

# NFL Play-by-Play Data Tables - 2013

BLOCKS	DESCRIPTION	NOTES	DBACKS	DESCRIPTION	NOTES	DRIVES	DESCRIPTION	NOTES	GAMES	DESCRIPTION	NOTES	KNEES	DESCRIPTION	NOTES	PASS	DESCRIPTION	NOTES
PID	Play ID	1a	PID	Play ID	1a	SUCC	Successful Plays	6	STAD	Stadium Name		PID	Play ID		PID	Play ID	
BLK	Blocker	4	DFB	Pass Defender	4	RFD	Rushing First Downs		TEMP	Temp		NOHUDDLE	DESCRIPTION	NOTES	PSR	Passer	4
BRCV	Recovering Player		DEFENSE	DESCRIPTION	NOTES	PFD	Passing First Downs		HUMD	Humidity		PID	Play ID	1a	TRG	Pass Target	4
COMPS	DESCRIPTION	NOTES	UID	Unique ID	22	OFD	Other First Downs		WSPD	Wind Speed		OFFENSE	DESCRIPTION	NOTES	LOC	Location	8
PID	Play ID	1a	GID	Game ID Number		RY	Rushing Yardage		WDIR	Wind Direction		UID	Unique ID	22	YDS	Yards Gained	
CONVS	DESCRIPTION	NOTES	PLAYER	Player	4	RA	Rushing Attempts		COND	Conditions	19	GID	Game ID Number		PENALTIES	DESCRIPTION	NOTES
PID	Play ID	1a	SOLO	Solo Tackles (+1pt)		PY	Passing Yardage		SURF	Surface	20	PLAYER	Player	4	UID	Unique ID	22
TYPE	PASS or RUSH		COMB	Combined Tckls (+0.5pt)		PA	Passing Attempts		OU	Over/Under		PA	Pass Attempts		PID	Play ID	1a
BC	Ball Carrier		SCK	Sack (+4pts)		PC	Pass Completions		SPRV	Visitor Point Spread		PC	Completions		PTM	Flagged Team	
PSR	Passer		SAF	Safety (+2pts)		PEYF	Penalty Ydg (on Opp)		PTSV	Points - Visitor		PY	Pass Yards (+1pt / 25yds)		PEN	Flagged Player	4
TRG	Pass Target		BLK	Blocked Kick (+2pts)		PEYA	Penalty Yds Against		PTSH	Points - Home		INT	INT's by QB (-2pts)		DESC	Description	14
CONV	Converted (Y or N)		INT	Interception (+2pts)		NET	Net Yardage	41	INTS	DESCRIPTION	NOTES	TDP	TD's - Passing (+4pts)		CAT	Category	15
CORE	DESCRIPTION	NOTES	PDEF	Pass Defended (+1pt)		RES	Drive Result	42	PID	Play ID	1a	RA	Rush Attempts		PEY	Yardage Assessed	
GID	Game ID	1	FRCV	Fumble Recvry (+2pts)		FDOWN	DESCRIPTION	NOTES	INT	Intercepting Player	4	SRA	Succ Rushing Attempts	6	ACT	Action (D/O/A)	16
PID	Play ID	1a	FORC	Fumble Forced (+2pts)		PID	Play ID	1a	IRY	INT Return Yardage	11	RY	Rush Yards (+1pt / 10yds)				
OFF	Team on Offense		TDD	Defensive TD (+6pts)		FGXP	DESCRIPTION	NOTES	KICKERS	DESCRIPTION	NOTES	TDR	TD's - Rushing (+6pts)				
DEF	Team on Defense		PENY	Penalty Ydg (-1pt / 10yds)		PID	Play ID	1a	UID	Unique ID	22	TRG	Times Targeted				
TYPE	Play Type	2	FPTS	Fantasy Points		FGXP	Field Goal (FG) or XP		GID	Game ID Number		REC	Receptions				
DSEQ	Drive Sequence #		GAME	Player Game Number		FKICKER	Kicker	4	PLAYER	Player	4	RECY	Rec Yards (+1pt / 10yds)				
LEN	Length - Sec's	3	SEAS	Seasons Played		DIST	Distance		PAT	Points After TD's		TDRE	TD's - Receiving (+6pts)				
QTR	Quarter (OT = 5)		YEAR	NFL Season		GOOD	Y or N		FGS	FG's Made ( < 40 yds)	4	FUML	Fumbles Lost (-2pts)				
MIN	Minutes	3	TEAM	Team Name Abbr		FUMBLES	DESCRIPTION	NOTES	FGM	FG's Made (40 - 49 yds)		PENY	Penalty Ydg (-1pt / 10yds)				
SEC	Seconds	3	DRIVES	DESCRIPTION	NOTES	PID	Play ID	1a	FGL	FG 'sMade (50+ yds)		FPTS	Fantasy Points				
PTSO	Points - Offense		UID	Unique ID	22	FUM	Fumbler	4	FPTS	Fantasy Points		GAME	Player Game Number				
PTSD	Points- Defense		GID	Game ID Number		FRCV	Recovering Player	4	KICKOFFS	DESCRIPTION	NOTES	SEAS	Seasons Played				
TIMO	Timeouts - Offense		FPID	First Play ID		FRY	Fumble Return Yardage		PID	Play ID	1a	YEAR	NFL Season				
TIMD	Timeouts - Defense		TNAME	Team Name		FORC	Forcing Player	4	KICKER	Kicker	4	TEAM	Team Name Abbr				
Down	Down		DRVN	Drive Number (for Team)		GAMES	DESCRIPTION	NOTES	KGRO	Gross		OLINE	DESCRIPTION	NOTES			
YTG	Yards to go		OBT	How Obtained	39	GID	Game ID Number		KNET	Net		OLID	Off. Line ID	21			
YFOG	Yds from own Goal	5	QTR	QTR that drive started		SEAS	Season		KTB	Touchback	10	LT	Starting Left Tackle	4			
ZONE	Field Zone	18	MIN	Length of Drive (Min)	3	WK	Week Number		KR	Returner	4	LG	Starting Left Guard	4			
OLID	Off. Line ID	21	SEC	Length of Drive (Sec)	3	DAY	Day of Week		KRY	Return Yardage		C	Starting Center	4			
			YFOG	Starting Field Pos	40	V	Visiting Team					RG	Starting Right Guard	4			
			PLAYS	Number of Plays in Drive		H	Home Team					RT	Starting Right Tackle	4			

Stats that are **highlighted in red** are new additions to the data package for 2013.

Table Name Abbreviations: COMPS = Completions, SPLAYS = Successful Plays, CONVS = 2 PT Conversions, OLINE = Starting Offensive Line (LT, LG, C, RG, RT)

The Notes column list's a number [1], [1a] etc., where more details are provided on Page 3. The breakdown for tables covering Team Totals and Player Totals for every Game played since 2000 are on the following page.

# NFL Play-by-Play Data Tables - 2013

PLAYERS	DESCRIPTION	NOTES	PUNTS	DESCRIPTION	NOTES	TEAM	DESCRIPTION	NOTES	TEAM	DESCRIPTION	NOTES	TEAM	DESCRIPTION	NOTES	TEAM	DESCRIPTION	NOTES
PLAYER	Player	4	PID	Play ID	1a	TID	Team Total ID		BRY	Big Rush Ydg	24	DLA	Pass Attempts - DL	8	LBS	Sacks by own LB's	
FNAME	First Name		PUNTER	Punter	4	GID	Game ID Number		BPY	Big Pass Ydg	25	DLY	Pass Yardage - DL	8	DBS	Sacks by own DB's	
LNAME	Last Name		PGRO	Gross		TNAME	Team Name		SRP	Succ. Rush Plays	6	DMA	Pass Attempts - DM	8	SFPY	Starting Field Pos	28
PNAME	Play-by-Play Name		PNET	Net		PTS	Points		SIRP	Succ. Rush - 1st Down	6	DMY	Pass Yardage - DM	8	DRV	# Drives on Offense	
POS1	Primary Position		PTB	Touchback	10	1QP	1st Quarter Points		S2RP	Succ. Rush - 2nd Down	6	DRA	Pass Attempts - DR	8	NPY	Net Punt Yardage	
POS2	Alternate Position		PR	Returner	4	2QP	2nd Quarter Points		S3RP	Succ. Rush - 3/4 Down	6	DRY	Pass Yardage - DR	8	TB	Touchbacks	
HEIGHT	Height (Inches)		PRY	Return Yardage		3QP	3rd Quarter Points		SPP	Succ. Pass Plays	6	WR1A	Attempts - WR 1 or 2		I2O	# Punts inside 20	
WEIGHT	Weight (Lbs)		PFC	Fair-Caught	9	4QP	4th Quarter Points		S1PP	Succ. Pass - 1st Down	6	WR1Y	Yardage - WR 1 or 2		RTD	Punts/Kickoff TD's	
YOB	Year of Birth		RUSH	DESCRIPTION	NOTES	RFD	1st Downs - Rush		S2PP	Succ. Pass - 2nd Down	6	WR3A	Attempts - WR 3, 4 or 5		LNK	DL Tackles - Rush	
FORTY	40yd Dash Time	44	PID	Play ID	1a	PFD	1st Downs - Pass		S3PP	Succ. Pass - 3/4 Down	6	WR3Y	Yardage - WR 3, 4 or 5		LNP	DL Tackles - Pass	
BENCH	Bench Press	44	BC	Ball Carrier	4	IFD	1st Downs - Penalty		LEA	Rush Attempts - LE	7	TEA	Pass Attempts - TE		LBR	LB Tackles - Rush	
VERTICAL	Vertical Leap	44	DIR	Direction	7	RY	Rush Yds		LEY	Rush Yardage - LE	7	TEY	Pass Yardage - TE		LBP	LB Tackles - Pass	
BROAD	Broad Jump	44	YDS	Yards Gained		RA	Rush Attempts		LTA	Rush Attempts - LT	7	RBA	Pass Attempts - RB		DBR	DB Tackles - Rush	
SHUTTLE	20yd Shuttle Time	44	SACKS	DESCRIPTION	NOTES	PY	Pass Yds		LTY	Rush Yardage - LT	7	RBY	Pass Yardage - RB		DBP	DB Tackles - Pass	
CONE	3 Cone Drill Time	44	UID	Unique ID	22	PA	Pass Attempts		LGA	Rush Attempts - LG	7	SGA	Shotgun Attempts		NHA	No Huddle Attempts	
DPOS	Draft Position		PID	Play ID	1a	PC	Completions		LGY	Rush Yardage - LG	7	SGY	Shotgun Yardage		S3A	3rd & Short Attempts	29
COL	College		QB	Quarterback	4	SK	Sacks (Against)		MDA	Rush Attempts - MD	7	P1A	Pass Attempts - 1st Down		S3C	3rd & Short Conversion	
DV	College Division	43	SK	Player w/Sack	4	INT	INT's for Defense		MDY	Rush Yardage - MD	7	P1Y	Pass Yardage - 1st Down		L3A	3rd & Long Attempts	30
START	1st Year of Play		VALUE	Solo or Shared	12	FUM	Fumbles Lost		RGA	Rush Attempts - RG	7	P2A	Pass Attempts - 2nd Down		L3C	3rd & Long Conversion	
CTEAM	Current Team		YDSL	Yards Lost		PU	Punts		RGY	Rush Yardage - RG	7	P2Y	Pass Yardage - 2nd Down		STF	Stuffed Runs	31
REDZONE	DESCRIPTION	NOTES	SAFETIES	DESCRIPTION	NOTES	GPY	Gross Punt Yardage		RTA	Rush Attempts - RT	7	P3A	Pass Attempts - 3/4 Down		DP	Points by Defense	32
UID	Unique ID		PID	Play ID	1a	PR	Punt Returns		RTY	Rush Yardage - RT	7	P3Y	Pass Yardage - 3/4 Down		FSP	False Starts	
GID	Game ID Number		SAF	Player w/Safety	4	PRY	Punt Return Yardage		REA	Rush Attempts - RE	7	SPC	Short Completion	26	OHP	Off Holding Penalty	33
PLAYER	Player		SCORING	DESCRIPTION	NOTES	KR	Kick-off Returns		REY	Rush Yardage - RE	7	MPC	Medium Completion	26	PBEP	Play Book Exec. Pen	34
PA	Pass Attempts		PID	Play ID	1a	KRY	Kick-off Ret Yardage		R1A	Rush Attempts - 1st Down		LPC	Long Completion	26	DLP	Defensive Line Penalty	35
PC	Completions		PTS	Points	13	IR	Def INT Returns		R1Y	Rush Ydg - 1st Down		Q1RA	Rush Atts - 1st Quarter		DSP	Def Secondary Penalty	36
PY	Pass Yards		SHOTGUN	DESCRIPTION	NOTES	IRY	INT Return Yardage		R2A	Rush Attempts - 2nd Down		Q1RY	Rush Ydg - 1st Quarter		DUM	Dumb Penalties	37
INT	INT's by QB		PID	Play ID	1a	PEN	Pen Yardage (Against)		R2Y	Rush Ydg - 2nd Down		Q1PA	Pass Atts - 1st Quarter		PFN	Poor Fundamentals Pen	38
RA	Rush Attempts		SPIKES	DESCRIPTION	NOTES	TOP	Time-of-Possession		R3A	Rush Attempts - 3/4 Down		Q1PY	Pass Ydg - 1st Quarter				
SRA	Succ Rushing Attempts	6	PID	Play ID	1a	TD	Touchdowns		R3Y	Rush Ydg - 3/4 Down		LCRA	Rush Atts - Late/Close	27			
RY	Rush Yards		SPLAYS	DESCRIPTION	NOTES	TDR	TD's - Rushing		QBA	QB Rush Attempts		LCRY	Rush Ydg - Late/Close	27			
TRG	Times Targeted		PID	Play ID	6	TDP	TD's - Passing		QBY	QB Rush Yardage		LCPA	Pass Atts - Late/Close	27			
REC	Receptions		TACKLES	DESCRIPTION	NOTES	TDT	TD's via Turnovers		SLA	Pass Attempts - SL	8	LCPY	Pass Ydg - Late/Close	27			
RECY	Receiving Yards		UID	Unique ID	22	FGM	Field Goals Made		SLY	Pass Yardage - SL	8	RZRA	Rush Atts - Red Zone				
FUML	Fumbles Lost		PID	Play ID	1a	FGAT	Field Goal Attempts		SMA	Pass Attempts - SM	8	RZRY	Rush Ydg - Red Zone				
PENY	Penalty Ydg		TCK	Tackler	4	FGY	Field Goal Yardage	23	SMY	Pass Yardage - SM	8	RZPA	Pass Atts - Red Zone				
			VALUE	Solo or Shared	12	RZA	Drives in Red Zone		SRA	Pass Attempts - SR	8	RZPY	Pass Ydg - Red Zone				
						RZC	Red Zone Drive TD's		SRY	Pass Yardage - SR	8	SKY	Total Yds lost to Sacks				

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NOTES	
1	The GID (Game ID) field is provided as way to link to and perform joins on the GAMES Table which contains key data, including: playing surface information 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 GAMES table) to the CORE 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 PT Conversion ATT
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 entered (i.e., 35 seconds for a Pass Completion, 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. An ID of XX-0000 means 'Not Applicable' or 'Not Listed' depending on context.
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.
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 the Line of Scrimmage. Note: 'NL' stands for 'Not Listed'.
9	Punt was Fair-Caught (Y or N).
10	Kickoff/Punt went for a Touchback (Y or N)
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 VAR 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
21	Each and every starting Offensive Line from every game since 2000 has been assigned an ID (OLID to be more specific). The OLID is referenced in the CORE table and can be linked to the specific players in the OLINE table. The importance of a Teams Offensive Line, especially in terms of how it affects Fantasy Point Totals, cannot be understated, and this information will allow you to build height, weight and age averages which may reveal some interesting trends.
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 order to properly update them each week, it's necessary to assign a unique ID to each row.
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	The Total Starting Field Position Yardage: Dividing 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 is actually 'Yards From Own Goal' (YFOG) -- it's easier to perform calculations on this value.
41	Drive Net Yardage is a combination of Rushing Yds, Passing Yds 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.