Balls

This field can have 5 values:

BODY (pass was generally in the region between the players head and thighs) **HIGH** (pass was at or above the crown of the players helmet) **LOW** (pass was at or below players mid-shin area)

LEAD (pass was out in front of a target running across field) **TRLG** (pass was trailing/behind a target running across the field)

Uncatchable Balls

This field can have 11 values:

TIP (pass was tipped at the line of scrimmage) **BAT** (pass was batted down at the line of scrimmage) **AWAY** (ball was thrown away) **SPK** (ball was spiked) **MCOM** (miscommunication between QB and target)

HIGH (pass was at or above the crown of the players helmet) **LOW** (pass was at or below players mid-shin area) **LEAD** (pass was out in front of a target running across the field)

TRLG (pass was trailing/behind a target running across the field) **FELL** (target fell down prior to the ball arriving) **BRK** (pass was broken up by a defender)