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	Yardage 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

CONV

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

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)	
NFLID	Player ID @ NFL.com	

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

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 Attempts	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)	
NFLID	Player ID @ NFL.com	

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 2018/2019 ('19 in bold)

2020 NFL Data Table Fields - ArmchairAnalysis.com

PLAYER

Field	Description	Key
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)	
NFLID	Player ID @ NFL.com	

TACKLE

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

PUNT

Field	Description	Key
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

Field	Description	Key
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	Successful Rush Attempts	6
RY	Rush Yards	
TRG	Times Targeted	
REC	Receptions	
RECY	Receiving Yards	
FUML	Fumbles Lost	
PENY	Penalty Yardage	

RUSH

Field	Description	Key
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

Field	Description	Key
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

Field	Description	Key
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

Field	Description	Key
UID	Unique ID	
GID	Game ID Number	
TNAME	Team	
PLAYER	Player	
POSD	Position - Depth Chart	46
POSS	Position - Starting	50
SNP	Snaps	47

SAFETY

Field	Description	Key
PID	Play ID	1a
SAF	Defender	4

INTERCPT

Field	Description	Key
PID	Play ID	1a
PSR	Qtrback	4
INTS	Interceptor	4
IRY	INT Return Yardage	11

PBP

Field	Description	Key		Field	Description	Key		Field	Description	Key
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		SAF	Safety Player	4
LEN	Length - Sec's	3		DFB	Pass Defender	4		BLK	Kick Blocker	4
QTR	Qtr (OT = 5)			PTCK1	Pass Tackler1	4		BRCV	Block Recovery	4
MIN	Minutes	3		PTCK2	Pass Tackler2	4		FGXP	Kick Type (FG/XP)	
SEC	Seconds	3		SK1	Sacking Player1	4		FKICKER	FG/XP Kicker	4
PTSO	Points - Off			SK2	Sacking Player2	4		DIST	Distance	
PTSD	Points - Def			PTM1	Penalty1 Team			GOOD	Kick Good (Y/N)	
TIMO	Timeouts - Off			PEN1	Penalty1 Player	4		PUNTER	Punter	4
TIMD	Timeouts - Def			DESC1	Penalty1 Desc			PGRO	Punt Gross	
DWN	Down			CAT1	Penalty1 Category	15		PNET	Punt Net	
YTG	Yards to go			PEY1	Penalty1 Yards			PTB	Punt Touchback (Y)	
YFOG	Yardage from own Goal	5		ACT1	Penalty1 Action	16		PR	Punt Returner	4
ZONE	Field Zone	18		PTM2	Penalty2 Team			PRY	Punt Return Yardage	
YDS	Yardage			PEN2	Penalty2 Player	4		PFC	Fair Catch (Y)	
SUCC	Successful Play (0/1)	6		DESC2	Penalty2 Description			KICKER	Kicker	4
FD	First Down (Y)			CAT2	Penalty2 Category	15		KGRO	Kickoff Gross	
SG	Shotgun (Y)			PEY2	Penalty2 Yards			KNET	Kickoff Net	
NH	No Huddle (Y)			ACT2	Penalty2 Action	16		KTB	KO Touchback (Y)	
PTS	Points Scored			PTM3	Penalty3 Team			KR	KO Returner	4
BC	Ball Carrier	4		PEN3	Penalty3 Player	4		KRY	KO Return Yardage	
KNE	Knee (Y)			DESC3	Penalty3 Description					
DIR	Rush Direction	7		CAT3	Penalty3 Category	15				
				PEY3	Penalty3 Yards					
				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 2018/2019 ('19 in bold)

2020 NFL Data Table Fields - ArmchairAnalysis.com

TID	Team Total ID		S2RP	Successful Rush - 2D	6	TEA	Pass Attempts - TE		S3C	3rd/Short Conversions		SPRU1	1 Stunt Pass Rusher	P4	DOT1	Total depth-of-target 1D	P4
GID	Game ID Number		S3RP	Successful Rush - 3/4D	6	TEY	Pass Yardage - TE		L3A	3rd/Long Attempts	30	SPRU1Y	1 Stunt Pass Rusher Yds		DOT2	Total depth-of-target 2D	P4
TNAME	Team Name		SPP	Successful Pass Plays	6	RBA	Pass Attempts - RB		L3C	3rd/Long Conversions		SPRU2	2 Stunt Pass Rushers	P4	DOT3	Tot depth-of-target 3/4D	P4
PTS	Points		S1PP	Successful Pass - 1D	6	RBY	Pass Yardage - RB		STF	Stuffed Runs	31	SPRU2Y	2 Stunt Pass Rushers Yds		DOTR1	Target Depth Rank 1	P4
Q1P	1st Quarter Points		S2PP	Successful Pass - 2D	6	SGA	Shotgun Attempts		DP	Points by Defense	32	SCRM	QB Scrambles	P4	DOTR1Y	Target Depth Rank 1 Yds	
Q2P	2nd Quarter Points		S3PP	Successful Pass - 3/4D	6	SGY	Shotgun Yardage		FSP	False Starts		SCRMY	QB Scramble Yds		DOTR2	Target Depth Rank 2	P4
Q3P	3rd Quarter Points		LEA	Rush Attempts - LE	7	P1A	Pass Attempts - 1D		OHP	Offensive Hold Penalty	33	BLZ0	No Blitzers	P4	DOTR2Y	Target Depth Rank 2 Yds	
Q4P	4th Quarter Points		LEY	Rush Yardage - LE	7	P1Y	Pass Yardage - 1D		PBEP	Play Book Exec. Penalty	34	BLZ01	No Blitzers Yds		DOTR3	Target Depth Rank 3	P4
RFD	1st Downs - Rush		LTA	Rush Attempts - LT	7	P2A	Pass Attempts - 2D		DLP	Defensive Line Penalty	35	BLZ1	1 Blitzer	P4	DOTR3Y	Target Depth Rank 3 Yds	
PFD	1st Downs - Pass		LTY	Rush Yardage - LT	7	P2Y	Pass Yardage - 2D		DSP	Defensive Secndry Penalty	36	BLZ1Y	1 Blitzer Yds		DOTR4	Target Depth Rank 4+	P4
IFD	1st Downs - Penalty		LGA	Rush Attempts - LG	7	P3A	Pass Attempts - 3/4D		DUM	Dumb Penalties	37	BLZ2	2 Blitzers	P4	DOTR4Y	Target Depth Rank 4+ Yds	
RY	Rush Yardage		LGY	Rush Yardage - LG	7	P3Y	Pass Yardage - 3/4D		PFN	Poor Fundamentals Pen	38	BLZ2Y	2 Blitzers Yds		COV0	Target not Covered	P4
RA	Rush Attempts		MDA	Rush Attempts - MD	7	SPC	Short Comp	26	SNPO	Snaps on Offense	47	DBLZ1	1 DB Blitzer	P4	COV0Y	Target not Covered Yds	
PY	Pass Yardage		MDY	Rush Yardage - MD	7	MPC	Medium Comp	26	SNPD	Snaps on Defense	47	DBLZ1Y	1 DB Blitzer Yds		COV1	Target Single Coverage	P4
PA	Pass Attempts		RGA	Rush Attempts - RG	7	LPC	Long Comp	26	SAF	Safeties (own Def)		TTS	Time to Sack (Seconds)	P4	COV1Y	Target Single Coverage Yds	
PC	Completions		RGY	Rush Yardage - RG	7	Q1RA	Rush Attempts - Q1		BLK	Blocks (own Def)		PAP	Play Action Pass	P4	COV2	Target Double Covered	P4
SK	Sacks (Against)		RTA	Rush Attempts - RT	7	Q1RY	Rush Yardage - Q1		FP	DS/T Points	23	PAPY	Play Action Pass Yds		COV2Y	Target Double Covered Yds	
INTS	INT's for Defense		RTY	Rush Yardage - RT	7	Q1PA	Pass Attempts - Q1		BOX4	4 Men in the Box	P4	SIDE	Sideline Pass	P4	CNB	Contested Balls	P4
FUM	Fumbles Lost		REA	Rush Attempts - RE	7	Q1PY	Pass Yardage - Q1		BOX4Y	4 Men in the Box Yds		SIDEY	Sideline Pass Yds		CNBC	Contested Balls + Completio	P4
PU	Punts		REY	Rush Yardage - RE	7	LCRA	Rush Attempts - L/C	27	BOX5	5 Men in the Box	P4	HIGH	Highlight Pass	P4	CRR	Created Receptions	P4
GPY	Gross Punt Yardage		R1A	Rush Attempts - 1D		LCRY	Rush Yardage - L/C	27	BOX5Y	5 Men in the Box Yds		HIGHY	Highlight Pass Yds		CRRY	Created Receptions Yds	
PR	Punt Returns		R1Y	Rush Yardage - 1D		LCPA	Pass Attempts - L/C	27	BOX6	6 Men in the Box	P4	OOP	Out of Pocket Pass	P4	PC1	Pass Completions 1D	
PRY	Punt Return Yardage		R2A	Rush Attempts - 2D		LCPY	Pass Yardage - L/C	27	BOX6Y	6 Men in the Box Yds		OOPY	Out of Pocket Pass Yds		PC2	Pass Completions 2D	
KR	Kick-off Returns		R2Y	Rush Yardage - 2D		RZRA	Rush Attempts - Red Zone		BOX7	7 Men in the Box	P4	SHOV	Shovel/Touch Pass	P4	PC3	Pass Completions 3/4D	
KRY	Kick-off Return Yardage		R3A	Rush Attempts - 3/4D		RZRY	Rush Yardage - Red Zone		BOX7Y	7 Men in the Box Yds		SHOVY	Shovel/Touch Pass Yds		YAC1	Tot yards-after-catch 1D	P4
IR	Def INT Returns		R3Y	Rush Yardage - 3/4D		RZPA	Pass Attempts - Red Zone		BOX8	8+ Men in the Box	P4	SCR	Screen Pass	P4	YAC2	Tot yards-after-catch 2D	P4
IRY	INT Return Yardage		QBA	QB Rush Attempts		RZPY	Pass Yardage - Red Zone		BOX8Y	8+ Men in the Box Yds		SCRY	Screen Pass Yds		YAC3	Tot yards-after-catch 3/4D	P4
PEN	Penalty Yardage(Against)		QBY	QB Rush Yardage		SKY	Total Yardage lost to Sacks		AVT1	1 Available Target	P4	NPR	No Pressure	50	DRP	Receiver Drops	
TOP	Time-of-Possession		SLA	Pass Attempts - SL	8	LBS	Sacks by own LB's		AVT1Y	1 Available Target Yds		NPRY	No Pressure Yds	50	QBTA	QB Throw Aways	
TD	Touchdowns		SLY	Pass Yardage - SL	8	DBS	Sacks by own DB's		AVT2	2 Available Targets	P4	QBP	QB Pressure	50	BAP	Batted Balls	P4
TDR	TD's - Rushing		SMA	Pass Attempts - SM	8	SFPY	Starting Field Pos	28	AVT2Y	2 Available Targets Yds		QBPY	QB Pressure Yds	50	INTW	INT-worthy passes	P4
TDP	TD's - Passing		SMY	Pass Yardage - SM	8	DRV	Drives on Offense		AVT3	3 Available Targets	P4	QBHI	QB Hit	50	INTWI	INT-worthy passes + INT	P4
TDT	TD's via Turnovers		SRA	Pass Attempts - SR	8	NPY	Net Punt Yardage		AVT3Y	3 Available Targets Yds		QBHIY	QB Hit Yds	50	BACK0	0 Players in Backfield	P4
FGM	Field Goals Made		SRY	Pass Yardage - SR	8	TB	Touchbacks		AVT4	4 Available Targets	P4	QBHU	QB Hurry	50	BACK0Y	0 Players in Backfield Yds	
FGAT	Field Goal Attempts		DLA	Pass Attempts - DL	8	I20	Punts inside 20		AVT4Y	4 Available Targets Yds		QBHUY	QB Hurry Yds	50	BACK1	1 Player in Backfield	P4
FGY	Field Goal Yardage	23	DLY	Pass Yardage - DL	8	RTD	Punts/Kickoff TD's		AVT5	5 Available Targets	P4	HTM	Hindered Throw Motion	P4	BACK1Y	1 Player in Backfield Yds	
RZA	Drives in Red Zone		DMA	Pass Attempts - DM	8	LNR	DL Tackles - Rush		AVT5Y	5 Available Targets Yds		HTMY	Hindered Throw Motion Yds		BACK2	2 Players in Backfield	P4
RZC	Red Zone Drive TD's		DMY	Pass Yardage - DM	8	LNP	DL Tackles - Pass		PRU3	3 Pass Rushers	P4	YTG1	Total yards-to-go 1D		BACK2Y	2 Players in Backfield Yds	
BRY	Big Rush Yardage	24	DRA	Pass Attempts - DR	8	LBR	LB Tackles - Rush		PRU3Y	3 Pass Rushers Yds		YTG2	Total yards-to-go 2D		BACK3	3+ Players in Backfield	P4
BPY	Big Pass Yardage	25	DRY	Pass Yardage - DR	8	LBP	LB Tackles - Pass		PRU4	4 Pass Rushers	P4	YTG3	Total yards-to-go 3/4D		BACK3Y	3+ Players in Backfield Yds	
SRP	Successful Rush Plays	6	WR1A	Attempts - WR 1-2		DBR	DB Tackles - Rush		PRU4Y	4 Pass Rushers Yds		TAY1	Total true air yards 1D	P4			
S1RP	Successful Rush - 1D	6	WR1Y	Yardage - WR 1-2		DBP	DB Tackles - Pass		PRU5	5+ Pass Rushers	P4	TAY2	Total true air yards 2D	P4			
			WR3A	Attempts - WR 3-4-5		NHA	No Huddle Attempts		PRU5Y	5+ Pass Rushers Yds		TAY3	Total true air yards 3/4D	P4			
			WR3Y	Yardage - WR 3-4-5		S3A	3rd/Short Attempts	29									

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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 36 variables are collated by game charters for each passing and rushing play and are available within 6 days of each game. **New Stats for 2019 are in bold.**

BOX	Number of Defenders in the box (Pass plays only).
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.
PRU	Pass Rush: Total number of players rushing the passer.
SPRU	**Stunt Pass Rushers: These are the number blitzing LB's who replace a DL dropping back into coverage. Included in the PRU total**
BLZ	Blitz: Total number of LB's and DB's blitzing.
DBLZ	**DB Blitz: Number of DB's blitzing. This is included in the BLZ total.**
TTS	**Time to Sack: Seconds elapsed between the snap and a Sack.**
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.
SIDE	**Sideline pass: Balls outside of the field but catchable when the receiver extends body/arms.**
HIGH	**Highlight pass: Perfect pass that only the receiver can reach. Features perfect placement in a tight window.**
OOP	**Out of Pocket pass: Quarterback attempts the pass out of the pocket whether pressured or not.**
SHOV	**Shovel/Touch pass.**
SCR	Screen pass.
QBP	QB Pressure: Plays where the pocket is breached and the QB is near the breach. See page 7 for more details.
QBHI	QB Hit: Quarterback was brought to the ground or otherwise significantly man-handled. See page 7 for more details.
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.
HTM	**QB's throwing motion was hindered in some way by a defender.**
TAY	True Air Yards: Distance ball travels in the air from point of throw to a receivers hands; back of endzone or sideline.
DOT	Depth Of Target: Distance from the LOS to where ball is caught or comes closest to the 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.**
COV	**Coverage on the targeted receiver: Uncovered is 0, single coverage is 1, double is 2.**
CNB	Contested Balls: Passes into close coverage that involve a physical battle between receiver and defender for control of the ball.
CRR	Created Receptions: Difficult catches that require exceptional body control; hands; acrobatics, or any combination thereof.
YAC	Yards After Catch.
YACO	**Yards After Contact.**
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 tackle.**
DRP	Dropped pass: Balls that would have been caught by a receiver with league-average skills. (0 - No, 1 - Yes).
QBTA	Throw Away: QB unloaded the ball to avoid sack or just generally decides nothing good can happen on the play.
BAP	Batted Ball: Balls swatted away at line of scrimmage or by a defender breaking up a pass play.
INTW	INT Worthy: Essentially a 'bad pass'. An INTW is not always an INT - perhaps the defender muffs the opportunity. Also, not every INT is a INTW. One example would be a catchable ball bouncing off a receivers chest and into the hands of a defender.
BACK	**Number of players in the Backfield (RB + TE + FB + WR).**
DEFPR	**Player Codes for Defender #1 (and Defender #2 if applicable) on QB Pressures.**
DEFHI	**Player Code for Defender QB Hits.**
DEFHU	**Player Code for Defender #1 (and Defender #2 if applicable) on QB Hurries.**

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	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).
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).

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	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.

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	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.