



## **Quick Guide—2018**

# Quick Guide Intro

The PFF Quick Guide is a condensed summary of the reporting tools and data fields available to you as part of your team's partnership with PFF.

Within the PFF Quick Guide you can find detail and explanations for the following:

- Offensive/Defensive Player Positions
- PFF Success Formulas, Personnel Codes, Down & Distance Groupings, etc.
- PFF Route Groups
- PFF Run Gaps and Run Game Concepts
- Incompletion Types, Passing Target Zones, Receiver Splits, QB Dropback Types, etc.
- Coverage Schemes
- Defensive Techniques
- Pressure Detail
- Kickoff and Punt Types

The PFF Data Feed Reference Guide (Excel Document) is also available and provides even greater detail for everything included in the Quick Guide.

## Offensive Play Positions



These codes identify where a player lines up on the field. It doesn't matter what the player's roster position is, he can receive any of these play position codes. i.e. If Rob Gronkowski is lined up Wide Left he will get a LWR position code for that play. If he lines up as a fullback offset left, he will get the FB-L code.

Depending on where a player lines up, they get a specific tag. When players are on the left side they would get a 'L' instead of an 'R':

**RWR:** Outermost (or if there is only one) wide receiver on the right side of the formation

**SRWR:** Slot right wide receiver (or the middle slot receiver when three slot receivers are on the same side of the field)

**SRLWR:** With two or more slot receivers on the same side of the field, the one closest to the offensive line.

**SLoWR:** With two or more slot receivers on the same side of the field, the one furthest away from the offensive line.

**TE-R:** Tight end on the right end of the line, or the middle tight end if there are 3 tight ends on the right side of the line, in a two-point stance with his legs parallel to the LOS, or a three-point stance.

**TE-iR:** In multiple tight end sets, tight end closest to the right tackle in a two point stance with his legs parallel to the LOS, or a three point stance.

**TE-oR:** In multiple tight end sets, tight end furthest away from the right tackle in a two-point stance with his legs parallel to the LOS, or a three-point stance.

**RT:** Right tackle

**RG:** Right guard

**C:** Center

**QB:** Quarterback

**HB:** Halfback lined up as deepest back and in line with the QB and center

**HB-R:** Halfback lined up in the backfield but lined up to the right, instead of directly behind center

**HB-iR:** If there are two players lined up at halfback on the right side of the field, this is the inner one.

**HB-oR:** If there are two players lined up at halfback on the right side of the field, this is the outer one.

**FB:** Player who lines up in front of halfback in line with the QB

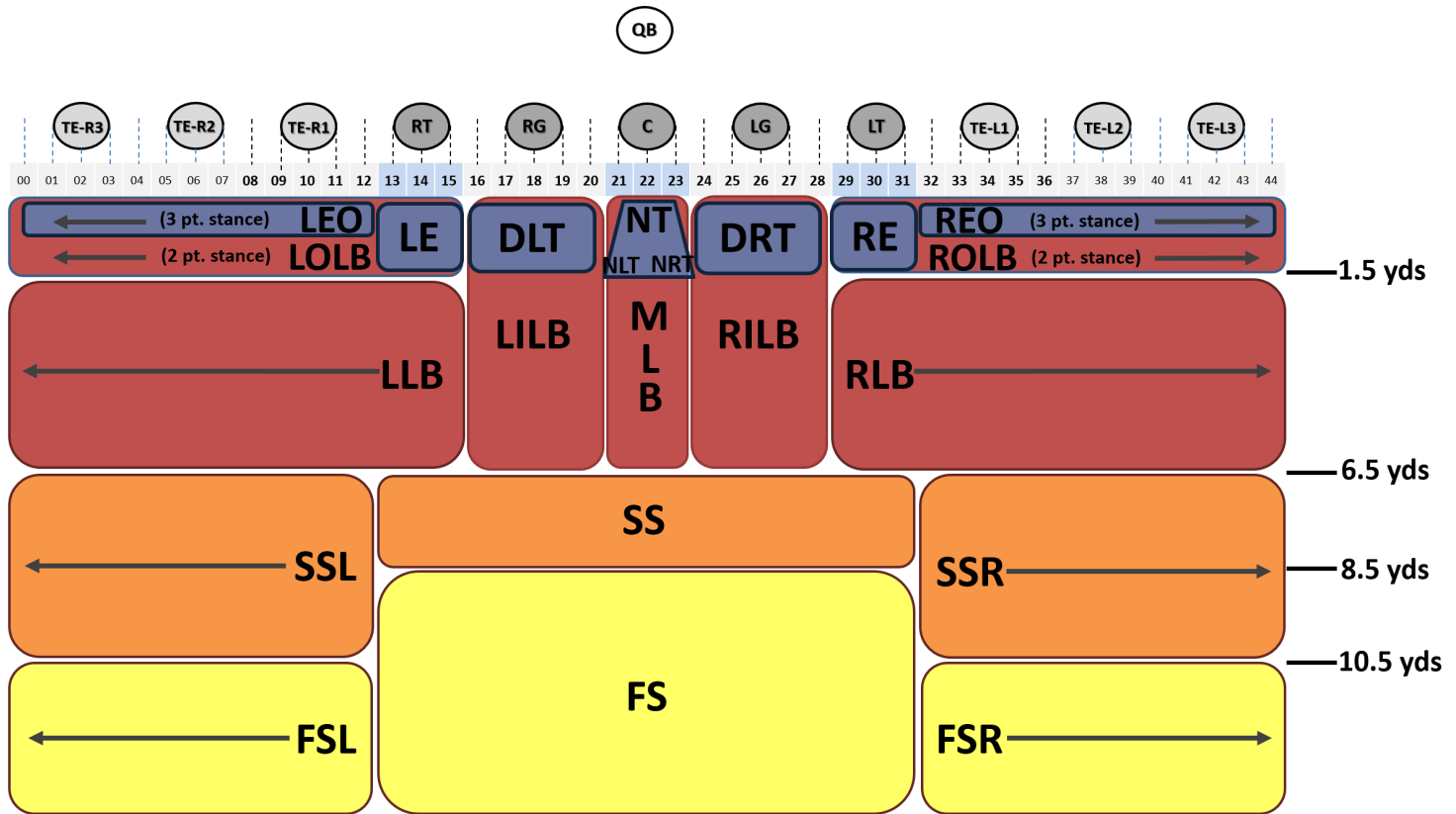
**MFB:** When there are two fullbacks directly in front of the halfback and behind the QB, the deepest FB will receive the MFB.

**FB-R:** Player who lines up in front of halfback and offset to the right, in between the tackles or at least 3 yards deep from the line of scrimmage

**FB-iR:** If there are two players lined up at fullback on the right side of the field, this is the inner one.

**FB-oR:** If there are two players lined up at fullback on the right side of the field, this is the outer one.

## Defensive Play Positions



These codes identify where a player lines up on the field. It doesn't matter what the player's roster position is, he can receive any of these play position codes.

Depending on where a player lines up, they get a specific tag. When players are on the left side they would get a 'L' instead of an 'R':

**REO:** Defender lined up completely outside of the LT and in a 3pt stance

**RE:** Defender lined up on or shading the LT, and in a 3pt stance

**DRT:** Defender lined up over or between the B gap (gap between LT and LG) and the A gap (gap between C and LG), and in a 3pt stance

**NRT:** Defender lined up shading to the right of the Center and in a 3pt stance

**NT:** Defender lined up directly over the Center and in a 3pt stance

**ROLB:** Defender lined up 1.5 yds or less from the LOS, lined up on the inside shade of LT or wider, and in a 2pt stance

**RLB:** Defender lined up between 1.51 and 6.5 yds from LOS and on the inside shade of LT or wider

**RILB:** Defender lined up 6.5 yds or less from LOS and is between the A gap (not shading the C) and B gap (not shading the LT)

**MLB:** Defender lined up 6.5 yds or less from LOS and directly over or shading the Center

**RCB:** Defender lined up over or outside the left outside WR

**SCBR:** Defender lined up 10.5 yds or less from LOS and playing over a left slot receiver (SLWR). \*\*If there are two slot receivers and the DB is directly in between the two. If there are three slot receivers, then the one covering the middle.\*\*

**SCBiR:** Defender lined up 10.5 yds or less from LOS and over a left inside slot receiver (SLiWR)

**SCBoR:** Defender lined up 10.5 yds or less from LOS and over the left outside slot receiver (SLoWR)

**SS:** Defender not playing over a receiver and lined up 6.51 yds to 8.5 yds from the LOS, on or between the offensive tackles

**SSR:** Defender not playing over a receiver and lined up 6.51 yds to 10.5 yds from the LOS, outside the LT.

**FS:** Defender not playing over a receiver and lined up 8.51 yds or further from the LOS, on or between the offensive tackles.

**FSR:** Defender not playing over a receiver and lined up 10.51 yds or further from the LOS, outside the LT.

# PFF Blitz/Dog Definition

For use with BLITZDOG field

Anytime a player with a defensive back roster position pass rushes then it's considered a BlitzDog. Or anytime there are 5 or more pass rushers. Exception is if there are 5 or more down linemen, in which case there must be at least one LB pass rushing for it to be considered a BlitzDog.

## PFF Offensive Success Formula

For use with OFFSUCCESS field and Scouting Tool report

Down	Yards To Go	1G	2A	3R	UN
1st	5 or fewer	>=100%	<100% but >=60%	<60%	Unknown
1st	6 or more	>=70%	<70% but >=30%	<30%	Unknown
2nd	8 or fewer	>=100%	<100% but >=50%	<50%	Unknown
2nd	9 or more	>=80%	<80% but >=40%	<40%	Unknown
3rd	10 or fewer	>=100%	N/A	<100%	Unknown
3rd	11 or more	>=100%	<100% but >=50%	<50%	Unknown
4th	Any	>=100%	N/A	<100%	Unknown

## PFF Defensive Success Formula

For use with DEFSUCCESS field and Scouting Tool report

Down	Yards To Go	1G	2A	3R	UN
1st	5 or fewer	<60%	<100% but >=60%	>=100%	Unknown
1st	6 or more	<30%	<70% but >=30%	>=70%	Unknown
2nd	8 or fewer	<50%	<100% but >=50%	>=100%	Unknown
2nd	9 or more	<40%	<80% but >=40%	>=80%	Unknown
3rd	10 or fewer	<100%	N/A	>=100%	Unknown
3rd	11 or more	<50%	<100% but >=50%	>=100%	Unknown
4th	Any	<100%	N/A	>=100%	Unknown

## PFF D&D Groupings

For Use with Scouting Tool Report

- 1<sup>st</sup> Down = 6+ yards
- 1<sup>st</sup> & Short = 1-5 yards
- 2<sup>nd</sup> & Long = 8+ yards
- 2<sup>nd</sup> & Med = 4-7 yards
- 2<sup>nd</sup> & Short = 1-3 yards
- 3<sup>rd</sup> & 10+ = 10+ yards
- 3<sup>rd</sup> & Long = 6-9 yards
- 3<sup>rd</sup> & Med = 3-5 yards
- 3<sup>rd</sup> & Short = 1-2 yards
- 4<sup>th</sup> Down = Any 4<sup>th</sup> down play
- 2 pt conversion = Any 2 pt conversion play

## Offensive Personnel Codes

For Use with OFFPERSONNELBASIC & Scouting Tool Report

- 12 personnel is 1 RB and 2 TEs
- 12(\*) is an extra OL in place of a WR
- 12(\*\*) is two extra OLs in place of WRs
- 12(+Q) is an extra QB in place of a WR
- 12(-Q) is an extra WR in place of the QB
- 12(D) is a defensive player in place of a WR



# Route Group Codes

For use with PASSPATTERNBASIC and PASSROUTETARGETGROUP fields—also with the Scouting Tool Reports

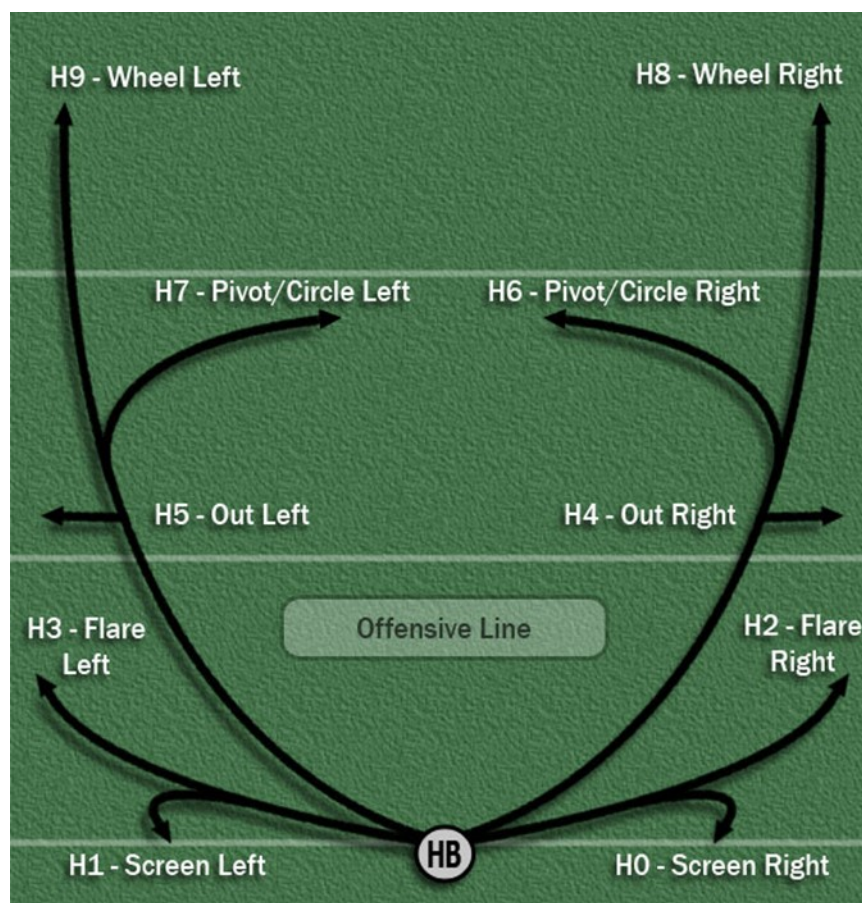
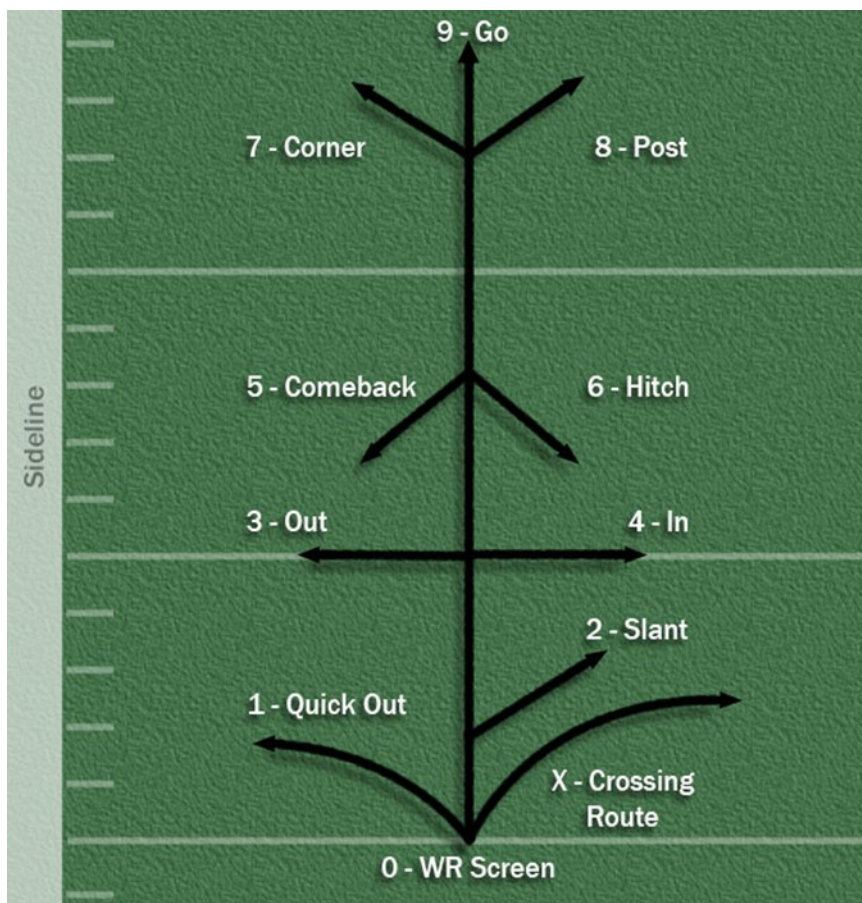
**Note:** PASSPATTERN, PASSPATTERNBYPLAYER and PASSROUTETARGET fields use our more detailed route trees. These can be found in the PFF Reference Guide

## Receiver Routes

0R	WR Screen
1R	Quick Out
12R	Whip Route In
2R	Slant
21R	Whip Route Out
29R	Slant & Go
3R	Out
38R	Stick & Nod
39R	Out & Up
4R	In
5R	Comeback
6R	Hitch
69R	Stop & Go
7R	Corner
78R	Corner/Post
8R	Post
87R	Post/Corner
9R	Go
9B	Backshoulder Go
9F	End Zone Fade
9S	Seam Route
GL	Ghost Left
GR	Ghost Right
X9R	Throwback Route
SA	Scramble Adjustment
NV	No Video
NR	No Route

## Backfield Routes

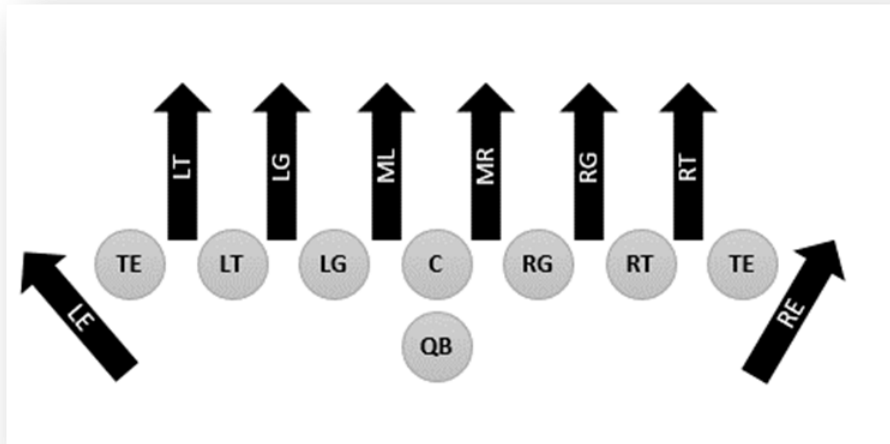
H0	RB Screen Right
H1	RB Screen Left
H2	Flare Right
H3	Flare Left
H4	Backfield Out Right
H5	Backfield Out Left
H6	Pivot/Circle Right
H7	Pivot/Circle Left
H8	Wheel Right
H9	Wheel Left
RS	Shovel Pass Right
LS	Shovel Pass Left
JL	Jet Sweep Left
JR	Jet Sweep Right
SL	Slide Left
SR	Slide Right
NV	No Video
NR	No Route



## Run Gaps

For use with POAINTENDED and POAACTUAL

**LE** Left End  
**LT** Left Tackle  
**LG** Left Guard  
**ML** Middle Left  
**MR** Middle Right  
**RG** Right Guard  
**RT** Right Tackle  
**RE** Right End  
**NV** No Video



**END AROUND - LEFT**  
**END AROUND - RIGHT**  
**REVERSE - LEFT**  
**REVERSE - RIGHT**  
**JET SWEEP LEFT**  
**JET SWEEP RIGHT**  
**QB FUMBLE**  
**QB TRIP**  
**QB KNEEL**  
**QB SNEAK**  
**QB SCRAMBLE**

## Reasons for Incompletion

For use with INCOMPLETIONTYPE

### QB Reasons

**OT** - Overthrow  
**UT** - Underthrow  
**BR** - Behind Receiver  
**IF** - In Front of Receiver  
**MR** - Misread Coverage  
**OB** - Catch OOB  
**TA** - Throw Away  
**QS** - Quarterback Slip  
**HH** - Hit Helmet

### Defender Reasons

**BP** - Batted Pass  
**CC** - Close Coverage  
**CP** - Contested Possession  
**FO** - Forceout  
**HD** - Hit by Defender  
**PD** - Pass Defensed  
**PE** - Penalty  
**RC** - Route Cut Off  
**FE** - Forced Early

### Receiver Reasons

**DP** - Drop  
**FD** - Receiver Fell Down  
**RE** - Receiver Error  
**SQ** - Squeeze Ball  
**SR** - Stopped Route  
**DI** - WR Deflected  
**LC** - Lost Control

### Other

**HA** - Hit as Thrown  
**MC** - Miscommunication  
**HO** - Hit Official  
**NV** - No Video

## Passing Target Zones & Kick Zones

For use with PASSZONE and KICKZONE

**1L** = Left sideline (3yds in)

**5R** = Right, inside numbers

**2L** = Left, outside numbers

**6R** = Right, outside numbers

**3L** = Left, inside numbers

**7R** = Right sideline (3yds in)

**4** = Middle (between hashes)

NFL					
1L	2L	3L	4	5R	6R 7R
0-13	14-23	24-29	30-39	40-53	
NCAA					
1L	2L	3L	4	5R	6R 7R
0-8	9-19	20-33	34-44	45-53	

## QB Drop Types

For use with DROPBACKTYPE field

### Straight Drops:

- SD** – Straight Drop (This will be the default pass type)
- SR** – Scramble Right (A non-designed reaction to pressure by the passer)
- SL** – Scramble Left

### Designed Rollouts

- RR** – Roll Right (A designed movement to the right)
- RL** – Roll Left
- RSR** – Roll Scramble Right (A scramble off of a rollout to the right)
- RSL** – Roll Scramble Left
- RRL** – Roll Right Scramble Left
- RLR** – Roll Left Scramble Right

### Trick Plays

- TR** – Trick Right
- TL** – Trick Left

## Coverage Schemes

(Now Available for FBS Data)

For use with COVERAGE field

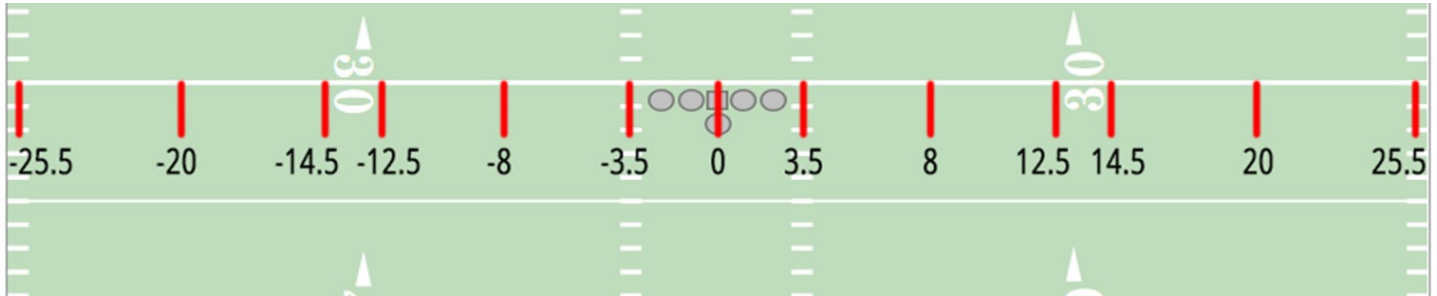
<b>2M</b>	2-Man	<b>B</b>	Bracket
<b>0</b>	Cover-0	<b>GL</b>	Goal Line
<b>1</b>	Cover-1	<b>RZ</b>	Red Zone
<b>1D</b>	Cover-1 Double	<b>P</b>	Prevent
<b>2</b>	Cover-2	<b>Mis</b>	Miscellaneous
<b>3</b>	Cover-3	<b>Oth</b>	Other
<b>3S</b>	Cover-3 Seam		
<b>4</b>	Quarters		
<b>6</b>	Cover-6		

### Modifiers

<b>b</b>	Blitz
<b>d</b>	Dline Drop

## Receiver Splits (pro data only)

For use with WRALIGNMENT field



## Unblocked Pressure Detail

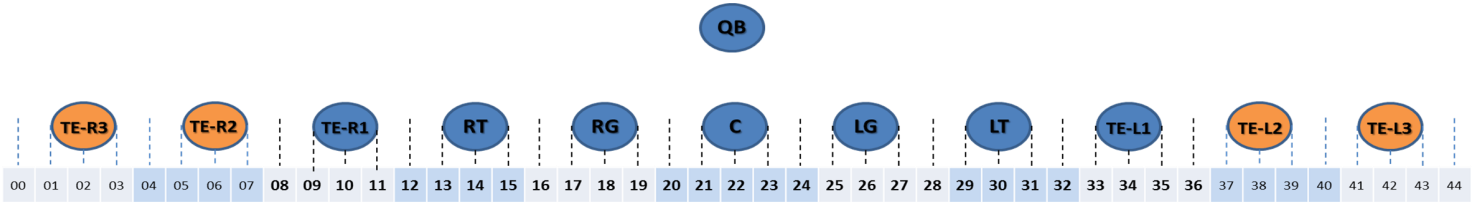
For use with UNBLOCKEDPRESSURE field

Unblocked Pressure Categorisation (Three letter codes separated by commas, E.g. L.A.O)	
Side of the Offensive Line	
<b>L</b>	Unblocked pressure is to the left side of the offensive line.
<b>R</b>	Unblocked pressure is to the right side of the offensive line.
Gap the Unblocked Pressure is Through	
<b>A</b>	Unblocked pressure through the A gap.
<b>B</b>	Unblocked pressure through the B gap.
<b>C</b>	Unblocked pressure through the C gap, inside of one TE if one stays in to block.
<b>D</b>	Unblocked pressure through the D gap, between two TEs if two stay in to block to one side.
<b>E</b>	Unblocked pressure outside of the widest blocker on the line of scrimmage.
Category of Unblocked Pressure	
<b>O</b>	Overload - Insufficient numbers (locally) to block all defenders.
<b>L</b>	Delay - The unblocked defender ran a delayed blitz and a blocker adjusted away believing the defender was dropping into coverage.
<b>Z</b>	Zone Blitz - Another defender fakes a rush before dropping into coverage, drawing a blocker to leave an actual rusher free.
<b>S</b>	Shunts - Sufficient numbers (locally) for the defender to be blocked by the offense but blocks could not be exchanged in time to pick him up.
<b>R</b>	Release Route - The defender is initially blocked before coming free when his blocker releases to a pass route or to block for a screen.
<b>D</b>	Design - The defender is left unblocked by offensive design such as on a rollout or a screen.
<b>N</b>	Numbers - Sufficient numbers (locally) for the defender to be blocked by the offense but he was wasn't.



# Defensive Techniques Key (pro data only)

Use for BOXPLAYERS, DEFFRONT, and DLTECHNIQUES Fields



## Shift or Motion Key

For use with SHIFTMOTION Field

<b>L:R</b>	First 2 values (separated by ":") indicate direction of movement, ie. left to right, right to left, backfield to left, etc.
<b>x</b>	indicate player crossed the ball
<b>{L} or {R}</b>	brackets indicate that the player remained on the same side of the formation during motion - the letter in the bracket, L or R, indicates which side.
<b>&gt;</b>	indicates the player's movement stopped and then restarted - or a change in direction
<b>*</b>	(asterisk) player was in motion at snap of ball. Player must be lined up off of the line of scrimmage and the only player moving.
<b>All potential code outputs with definitions:</b>	
<b>B:L</b>	Player moved from the backfield to the front field on the left side.
<b>B:R</b>	Player moved from the backfield to the front field on the right side.
<b>R:L{R}</b>	Player moved from right to left, and stayed on the right side of the formation.
<b>R:L{L}</b>	Player moved from right to left, and stayed on the left side of the formation.
<b>R:Lx</b>	Player moved from right to left and crossed the ball
<b>L:Rx</b>	Player moved from left to right and crossed the ball
<b>L:R{L}</b>	Player moved from left to right, and stayed on the left side of the formation
<b>L:R{R}</b>	Player moved from left to right, and stayed on the right side of the formation
<b>L:B</b>	Player moved from the left side of the formation to the backfield
<b>R:B</b>	Player moved from the right side of the formation to the backfield
<b>B:B</b>	Player moved positions in the backfield

## Kickoff Types

For use with KICKTYPE field

- D** - Deep: your normal deep kick with decent hang time.
- F** - Flat: different than a Squib in that it will have some hang time and no roll but has a lower trajectory and hang time than a Deep kick off.
- K** - Free Kick: Kick after a safety
- O** - Obvious Onside: score and situation dictates the need to regain possession. Also the hands team is on for the returning team.
- P** - Pooch kick: high for hangtime but not a lot of distance - usually targeting an upman
- Q** - Squib - low-line drive kick that bounces or rolls considerably, with virtually no hang time
- S** - Surprise Onside - accounting for score and situation an onsides kick that the returning team doesn't expect. Hands teams probably aren't on the field.

## Punt Types

For use with KICKTYPE field

- N** - Normal: standard punt style
- R** - Rugby style punt
- A** - Nose down or Aussie-style punts

# Primary Run Concepts

For use with RUNCONCEPTPRIMARY

**INSIDE ZONE:** Inside zone concept identified from the blocking of the offensive line and the path of the running back on an aiming point at the first defender on the line of scrimmage to the playside of the center.

**OUTSIDE ZONE:** Outside zone concept identified from the blocking of the offensive line and the path of the running back on an aiming point at the second defender on the line of scrimmage to the playside of the center or wider. This concept grouping will also include mid-zone runs.

**MAN:** Man blocking concept (gap scheme) identified from the blocking of the offensive line. This is straight up man blocking with no pulling linemen.

**POWER:** Power concept identified by a single lineman pulling from the backside of the play (guard or tackle). Single back power will be defined as power but if a team wishes to identify single back power as counter then the data can be manipulated for their feeds.

**COUNTER:** Counter concept identified by two blockers pulling from the backside of the play with an offensive lineman usually arriving at the point of attack first followed by a back or tight end.

**PULL LEAD:** This modifier will highlight when one or multiple offensive linemen pull out in front of a play most often on a crack toss or pin-pull play.

**DRAW:** Draw concept identified by the blocking of the offensive linemen feigning a pass set to draw the defense upfield before converting to a run block.

**TRAP:** Trap concept identified by the block of the offensive line leaving a defensive lineman unblocked at the point of attack by design to be blocked either by a pulling lineman, tight end or fullback trying to exploit the defender driving upfield having been unblocked on the play.

**TRICK:** Encompasses a variety of trick concepts, fake punt runs etc, but primarily covers wide receiver runs on jet sweeps, end arounds and reverses.

**SNEAK:** A designed quarterback sneak play

**FB RUN:** Fullback concept runs will cover any handoff by the offense to a player aligned as an up back on a play in front of a tailback or at such a depth that they are at "fullback depth".

**TRIPLE OPTION:** Triple option concept will be ticked any time a team executes a true triple option concept

**NO VIDEO:** This concept will be entered any time the play was not shown on our initial analysis run through a game.

**UNDEFINED:** This concept will be entered any time a concept cannot be clearly identified, most often due to a broken play (muffed snap, QB falling over pulling out from center) or due to the offense surrendering on a kneel down or other miscellaneous plays.

# Secondary Run Concepts

For use with RUNCONCEPTSECONDARY

**LEAD:** This modifier will highlight when a player is aligned on the playside of the backfield and executes a lead block staying on the playside of the play.

**READ OPTION:** This modifier will highlight any time the quarterback on the play executes read option mechanics on a run play. This will cover both a read to keep the ball on the run as well as the quarterback reading a coverage bubble on a packaged play (run pass option).

**PITCH:** This modifier will highlight any time the ball carrier received the football from the quarterback by way of a pitch.

**QB Run:** This modifier will highlight when the designed ball carrier on the play was the quarterback. This does not include when the quarterback keeps on an option play. The QB must be the only designed ball carrier on the play.

**CROSS LEAD:** This modifier will highlight when a blocker lined up in the backfield to the backside of the offensive line crosses the center line of the play to lead the running back to the playside. In the vast majority of cases this will be a supplement to the counter primary run concept.

**SPLIT:** This modifier will highlight when a blocker lined up on the playside works back against the flow of the play to "lead" to the backside of the play. Most often this will occur on zone plays.

**BACKSIDE FOLD:** This modifier will highlight when a player on the line of scrimmage executes a fold block on the backside of the play. This will include a backside guard working a fold with the center on a zone play.

**MISDIRECTION:** This modifier will highlight any time there is misdirection in the backfield designed to confuse the defense as to the intended direction of the play. This will include but is not limited to "counter steps" by a running back and dual handoff options such as a fake handoff to a fullback followed by a pitch to a running back. Cutbacks on zone plays will not be highlighted by this modifier.

**SPEED OPTION:** This modifier will highlight any time the offense executes a speed option play with the quarterback and a second player running at a defender to read him in space with a keep or pitch by the quarterback depending upon the read given by the defender.

**INVERTED:** Denotes that the play design "inverts" the read on a read option play with the blocking now setup for the quarterback and the running back's path taking him away from the blocking rather than the standard setup with the blocking set for the running back or other non-QB ball carrier.

## Pass Rush Move Codes - Quick Key

Code	Description
<b>O</b>	Outside Move
<b>B</b>	Bullrush
<b>CR</b>	to the Center's Right
<b>CL</b>	to the Center's Left
<b>BOL</b>	Outside vs a back on the left side of the backfield
<b>BIL</b>	Inside vs a back on the left side of the backfield
<b>BBL</b>	Bullrush vs a back on the left side of the backfield
<b>BOR</b>	Outside vs a back on the right side of the backfield
<b>BIR</b>	Inside vs a back on the right side of the backfield
<b>BBR</b>	Bullrush vs a back on the right side of the backfield
<b>CU</b>	Clean up
<b>P</b>	Pursuit
<b>U</b>	Unblocked

For use with PRESSUREDETAIL field and Scouting Tool Report

# Penalty Codes

Penalties	
BAT	Illegal Bat
BATd	Illegal Bat
BFC	Blocking after Fair Catch Signal
CHB	Chop Block
CLP	Clipping
DH	Defensive Holding
DoD	Defensive Delay of Game
DOF	Defensive Offside
DOG	Delay of Game
DOK	Defense Offsides on Kick
DPI	Defensive Pass Interference
DTM	Defense 12 Men on Field
ENC	Encroachment
FCI	Fair Catch Interference
FMM	Face Mask—15 yards
FMK	Face Mask—5 yds (No Longer Used)
FST	False Start
HC	Horse Collar Tackle
IBB	Illegal Blindside Block
IBW	Illegal Block Above the Waist
ICB	Illegal Crackback
ICT	Illegal Contact
IDK	Ineligible Downfield on Kick
IDP	Ineligible Downfield on Pass
IFC	Invalid Fair Catch Signal
IFP	Illegal Forward Pass
ILF	Illegal Formation
ILH	Illegal Use of Hands
ILHd	Illegal Use of Hands (Defense)
ILK	Illegally Kicking the Ball
ILM	Illegal Motion
ILP	Illegal Procedure

Penalties	
ILR	Illegal Receiver Pass
ILS	Illegal Substitution
ING	Intentional Grounding
IOC	Interference with Opportunity to Catch
ISH	Illegal Shift
ITK	Illegal Touching of Kick
ITP	Illegal Touching of Pass
KIK	Illegal Kick
KOB	Kickoff Out of Bounds
LBL	Low Block
LBL	Low Block (INT returns)
LEV	Leverage
NZI	Neutral Zone Infraction
OFK	Offsides on Free Kick
OH	Offensive Holding
OOF	Offensive Offside
OPI	Offensive Pass Interference
OTM	Offense 12 Men on Field
POP	Player Out of Bounds
RNK	Running into the Kicker
RPS	Roughing the Passer
RRK	Roughing the Kicker
SFK	Short Free Kick
TAU	Taunting
TAUd	Taunting (Defense)
TRP	Tripping
TRPd	Tripping (Defense)
UNR	Unnecessary Roughness
UNRd	Unnecessary Roughness (Defense)
UNS	Unsportsmanlike Conduct
UNSD	Unsportsmanlike Conduct (Defense)
WED	Illegal Wedge on KO Return



# FBS Team Codes by School

Team Name	Code
AIR FORCE	COAF
AKRON	OHAK
ALABAMA	ALUN
ALABAMA-BIRMINGHAM	ALBI
APPALACHIAN ST	NCAP
ARIZONA	AZUN
ARIZONA ST	AZST
ARKANSAS	ARUN
ARKANSAS ST	ARST
ARMY	NYWP
AUBURN	ALAU
BALL ST	INBS
BAYLOR	TXBA
BOISE ST	IDBO
BOSTON COL	MABC
BOWLING GREEN	OHBG
BRIGHAM YOUNG	UTBY
BUFFALO	NYBU
CALIFORNIA	CAUN
CENTRAL FLORIDA	FLCE
CENTRAL MICHIGAN	MICE
CHARLOTTE	NCCR
CINCINNATI	OHCI
CLEMSON	SCCL
COLORADO	COUN
COLORADO ST	COST
CONNECTICUT	CTUN
DUKE	NCDU
EAST CAROLINA	NCEA
EASTERN MICHIGAN	MIEA
FLORIDA	FLUN
FLORIDA ATLANTIC	FLAT
FLORIDA INT	FLIN
FLORIDA ST	FLST
FRESNO ST	CAFR
GEORGIA	GAUN
GEORGIA SOUTHERN	GASO
GEORGIA ST	GAST
GEORGIA TECH	GATC
HAWAII	HIUN
HOUSTON	TXHO
IDAHO	IDUN
ILLINOIS	ILUN

Team Name	Code
INDIANA	INUN
IOWA	IAUN
IOWA ST	IAST
KANSAS	KSUN
KANSAS ST	KSST
KENT ST	OHKS
KENTUCKY	KYUN
LOUISIANA ST	LAST
LOUISIANA TECH	LATC
LOUISIANA-LAFAYETTE	LASW
LOUISIANA-MONROE	LANE
LOUISVILLE	KYLO
MARSHALL	WVMA
MARYLAND	MDUN
MEMPHIS	TNMS
MIAMI-FL	FLMI
MIAMI-OH	OHMI
MICHIGAN	MIUN
MICHIGAN ST	MIST
MIDDLE TENNESSEE ST	TNMI
MINNESOTA	MNUN
MISSISSIPPI	MSUN
MISSISSIPPI ST	MSST
MISSOURI	MOUN
NAVAL ACADEMY	MDNA
NEBRASKA	NEUN
NEVADA	NVRE
NEW MEXICO	NMUN
NEW MEXICO ST	NMST
NORTH CAROLINA	NCUN
NORTH CAROLINA ST	NCST
NORTH TEXAS	TXNO
NORTHERN ILLINOIS	ILNO
NORTHWESTERN	ILNW
NOTRE DAME	INND
OHIO	OHUN
OHIO ST	OHST
OKLAHOMA	OKUN
OKLAHOMA ST	OKST
OLD DOMINION	VAOD
OREGON	ORUN
OREGON ST	ORST
PENN ST	PAST

Team Name	Code
PITTSBURGH	PAPT
PURDUE	INPU
RICE	TXRI
RUTGERS	NJRU
SAN DIEGO ST	CASS
SAN JOSE ST	CASJ
SMU	TXMU
SOUTH ALABAMA	ALSO
SOUTH CAROLINA	SCUN
SOUTH FLORIDA	FLSO
SOUTHERN CALIFORNIA	CASC
SOUTHERN MISSISSIPPI	MSSO
STANFORD	CAST
SYRACUSE	NYSY
TEMPLE	PATE
TENNESSEE	TNUN
TEXAS	TXUN
TEXAS A&M	TXAM
TEXAS CHRISTIAN	TXCU
TEXAS ST	TXSW
TEXAS TECH	TXTC
TOLEDO	OHTO
TROY	ALTR
TULANE	LATU
TULSA	OKTU
UCLA	CALA
UMASS	MAUN
UNLV	NVLV
UTAH	UTUN
UTAH ST	UTST
UTEP	TXEP
UTSA	TXSN
VANDERBILT	TNVA
VIRGINIA	VAUN
VIRGINIA TECH	VAPI
WAKE FOREST	NCWF
WASHINGTON	WAUN
WASHINGTON ST	WAST
WEST VIRGINIA	WVUN
WESTERN KENTUCKY	KYWE
WESTERN MICHIGAN	MIWE
WISCONSIN	WIUN
WYOMING	WYUN

# FBS Schools by Team Code

Code	Team Name
<b>ALAU</b>	AUBURN
<b>ALBI</b>	ALABAMA-BIRMINGHAM
<b>ALSO</b>	SOUTH ALABAMA
<b>ALTR</b>	TROY
<b>ALUN</b>	ALABAMA
<b>ARST</b>	ARKANSAS ST
<b>ARUN</b>	ARKANSAS
<b>AZST</b>	ARIZONA ST
<b>AZUN</b>	ARIZONA
<b>CAFR</b>	FRESNO ST
<b>CALA</b>	UCLA
<b>CASC</b>	USC
<b>CASJ</b>	SAN JOSE ST
<b>CASS</b>	SAN DIEGO ST
<b>CAST</b>	STANFORD
<b>CAUN</b>	CALIFORNIA
<b>COAF</b>	AIR FORCE
<b>COST</b>	COLORADO ST
<b>COUN</b>	COLORADO
<b>CTUN</b>	CONNECTICUT
<b>FLAT</b>	FLORIDA ATLANTIC
<b>FLCE</b>	CENTRAL FLORIDA
<b>FLIN</b>	FLORIDA INT
<b>FLMI</b>	MIAMI-FL
<b>FLSO</b>	SOUTH FLORIDA
<b>FLST</b>	FLORIDA ST
<b>FLUN</b>	FLORIDA
<b>GASO</b>	GEORGIA SOUTHERN
<b>GAST</b>	GEORGIA ST
<b>GATC</b>	GEORGIA TECH
<b>GAUN</b>	GEORGIA
<b>HIUN</b>	HAWAII
<b>IAST</b>	IOWA ST
<b>IAUN</b>	IOWA
<b>IDBO</b>	BOISE ST
<b>IDUN</b>	IDAHO
<b>ILNO</b>	NORTHERN ILLINOIS
<b>ILNW</b>	NORTHWESTERN
<b>ILUN</b>	ILLINOIS
<b>INBS</b>	BALL ST
<b>INND</b>	NOTRE DAME
<b>INPU</b>	PURDUE
<b>INUN</b>	INDIANA

Code	Team Name
<b>KSST</b>	KANSAS ST
<b>KSUN</b>	KANSAS
<b>KYLO</b>	LOUISVILLE
<b>KYUN</b>	KENTUCKY
<b>KYWE</b>	WESTERN KENTUCKY
<b>LANE</b>	LOUISIANA-MONROE
<b>LAST</b>	LOUISIANA ST
<b>LASW</b>	LOUISIANA-LAFAYETTE
<b>LATC</b>	LOUISIANA TECH
<b>LATU</b>	TULANE
<b>MABC</b>	BOSTON COL
<b>MAUN</b>	UMASS
<b>MDNA</b>	NAVAL ACADEMY
<b>MDUN</b>	MARYLAND
<b>MICE</b>	CENTRAL MICHIGAN
<b>MIEA</b>	EASTERN MICHIGAN
<b>MIST</b>	MICHIGAN ST
<b>MIUN</b>	MICHIGAN
<b>MIWE</b>	WESTERN MICHIGAN
<b>MNUN</b>	MINNESOTA
<b>MOUN</b>	MISSOURI
<b>MSSO</b>	SOUTHERN MISS
<b>MSST</b>	MISSISSIPPI ST
<b>MSUN</b>	MISSISSIPPI
<b>NCAP</b>	APPALACHIAN ST
<b>NCCR</b>	CHARLOTTE
<b>NCDU</b>	DUKE
<b>NCEA</b>	EAST CAROLINA
<b>NCST</b>	NORTH CAROLINA ST
<b>NCUN</b>	NORTH CAROLINA
<b>NCWF</b>	WAKE FOREST
<b>NEUN</b>	NEBRASKA
<b>NJRU</b>	RUTGERS
<b>NMST</b>	NEW MEXICO ST
<b>NMUN</b>	NEW MEXICO
<b>NVLV</b>	UNLV
<b>NVRE</b>	NEVADA
<b>NYBU</b>	BUFFALO
<b>NYSY</b>	SYRACUSE
<b>NYWP</b>	ARMY
<b>OHAK</b>	AKRON
<b>OHBG</b>	BOWLING GREEN
<b>OHCI</b>	CINCINNATI

Code	Team Name
<b>OHKS</b>	KENT ST
<b>OHMI</b>	MIAMI-OH
<b>OHST</b>	OHIO ST
<b>OHTO</b>	TOLEDO
<b>OHUN</b>	OHIO
<b>OKST</b>	OKLAHOMA ST
<b>OKTU</b>	TULSA
<b>OKUN</b>	OKLAHOMA
<b>ORST</b>	OREGON ST
<b>ORUN</b>	OREGON
<b>PAPT</b>	PITTSBURGH
<b>PAST</b>	PENN ST
<b>PATE</b>	TEMPLE
<b>SCCL</b>	CLEMSON
<b>SCUN</b>	SOUTH CAROLINA
<b>TNMI</b>	MIDDLE TENNESSEE ST
<b>TNMS</b>	MEMPHIS
<b>TNUN</b>	TENNESSEE
<b>TNVA</b>	VANDERBILT
<b>TXAM</b>	TEXAS A&M
<b>TXBA</b>	BAYLOR
<b>TXCU</b>	TEXAS CHRISTIAN
<b>TXEP</b>	UTEP
<b>TXHO</b>	HOUSTON
<b>TXMU</b>	SMU
<b>TXNO</b>	NORTH TEXAS
<b>TXRI</b>	RICE
<b>TXSN</b>	UTSA
<b>TXSW</b>	TEXAS ST
<b>TXTC</b>	TEXAS TECH
<b>TXUN</b>	TEXAS
<b>UTBY</b>	BRIGHAM YOUNG
<b>UTST</b>	UTAH ST
<b>UTUN</b>	UTAH
<b>VAOD</b>	OLD DOMINION
<b>VAPI</b>	VIRGINIA TECH
<b>VAUN</b>	VIRGINIA
<b>WAST</b>	WASHINGTON ST
<b>WAUN</b>	WASHINGTON
<b>WIUN</b>	WISCONSIN
<b>WVM</b>	MARSHALL
<b>WVUN</b>	WEST VIRGINIA
<b>WYUN</b>	WYOMING