

Field	Field Type	Field Description	Field Values
offense_team_name	text	Full team name for the team on offense at the start of the play	New York Giants
defense_team_name	text	Full team name for the team on defense at the start of the play	Dallas Cowboys
season	text	What season the data is from	2021/2022
week	text	What week of the season the data is from	Week 3
play_uuid	uuid	Unique internal Statsbomb identifier for the play	a2b88e4b-22ae-4d56-b895-ff23ab774afd
gsis_play_id	integer	NFL GSIS identifier for the play	40
game_id	integer	Unique internal Statsbomb identifier for the game	1069669
gsis_game_id	integer	NFL GSIS identifier for the game	2022_12_NYG_DAL
gsis_old_game_id	integer	Older NFL GSIS identifier for the game	2022112401
drive_uuid	uuid	Unique identifier for the drive in which the play occurs	ec53f166-ee81-4d57-8c79-5f4652dacb92
play_game_index	integer	Ranked order of plays over the series of a game (a value of 7 means that a event was the 7th play in that game)	7, 141
play_drive_index	integer	Ranked order of plays over the series of a drive	1, 8
play_quarter	integer	Quarter the event takes place (OT is 5)	1, 2
play_quarter_clock_remaining	integer	Remaining clock time left in the quarter in milliseconds (a value of 752965 equates to 12:33 left in quarter)	900000 (start of quarter), 752965
play_clock_paused	boolean	Whether or not the game clock was paused prior to the play starting	TRUE, FALSE
play_start_event_index	integer	The event_game_index value of the first event in this play	18
play_end_event_index	integer	The event_game_index value of the last event in this play Note: values of 18 for play_start_event_index and 35 for play_end_event_index would mean that the 18th through 35th events of this game occurred on this play	25
play_offense_team_id	integer	Unique team identifier for the team on offense at the start of the play	1001398
play_offense_team_short_name	text	NFL GSIS short name for the team on offense at the start of the play	NYG
play_defense_team_id	integer	Unique team identifier for the team on defense at the start of the play	1001399
play_defense_team_short_name	text	NFL GSIS short name for the team on defense at the start of the play	DAL
play_offense_is_home_team	boolean	Whether or not the home team is on offense at the start of the play	TRUE, FALSE
play_down	integer	Down of the play. Blank for kickoff and conversion attempts	1, 2, 3, 4
play_yards_to_go	decimal	Yards to go at the beginning of the play. Blank for kickoff and conversion attempts	10, 4.98

Field	Field Type	Field Description	Field Values
play_yardline	decimal	Line of scrimmage (measured by how many yards the offensive team is from their own end zone). A value of 42 means a team is at their own 42 yard line, a value of 83 means a team is at the opponent's 17 yard line	42.11, 83.21
play_start_position	text	Location of ball with respect to the hashes. Possible values are left, center, right	left, center, right
play_home_score	integer	Score of the home team at the start of the play	17
play_away_score	integer	Score of the away team at the start of the play	14
play_home_timeouts_remaining	integer	Timeouts remaining for the home team at the start of the play	2
play_away_timeouts_remaining	integer	Timeouts remaining for the away team at the start of the play	3
play_box_players	integer	Number of defensive players with X yards of the LOS between the tackles at the start of the play	4, 7
play_defensive_back_depths	array	Array specifying how many yds behind the line of scrimmage (in ascending distance) the players classed as cornerbacks and safeties are	
play_linebacker_depths	array	Array specifying how many yds behind the line of scrimmage (in ascending distance) the players classed as linebackers are.	
play_shotgun	boolean	Whether or not the snap was a shotgun. Null on plays without a snap	TRUE, FALSE
play_pre_snap_motion	boolean	Whether or not a player was in motion (as defined by having moved >=3 yards laterally) prior to the snap	TRUE, FALSE
play_snap_hurried	boolean	Whether or not there was a huddle prior to the snap	TRUE, FALSE
play_success	boolean	Whether or not a play was successful, based on the following thresholds: 1st down: >=40% of yardage required for a first down gained 2nd down: >=60% of yardage required for a first down gained 3rd.4th down: 100% of yardage required for a first down gained	TRUE, FALSE
play_first_down_won	boolean	Whether or not a first down was made on the play	TRUE, FALSE
play_touchdown_won	boolean	Whether or not a touchdown was made on the play	TRUE, FALSE
play_yards_net	decimal	Total yards gained or lost on the play. For punts, this is the distance from the LOS to the end of the return	41.7, -5.68
play_points_won	integer	Total points generated by the offense on the play	0, 1, 2, 3, 6
play_type	text	Description of type of play Possible values: Extra Point, Field Goal, Kickoff, No Play: Penalty, No Play: Stoppage (Injury), No Play: Stoppage (Other) No Play: Timeout, Off Camera, Pass, Punt, Quarterback Kneel, Quarterback Spike, Rush, Safety Kick, Two Point Conversion	Pass, Punt, Rush
play_included_fake	boolean	Whether or not the play contained at least one attempted fake	TRUE, FALSE
play_qb_pressure	boolean	Whether or not the QB was pressured on the play	TRUE, FALSE
play_qb_hit	boolean	Whether or not the QB was hit on the play	TRUE, FALSE
play_qb_sacked	boolean	Whether or not the QB was sacked on the play	TRUE, FALSE

Field	Field Type	Field Description	Field Values
play_pass_yards_air	decimal	How far down the field the pass traveled (difference in the x axis between the LOS and the catch location)	37.02, -2.95
play_pass_yards_after_catch	decimal	How far the ball was moved down the field after the catch on a passing play. Value can be negative if the player loses yards after having made the catch	5.39, -4.35
play_pass_outcome	boolean	Whether or not the pass was caught (NULL value when a run)	TRUE, FALSE, NULL
play_pass_dropped	boolean	Whether or not the pass was dropped (NULL value when a run)	TRUE, FALSE, NULL
play_pass_intercepted	boolean	Whether or not the pass was intercepted (NULL value when a run)	TRUE, FALSE, NULL
play_pass_interception_dropped	boolean	Whether or not the interception opportunity was dropped (NULL value when a run)	TRUE, FALSE, NULL
play_time_to_pass	decimal	Time in seconds from the snap to the throw	2.668, 3.23
play_pass_batted	boolean	Whether or not the pass was tipped	TRUE, FALSE
play_yards_run	decimal	How many north/south yards were run by the ball carrier on the play (difference in the x axis between the handoff location and the end location)	-3.99, 13.1
play_penalty_yards	decimal	How many yards the offense gained or lost as a result of the penalty. Positive value = penalty on defense, negative value = penalty on offense	-10, 15, 52.4
play_penalty_first_down	boolean	Whether or not the penalty led to the offense gaining a first down	TRUE, FALSE
play_penalty_down_loss	boolean	Whether or not the penalty is a loss-of-down penalty	TRUE, FALSE
play_penalty_offset	boolean	Whether or not there were offsetting penalties on the play	TRUE, FALSE
play_return_yards	decimal	How many yards the returner gained after receiving the kick/punt	2.83, 45.63
play_field_goal_result	string	Description of outcome of field goal Possible values: Blocked, Goalpost, Short, Success, Wide Left, Wide Right	Blocked, Success
play_extra_point_result	string	Description of outcome of extra point Possible values: Blocked, Goalpost, Short, Success, Wide Left, Wide Right	Blocked, Success
play_kick_yards	decimal	Yards traveled by the kick For FG: distance along x-axis from the point of the kick to the goalposts For kickoff: distance along x-axis from the point of the kick to the catch/where it lands For punt: distance along x-axis from the LOS to the catch/where it lands	23.45, 67.87

Field	Field Type	Field Description	Field Values
play_kick_hangtime	decimal	Time in seconds from the kick to where it lands	1.683
play_kick_blocked	boolean	Whether or not the kick was blocked	TRUE, FALSE
play_kick_fair_catch	boolean	Whether or not the kick returner caught the kick via fair catch	TRUE, FALSE
play_kick_downed	boolean	Whether or not the kick was ended with the kicking team downing the ball	TRUE, FALSE
play_fumbled	boolean	Whether or not there was a fumble on the play	TRUE, FALSE
play_fumble_forced	boolean	Whether or not a fumble was forced on the play	TRUE, FALSE
play_fumble_lost	boolean	Whether or not there was a fumble lost on the play	TRUE, FALSE
play_fumble_out_of_bounds	boolean	Whether or not there was a fumble that went out of bounds on the play	TRUE, FALSE
play_challenged	boolean	Whether or not the play was challenged	TRUE, FALSE
play_action_pass	boolean	Whether or not the play included a fake-handoff event and has a Pass play type	TRUE, FALSE
play_points_lost	integer	Total points generated by the defense on the play. Values are always positive	0, 2, 6
play_start_position_yards	decimal	Distance from the center of the field (left is negative, right is positive). Intended to be a fuller measure of play_start_position	-0.27, 0.44
play_penalty_types	array	Description of the penalty(ies) on the play. Multiple penalties separated by a comma	{illegal_forward_pass}, {illegal_formation, illegal_block_in_the_back}
play_explosive	boolean	Whether or not the play gained 20+ yards on a pass or 15+ yards on a run. If on a 3rd/4th down, it additionally has to generate a first down or touchdown to be defined as explosive	TRUE, FALSE
play_offensive_personnel	array	Number of players by position group for the offense on the play	{ "OL": 5, "QB": 1, "RB": 1, "TE": 1, "WR": 3 }
		Note: In limited circumstances, when 11 players are not identified prior to the snap, we automatically pad WRs to get to 11 so you may see some occurrences of something like { "OL": 2, "QB": 1, "RB": 0, "TE": 1, "WR": 7 }	
play_defensive_personnel	array	Number of players by position group for the defense on the play	{ "DB": 5, "DL": 3, "LB": 3 }
		Note: In limited circumstances, when 11 players are not identified prior to the snap, we automatically pad DBs to get to 11 so you may see some occurrences of something like {DL: 2, LB: 1, DB: 8}	
play_turnover_type	text	Description of how the play led to a change in possession	Turnover from Punt, Turnover on Downs
		Possible Values: Turnover from Fumble, Turnover from Interception, Turnover from Punt, Turnover on Downs	
play_offense_penalty_accepted	boolean	Whether or not the play had an offensive penalty accepted	TRUE, FALSE
play_defense_penalty_accepted	boolean	Whether or not the play had an defensive penalty accepted	TRUE, FALSE
play_offense_flagged	boolean	Whether or not the offense was flagged on the play	TRUE, FALSE

Field	Field Type	Field Description	Field Values
play_defense_flagged	boolean	Whether or not the defense was flagged on the play	TRUE, FALSE
play_tackle_success	boolean	Whether or not a tackle attempt was successful.	
		TRUE means a tackle attempt was successful FALSE means tackle attempts were made but they were not successful (eg, the offensive player went out of bounds or broke the tackle)	
		NULL values mean there wasn't a tackle attempt on the play	
play_lateral_success	boolean	Whether or not there was a lateral on the play	TRUE, FALSE
play_yards_gained	decimal	How many net yards were gained on the play	-7.78, 56.72
play_epoch_uuid	uuid	The event id of the epoch event on the play. Epoch events are defined as (in order): - Catch - When a runner passes the LOS - When the ball changes possession - When the ball is dead	d9e3f4ad-4f77-47cc-8882-807ef221da30
play_offense_players_left	integer	Number of WRs and TEs lined up to the left of the Center	0, 1, 2, 3, 4, 5, 6
play_offense_players_right	integer	Number of WRs and TEs lined up to the right of the Center	0, 1, 2, 3, 4, 5, 6
play_snap_y	decimal	y coordinate of the location of the snap of the ball	18.61
play_down_negated	boolean	Whether or not the play was replayed due to penalty	TRUE, FALSE
play_point_of_attack_y	decimal	y coordinate of where the ballcarrier crossed the LOS on a run play (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.66333333333333
play_point_of_attack_dy	decimal	y coordinate (relative to the snap position) of where the ballcarrier crossed the LOS on a run play (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.66333333333333
play_pocket_front_x	decimal	x coordinate of the front of the pocket -- as measured by the snap location (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
play_pocket_back_x	decimal	x coordinate of the front of the pocket -- as measured by 10 yards behind the snap location (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.66333333333333
play_pocket_left_y	decimal	y coordinate of the left of the pocket -- as measured by width of the LT (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
play_pocket_right_y	decimal	y coordinate of the right of the pocket -- as measured by width of the RT (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
play_qb_exit_pocket_x	decimal	x coordinate of the QB when he leaves the boundary of the pocket -- as measured by the snap location (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
play_qb_exit_pocket_y	decimal	y coordinate of the QB when he leaves the boundary of the pocket -- as measured by the snap location (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56

Field	Field Type	Field Description	Field Values
play_qb_exit_pocket_clock	integer	milliseconds elapsed between the snap of the ball and when the QB leaves the pocket	752965
play_run_gap	text	The gap with which the ballcarrier crossed the LOS	Right Open C Gap, Left A Gap
play_qb_dropback_depth	decimal	Yards behind the LOS where the QB is determined to have made their drop	6.301
play_run_behind_1	integer	Player ID for 1 of the 2 players who the ballcarrier ran behind on a given rush play	1023961
play_run_behind_2	integer	Player ID for 1 of the 2 players who the ballcarrier ran behind on a given rush play	1023961
play_run_at	integer	Player ID for the defender that the ballcarrier ran towards on a given rush play	1023961
play_receiver_screen_pass	boolean	Whether or not the play was a called screen pass to a WR	TRUE, FALSE
play_derived_pressure_gaps	array	The gap with which a defender broke through the LOS and generated a pressure -- can have multiple values	{"Left Open C Gap","Right Closed C Gap","Right D Gap"}, {"Left A Gap"}
play_pass_air_yards_to_the_sticks	decimal	Number of air yards thrown relative to the first down marker: negative values mean in front of the sticks, positive values mean beyond	-12.64, 36.81
play_pass_within_pocket	boolean	Whether or not the pass was made from the pocket	TRUE, FALSE
play_designed_pass	boolean	Whether or not the play was a designed pass play	TRUE, FALSE
play_qb_rush	boolean	Whether or not the QB ran the ball on a play	TRUE, FALSE
play_pass_thrownaway	boolean	Whether or not the QB threw the pass away on a play	TRUE, FALSE
play_formation_into_boundary	boolean	Whether or not the play was FIB	TRUE, FALSE
play_blitz	boolean	Whether or not at least one defender blitz on the play	TRUE, FALSE
play_simulated_pressure	boolean	Whether or not at least one defender had a simulated pressure on the play	TRUE, FALSE
play_drop_eight	boolean	Whether or not the defense dropped 8 or more players into coverage on the play	TRUE, FALSE
play_pass_comp_prob	decimal	The output of our proprietary model that calculates the likelihood of a pass being completed by the QB at the time of the throw, accounting for several factors like distance of both the QB and targeted receiver to the nearest defender, time elapsed since snap, distance between the QB and targeted receiver, and more	0.935, 0.403
play_catch_prob_with_placement	decimal	The output of our proprietary model that calculates the likelihood of a catch being made by the receiver at the time of the catch attempt including the placement of the pass and the factors mentioned above in the pass model description	0.935, 0.403
play_catch_prob_without_placement	decimal	The output of our proprietary model that calculates the likelihood of a catch being made by the receiver at the time of the catch attempt excluding the placement of the pass and the factors mentioned above in the pass model description	0.935, 0.403

Field	Field Type	Field Description	Field Values
play_initial_formation_run_strength	text	whether the initial formation has a run strength to the left or right of the snap location (at the time when the huddle is first broken)	L, R
play_initial_formation_pass_strength	text	whether the initial formation has a pass strength to the left or right of the snap location (at the time when the huddle is first broken)	L, R
play_initial_formation_snap_side	text	whether the ball is snapped to the left or right of the center of the field (at the time when the huddle is first broken)	L, R
play_initial_formation_fib	text	which receiver sets the FIB rule (at the time when the huddle is first broken)	X, Y
play_formation_run_strength	text	whether the formation has a run strength to the left or right of the snap location (at the time of snap)	L, R
play_formation_pass_strength	text	whether the formation has a pass strength to the left or right of the snap location (at the time of snap)	L, R
play_formation_fib	text	which receiver sets the FIB rule (at the time of snap)	X, Y
play_pass_location	text	location of the pass attempt: left, right, or inside of the pocket	Left, Right, In
play_initial_formation	text	The output of our proprietary model to identify formation name (more detailed) at the time when the huddle is first broken	Triple Bunch Left, Slot Left Z On
play_formation	text	The output of our proprietary model to identify formation name (more detailed) at the time of snap	Triple Bunch Left, Slot Left Z On
play_punt_snap_time	decimal	Number of seconds from the snap to when the punter receives the ball	0.9
play_punt_operation_time	decimal	Number of seconds from when the punter receives the ball to when he makes the punt	2.2
play_punt_hang_time	decimal	Number of seconds the punt is in the air	4.9
play_net_punt_yards	decimal	Number of yards from the LOS of the punt to the end of the punt return	28.4
play_gross_punt_yards	decimal	Number of yards the punt travels from the LOS of the punt to the start of the punt return	48.4
play_punt_roll_yards	decimal	Number of yards the punt travels from the end location of the punt to the start location of the punt return	1.7
play_punt_air_yards	decimal	Number of yards the punt travels in the air from the LOS of the punt to the end location of the punt	46.7
play_punt_return_yards	decimal	Number of yards made on the punt return	0, 4.5
play_punt_block_point_x	decimal	x coordinate of the location of the punt (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.66333333333333
play_punt_block_point_y	decimal	y coordinate of the location of the punt (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
play_punt_outcome	text	Outcome of the punt	Touch-Back, Fair Catch, Downed
play_kickoff_x	decimal	x coordinate of the location of the kickoff (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.66333333333333

Field	Field Type	Field Description	Field Values
play_kickoff_y	decimal	y coordinate of the location of the kickoff (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
play_kickoff_land_x	decimal	x coordinate of the location of where the kickoff lands (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.66333333333333
play_kickoff_land_y	decimal	y coordinate of the location of where the kickoff lands (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
play_kickoff_outcome	text	Outcome of the punt	Touch-Back, Out
play_kick_hang_time	decimal	Number of seconds the kickoff is in the air	4.9
play_kickoff_return_yards	decimal	Number of yards made on the kick return	0, 4.5
play_kickoff_return_chunk	boolean	Whether or not the kick return gained more than 15 yards	TRUE, FALSE
play_kickoff_return_explosive	boolean	Whether or not the kick return gained more than 30 yards	TRUE, FALSE
play_fg_snap_time	decimal	Number of seconds from the snap to when the holder receives the ball	0.9
play_fg_operation_time	decimal	Number of seconds from when the holder receives the ball to when the kicker attempts the FG	2.2
play_fg_attempted	boolean	Whether or not a field goal was attempted on the play	TRUE, FALSE
play_fg_made	boolean	Whether or not a field goal was made on the play	TRUE, FALSE
play_fg_kick_blocked	boolean	Whether or not a field goal was blocked on the play	TRUE, FALSE
play_fg_length	decimal	Number of yards for the field goal attempt	57.4
play_xp_snap_time	decimal	Number of seconds from the snap to when the holder receives the ball	0.9
play_xp_operation_time	decimal	Number of seconds from when the holder receives the ball to when the kicker attempts the XP	2.2
play_xp_attempted	boolean	Whether or not a extra point was attempted on the play	TRUE, FALSE
play_xp_made	boolean	Whether or not a extra point was made on the play	TRUE, FALSE
play_xp_kick_blocked	boolean	Whether or not a extra point was blocked on the play	TRUE, FALSE
play_motion_type	text	The type of motion we determine to take part on a play	Jet, Over, In
play_havoc	boolean	Whether or not a defender generated havoc on a play (PBU, TFL, Run Disruption, Pressure, Sack, INT)	TRUE, FALSE
play_qb_scramble	boolean	Whether or not the QB scrambled on the play	TRUE, FALSE
play_contested_catch_attempt	boolean	Whether or not a defender was within 1 yard of the targeted receiver on the catch attempt	TRUE, FALSE
play_pass_made	boolean	Whether or not a pass was thrown on the play	TRUE, FALSE
play_yards_after_contact	decimal	The number of yards made by a ballcarrier after initial tackle attempt on the play	3.974
play_target_separation	decimal	The number of yards between the targeted receiver and the nearest defender at the time of the throw	1.494
play_pass_placement_displacement	decimal	The distance between the throw and the targeted receiver's center of mass at the time of the catch attempt	0.605

Field	Field Type	Field Description	Field Values
play_tackle_types	array	Types of tackle attempts made on a play -- can be multiple	{"Solo assisted - Success","Assisted - Success"}, {"Solo - Success"}
play_catch_separation	decimal	The number of yards between the targeted receiver and the nearest defender at the time of the catch attempt	1.494
play_handoff_received	boolean	Whether or not a play had a success handoff	TRUE, FALSE, NULL

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