

2020 NFL Data Table Fields - ArmchairAnalysis.com

PLAY			DEFENSE			DRIVE			FGXP			OFFENSE			PASS		
GID	Game ID	1	UID	Unique ID	22	UID	Unique ID	22	PID	Play ID	1a	UID	Unique ID	22	PID	Play ID	
PID	Play ID	1a	GID	Game ID Number		GID	Game ID Number		FGXP	Field Goal(FG or XP)		GID	Game ID Number		PSR	Passer	4
OFF	Team on Offense		PLAYER	Defensive Player	4	FPID	First Play ID		FKICKER	Kicker	4	PLAYER	Player	4	TRG	Pass Target	4
DEF	Team on Defense		SOLO	Solo Tackles		TNAME	Team Name		DIST	Distance		PA	Pass Attempts		LOC	Pass Location	8
TYPE	Play Type	2	COMB	Combined Tckls		DRVN	Drive Number		GOOD	Kick was good (0/1)		PC	Completions		YDS	Yards Gained	
DSEQ	Drive Sequence #		SCK	Sacks		OBT	How Obtained	39	FUMBLE			PY	Passing Yardage		COMP	Completion (0/1)	
LEN	Length - Sec's	3	SAF	Safeties		QTR	Quarter		PID	Play ID	1a	INTS	QB Int's		SUCC	Successful Play (0/1)	6
QTR	Quarter (OT = 5)		BLK	Blocked Kicks		MIN	Length of Drive (Min)	3	FUM	Fumbler	4	TDP	Passing TD's		SPK	Spiked Ball (0/1)	
MIN	Minutes	3	INTS	Interceptions		SEC	Length of Drive (Sec)	3	FRCV	Recovering Player	4	RA	Rushing Attempts		DFB	Defender	4
SEC	Seconds	3	PDEF	Pass Defended		YFOG	Starting Field Pos	40	FRY	Fumble Return Yardage		SRA	Successful Rush Attempt	6	PENALTY		
PTSO	Points - Off		FRCV	Fumbles Recvrd		PLAYS	#Plays in Drive		FORC	Forcing Player	4	RY	Rushing Yardage		UID	Unique ID	22
PTSD	Points- Def		FORC	Fumbles Forced		SUCC	Successful Plays	6	FUML	Fumble Lost (Y/N)		TDR	Rushing TD's		PID	Play ID	1a
TIMO	Timeouts - Off		TDD	Defensive TD's		RFD	Rushing First Downs		GAME			TRG	Times Targeted		PTM	Flagged Team	
TIMD	Timeouts - Def		RETY	Return Yardage		PFD	Passing First Downs		GID	Game ID Number		REC	Receptions		PEN	Flagged Player	4
DWN	Down		TDRET	Return TD's		OFD	Other First Downs		SEAS	Season		RECY	Receiving Yardage		DESC	Description	14
YTG	Yards to go		PENY	Penalty Yardage		RY	Rushing Yardage		WK	Week Number		TDREC	Receiving TD's		CAT	Category	15
YFOG	Yds from own Goal	5	SNP	Snaps	47	RA	Rushing Attempts		DAY	Day of Week		RET	Returns (P/K)		PEY	YardageAssessed	
ZONE	Field Zone	18	FP	NFL.com Points		PY	Passing Yardage		V	Visiting Team		RETY	Return Yardage		ACT	Action (D/O/A)	16
FD	First Down (0/1)		FP2	FD / DK Points		PA	Passing Attempts		H	Home Team		TDRET	Return TD's		KICKER		
SG	Shot-gun (0/1)		GAME	Player Game Number		PC	Pass Completions		STAD	Stadium Name		FUML	Fumbles Lost		UID	Unique ID	22
NH	No Huddle (0/1)		SEAS	Seasons Played		PEYF	Penalty Yardage(on Opp)		TEMP	Temp		PENY	Penalty Yardage		GID	Game ID Number	
PTS	Points Scored	13	YEAR	NFL Season		PEYA	Penalty YardageAgainst		HUMD	Humidity		CONV	Conversion	48	PLAYER	Kicker	4
TCK	Tackle on Play	9	TEAM	Team Name Abbr		NET	Net Yardage	41	WSPD	Wind Speed		SNP	Snaps	47	PAT	Points After TD's	
SK	Sack on Play	9	POSD	Position - Depth Chart	46	RES	Drive Result	42	WDIR	Wind Direction		FP	NFL.com Points		FGS	FG's Made (< 40 yds)	4
PEN	Penalty on Play	9	JNUM	Jersey#(1-99)		KOFF			COND	Conditions	19	FP2	Fan Duel Points		FGM	FG's Made (40-49 yds)	
INTS	Interception on Play	9	DCP	Depth Chart(1-3)		PID	Play ID	1a	SURF	Surface	20	FP3	Draft King Points		FGL	FG 'sMade (50+ yds)	
FUM	Fumble on Play	9	NFLID	Player ID @ NFL.com		KICKER	Kicker	4	OU	Over/Under		GAME	Player Game Number		FP	Fantasy Points	
SAF	Safety on Play	9	TD			KGRO	Gross Yardage		SPRV	Vis Point Spread		SEAS	Seasons Played		GAME	Player Game Number	
BLK	Block on Play	9	PID	Play ID	1a	KNET	Net Yardage		PTSV	Points - Visitor		YEAR	NFL Season		SEAS	Seasons Played	
			QTR	Qtr (OT = 5)		KTB	Touchback (0/1)	10	PTSH	Points - Home		TEAM	Team Name Abbr		YEAR	NFL Season	
CONV			MIN	Minutes		KR	Kick Returner	4	SACK			POSD	Position - Depth Chart	46	TEAM	Team Name Abbr	
PID	Play ID	1a	SEC	Seconds		KRY	Return Yardage		UID	Unique ID	22	JNUM	Jersey# (1-99)				
TYPE	PASS or RUSH		DWN	Down		BLOCK			PID	Play ID	1a	DCP	Depth Chart (1-4)				
BC	Ball Carrier		YDS	Yards Gained		PID	Play ID	1a	QB	Quarterback	4	NFLID	Player ID @ NFL.com				
PSR	Passer		PTS	Points (6/7/8)		BLK	Blocker	4	SK	Sacking Player	4						
TRG	Pass Target		PLAYER	Scoring Player		BRCV	Recovering Player		VALUE	Solo or Shared	12						
CONV	Converted (0/1)		TYPE	TD Type	49	TYPE	PUNT / FG / XP		YDSL	Yards Lost							

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

SINCE 2000	SINCE 2006	SINCE 2012	SINCE 2015	SINCE 2019/2020
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PLAYER			PUNT			SCHEDULE				PBP							
PLAYER	Player	4	PID	Play ID	1a	GID	Game ID Number	GID	Game ID	1	RTCK1	Rush Tackler1	4	INTS	Intercepting Player	4	
FNAME	First Name		PUNTER	Punter	4	SEAS	Season	PID	Play ID	1a	RTCK2	Rush Tackler2	4	IRY	INT Return Yardage		
LNAME	Last Name		PGRO	Gross		WK	Week Number	DETAIL	Play Text		PSR	Passer	4	FUM	Fumbler	4	
PNAME	Play-by-Play Name		PNET	Net		DAY	Day of Week	OFF	Team on Offense		COMP	Completion (Y)		FRCV	Fumble Recovery	4	
POS1	Primary Position	45	PTB	Touchback (0/1)	10	DATE	MM/DD/YYYY	DEF	Team on Defense		SPK	Spiked Ball (Y)		FRY	Fumble Return Yardage		
POS2	Alternate Position	45	PR	Returner	4	V	Visiting Team	TYPE	Play Type	2	LOC	Pass Location	8	FORC	Forcing Player	4	
HEIGHT	Height (Inches)		PRY	Return Yardage		H	Home Team	DSEQ	Drive Sequence #		TRG	Pass Target	4	FUML	Fumble Lost (Y/N)		
WEIGHT	Weight (Lbs)		PFC	Fair-Caught (0/1)		STAD	Stadium Name	LEN	Length - Sec's	3	DFB	Pass Defender	4	SAF	Safety Player	4	
DOB	Date of Birth		REDZONE			SURF	Surface	20	QTR	Qtr (OT = 5)		PTCK1	Pass Tackler1	4	BLK	Kick Blocker	4
FORTY	40yd Dash Time	44	UID	Unique ID		INJURY			MIN	Minutes	3	PTCK2	Pass Tackler2	4	BRCV	Block Recovery	4
BENCH	Bench Press	44	GID	Game ID Number		UID	Unique ID	22	SEC	Seconds	3	SK1	Sacking Player1	4	FGXP	Kick Type (FG/XP)	
VERTICAL	Vertical Leap	44	PLAYER	Player		GID	Game ID Number		PTSO	Points - Off		SK2	Sacking Player2	4	FKICKER	FG/XP Kicker	4
BROAD	Broad Jump	44	PA	Pass Attempts		PLAYER	Injured Player		PTSD	Points - Def		PTM1	Penalty1 Team		DIST	Distance	
SHUTTLE	20yd Shuttle	44	PC	Completions		TEAM	Team Name Abbr		TIMO	Timeouts - Off		PEN1	Penalty1 Player	4	GOOD	Kick Good (Y/N)	
CONE	3 Cone Drill	44	PY	Pass Yards		DETAILS	Nature of Injury		TIMD	Timeouts - Def		DESC1	Penalty1 Desc		PUNTER	Punter	4
ARM	Arm Length		INTS	INT's by QB		PSTAT	Practice Status		DWN	Down		CAT1	Penalty1 Category	15	PGRO	Punt Gross	
HAND	Hand Size		RA	Rush Attempts		GSTAT	Game Status		YTG	Yards to go		PEY1	Penalty1 Yards		PNET	Punt Net	
DPOS	Draft Position		SRA	Succ Rush Attempts	6	SNAP			YFOG	Ydg from own Goal	5	ACT1	Penalty1 Action	16	PTB	Punt Touchback (Y)	
COL	College		RY	Rush Yards		UID	Unique ID		ZONE	Field Zone	18	PTM2	Penalty2 Team		PR	Punt Returner	4
DV	College Division	43	TRG	Times Targeted		GID	Game ID Number		YDS	Yardage		PEN2	Penalty2 Player	4	PRY	Punt Return Yardage	
START	1st Year of Play		REC	Receptions		TNAME	Team		SUCC	Successful Play (0/1)	6	DESC2	Penalty2 Description		PFC	Fair Catch (Y)	
CTEAM	Current Team		RECY	Receiving Yards		PLAYER	Player		FD	First Down (Y)		CAT2	Penalty2 Category	15	KICKER	Kicker	4
POSD	Position - Depth Chart	46	FUML	Fumbles Lost		POSD	Position - Depth Chart	46	SG	Shotgun (Y)		PEY2	Penalty2 Yards		KGRO	Kickoff Gross	
JNUM	Jersey# (1-99)		PENY	Penalty Yardage		POSS	Position - Starting	50	NH	No Huddle (Y)		ACT2	Penalty2 Action	16	KNET	Kickoff Net	
DCP	Depth Chart (1-3)		RUSH			SNP	Snaps	47	PTS	Points Scored		PTM3	Penalty3 Team		KTB	KO Touchback (Y)	
NFLID	Player ID @ NFL.com		PID	Play ID	1a	SAFETY			BC	Ball Carrier	4	PEN3	Penalty3 Player	4	KR	KO Returner	4
			BC	Ball Carrier	4	PID	Play ID	1a	KNE	Knee (Y)		DESC3	Penalty3 Description		KRY	KO Return Yardage	
TACKLE			DIR	Rush Direction	7	SAF	Defender	4	DIR	Rush Direction	7	CAT3	Penalty3 Category	15			
UID	Unique ID	22	YDS	Yards Gained		INTERCPT						PEY3	Penalty3 Yards				
PID	Play ID	1a	SUCC	Successful Play (0/1)	6	PID	Play ID	1a				ACT3	Penalty3 Action	16			
TCK	Tackler	4	KNE	Kneel Down (0/1)		PSR	Qtrback	4									
VALUE	Solo or Shared	12				INTS	Interceptor	4									
						IRY	INT Return Yardage	11									

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

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

SINCE 2000	SINCE 2006	SINCE 2012	SINCE 2015	SINCE 2019/2020
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TEAM																	
TID	Team Total ID	BPY	Big Pass Yardage	25	DMA	Pass Attempts - DM	8	DRV	Drives on Offense	BACK2RY	2 in Backfield Rush Yds	PRU6Y	6+ Pass Rushers Yds				
GID	Game ID Number	SRP	Successful Rush Plays	6	DMY	Pass Yardage - DM	8	NPY	Net Punt Yardage	BACK3R	3+ in Backfield Rush	P4	BLZ0P	No Blitzers Pass	P4		
TNAME	Team Name	S1RP	Successful Rush - 1D	6	DRA	Pass Attempts - DR	8	TB	Touchbacks	BACK3RY	3+ in Backfield Rush Yds	BLZ0PY	No Blitzers Pass Yds				
PTS	Points	S2RP	Successful Rush - 2D	6	DRY	Pass Yardage - DR	8	I20	Punts inside 20	BOX4P	4 in the Box Pass	P4	BLZ1	1 Blitzer	P4		
Q1P	1st Quarter Points	S3RP	Successful Rush - 3/4D	6	WR1A	Attempts - WR 1-2		RTD	Punts/Kickoff TD's	BOX4PY	4 in the Box Pass Yds		BLZ1Y	1 Blitzer Yds			
Q2P	2nd Quarter Points	SPP	Successful Pass Plays	6	WR1Y	Yardage - WR 1-2		LNR	DL Tackles - Rush	BOX5P	5 in the Box Pass	P4	BLZ2	2+ Blitzers	P4		
Q3P	3rd Quarter Points	S1PP	Successful Pass - 1D	6	WR3A	Attempts - WR 3-4-5		LNP	DL Tackles - Pass	BOX5PY	5 in the Box Pass Yds		BLZ2Y	2+ Blitzers Yds			
Q4P	4th Quarter Points	S2PP	Successful Pass - 2D	6	WR3Y	Yardage - WR 3-4-5		LBR	LB Tackles - Rush	BOX6P	6 in the Box Pass	P4	DBLZ1	1 DB Blitzer	P4		
RFD	1st Downs - Rush	S3PP	Successful Pass - 3/4D	6	TEA	Pass Attempts - TE		LBP	LB Tackles - Pass	BOX6PY	6 in the Box Pass Yds		DBLZ1Y	1 DB Blitzer Yds			
PFD	1st Downs - Pass	LEA	Rush Attempts - LE	7	TEY	Pass Yardage - TE		DBR	DB Tackles - Rush	BOX6R	6 in the Box Rush	P4	SPRU1	1 Stunt Pass Rusher	P4		
IFD	1st Downs - Penalty	LEY	Rush Yardage - LE	7	RBA	Pass Attempts - RB		DBP	DB Tackles - Pass	BOX6RY	6 in the Box Rush Yds		SPRU1Y	1 Stunt Pass Rusher Yds			
RY	Rush Yardage	LTA	Rush Attempts - LT	7	RBY	Pass Yardage - RB		NHA	No Huddle Attempts	BOX7P	7 in the Box Pass	P4	OOPDES	OOP Pass (Design)	P4		
RA	Rush Attempts	LTY	Rush Yardage - LT	7	SGA	Shotgun Attempts		S3A	3rd/Short Attempts	29	BOX7PY	7 in the Box Pass Yds		OOPDESY	OOP Pass Yds (Design)		
PY	Pass Yardage	LGA	Rush Attempts - LG	7	SGY	Shotgun Yardage		S3C	3rd/Short Conversions		BOX7R	7 in the Box Rush	P4	OOPPR	OOP Pass (Pressure)	P4	
PA	Pass Attempts	LGY	Rush Yardage - LG	7	P1A	Pass Attempts - 1D		L3A	3rd/Long Attempts	30	BOX7RY	7 in the Box Rush Yds		OOPPRY	OOP Pass Yds (Pressure)		
PC	Completions	MDA	Rush Attempts - MD	7	P1Y	Pass Yardage - 1D		L3C	3rd/Long Conversions		BOX8R	8+ in the Box Rush	P4	OOPCL	OOP Pass (Clean Pckt)	P4	
SK	Sacks (Against)	MDY	Rush Yardage - MD	7	P2A	Pass Attempts - 2D		STF	Stuffed Runs	31	BOX8RY	8+ in the Box Rush Yds		OOPCLY	OOP Pass Yds (Clean Pckt)		
INTS	INT's for Defense	RGA	Rush Attempts - RG	7	P2Y	Pass Yardage - 2D		DP	Points by Defense	32	PAP	Play Action Pass	P4	YTG1	Total Yards To Go 1D		
FUM	Fumbles Lost	RGY	Rush Yardage - RG	7	P3A	Pass Attempts - 3/4D		FSP	False Starts		PAPY	Play Action Pass Yds		YTG2	Total Yards To Go 2D		
PU	Punts	RTA	Rush Attempts - RT	7	P3Y	Pass Yardage - 3/4D		OHP	Offensive Hold Penalty	33	NPR	No Pressure Pass	P7	YTG3	Total Yards To Go 3D		
GPY	Gross Punt Yardage	RTY	Rush Yardage - RT	7	SPC	Short Comp	26	PBEP	Play Book Exec. Penalty	34	NPRY	No Pressure Pass Yds		PC1	Pass Completions 1D		
PR	Punt Returns	REA	Rush Attempts - RE	7	MPC	Medium Comp	26	DLP	Def Line Penalty	35	QBP	QB Pressure	P7	PC2	Pass Completions 2D		
PRY	Punt Return Yardage	REY	Rush Yardage - RE	7	LPC	Long Comp	26	DSP	Def Secondary Penalty	36	QBPY	QB Pressure Yds		PC3	Pass Completions 3D		
KR	Kick-off Returns	R1A	Rush Attempts - 1D		Q1RA	Rush Attempts - Q1		DUM	Dumb Penalties	37	QBHI	QB Hit	P7	TAY1	Total True Air Yds 1D	P4	
KRY	Kick-off Return Yardage	R1Y	Rush Yardage - 1D		Q1RY	Rush Yardage - Q1		PFN	Poor Fundamntals Pen	38	QBHIY	QB Hit Yds		TAY2	Total True Air Yds 2D	P4	
IR	Def INT Returns	R2A	Rush Attempts - 2D		Q1PA	Pass Attempts - Q1		SNPO	Snaps on Offense	47	QBHU	QB Hurry	P7	TAY3	Total True Air Yds 3D	P4	
IRY	INT Return Yardage	R2Y	Rush Yardage - 2D		Q1PY	Pass Yardage - Q1		SNPD	Snaps on Defense	47	QBHUY	QB Hurry Yds		DOT1	Total Depth of Trgt 1D	P4	
PEN	Penalty Yardage(Against)	R3A	Rush Attempts - 3/4D		LCRA	Rush Attempts - L/C	27	SAF	Safeties (own Def)		SCRM	QB Scramble	P4	DOT2	Total Depth of Trgt 2D	P4	
TOP	Time-of-Possession	R3Y	Rush Yardage - 3/4D		LCRY	Rush Yardage - L/C	27	BLK	Blocks (own Def)		SCRMY	QB Scramble Yds		DOT3	Total Depth of Trgt 3D	P4	
TD	Touchdowns	QBA	QB Rush Attempts		LCPA	Pass Attempts - L/C	27	FP	DS/T Points	23	TTS CRM	Time to Scramble (Sec)	P4	YAC1	Tot Yds After Catch 1D	P4	
TDR	TD's - Rushing	QBY	QB Rush Yardage		LCPY	Pass Yardage - L/C	27	BACK0P	0 in Backfield Pass	P4	TTPR	Time to Pressure (Sec)	P7	YAC2	Tot Yds After Catch 2D	P4	
TDP	TD's - Passing	SLA	Pass Attempts - SL	8	RZRA	Rush Atts - Red Zone		BACK0PY	0 in Backfield Pass Yds		TTSK	Time to Sack (Sec)		YAC3	Tot Yds After Catch 3D	P4	
TDT	TD's via Turnovers	SLY	Pass Yardage - SL	8	RZRY	Rush Ydg - Red Zone		BACK1P	1 in Backfield Pass	P4	PRU3	3 Pass Rushers	P4	COV0	Target not Covered	P4	
FGM	Field Goals Made	SMA	Pass Attempts - SM	8	RZPA	Pass Attts - Red Zone		BACK1PY	1 in Backfield Pass Yds		PRU3Y	3 Pass Rushers Yds		COV0Y	Target not Covered Yds		
FGAT	Field Goal Attempts	SMY	Pass Yardage - SM	8	RZPY	Pass Ydg - Red Zone		BACK1R	1 in Backfield Rush	P4	PRU4	4 Pass Rushers	P4	COV1	Target Single Cov	P4	
FGY	Field Goal Yardage	23	SRA	Pass Attempts - SR	8	SKY	Total Ydg lost to Sacks		BACK1RY	1 in Backfield Rush Yds		PRU4Y	4 Pass Rushers Yds		COV1Y	Target Single Cov Yds	
RZA	Drives in Red Zone		SRY	Pass Yardage - SR	8	LBS	Sacks by own LB's		BACK2P	2 in Backfield Pass	P4	PRU5	5 Pass Rushers	P4	COV2	Target Double Cov	P4
RZC	Red Zone Drive TD's		DLA	Pass Attempts - DL	8	DBS	Sacks by own DB's		BACK2PY	2 in Backfield Pass Yds		PRU5Y	5 Pass Rushers Yds		COV2Y	Target Double Cov Yds	
BRY	Big Rush Yardage	24	DLY	Pass Yardage - DL	8	SFPY	Starting Field Pos	28	BACK2R	2 in Backfield Rush	P4	PRU6	6+ Pass Rushers	P4	DRP	Receiver Drops	P4

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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 53 variables are collated by game charters for each passing and rushing play and are available within 6 days of each game. Stats that are new for 2020 are highlighted in bold.															
BACK	Number of players in the Backfield (RB + TE + FB + WR).						CNB	Contested Ball: Passes into close coverage that involve a physical battle between receiver and defender for control of the ball.							
XLM	Extra Men on the Line: Number of players lined up on either side of the Offensive Tackles - usually a Tight-end.						CBALL	Catchable Ball: This field can have 7 different values. See page 7 for more details							
PSMOT	Pre Snap Motion (0 - No, 1 - Yes).						UBALL	Uncatchable Ball: This field can have 11 different values. See page 7 for more details							
BOX	Number of Defenders in the box (Pass and Rush plays).						SHOV	Shovel/Touch Pass.							
BOXDB	Number of DB's in the box (Pass and Rush plays). Provides extra detail beyond 'BOX'.						SIDE	Sideline Pass: Balls outside of the field but catchable when the receiver extends body/arms.							
PAP	Play Action Pass: Does not consider whether a defense was fooled or not, just that a QB motioned to the RB with the ball and some effort to sell the run occurred.						HIGH	Highlight Pass: Perfect pass that only the receiver can reach. Features perfect placement in a tight window.							
TRICK	Trick Play: Fake punts, double passes, flea flickers, Wildcats (0 - No, 1- Yes).						CRR	Created Reception: Difficult catches that require exceptional body control; hands; acrobatics, or any combination thereof.							
QBP	QB Pressure: Plays where the pocket is breached and the QB is near the breach. See page 7 for more details.						INTW	INT Worthy: A 'bad pass'. An INTW is not always an INT. Perhaps the defender muffs the opportunity. Also, not every INT is a INTW. Ex: a catchable ball bouncing off a receivers chest, into the hands of a defender.							
QBHI	QB Hit: Quarterback was brought to the ground or otherwise significantly man-handled. See page 7 for more details.						DRP	Dropped Pass: Balls that would have been caught by a receiver with league-average skills. (0 - No, 1 - Yes).							
QBHU	QB Hurry. The Defense forces the QB to leave the pocket or forces the QB to throw the ball before he's fully ready. See page 7 for more details.						AVSCK	Avoided Sack: QB escapes the grasp of a defender in the pocket (can be more than 1).							
QBRU	QB Run: A designed running play for the QB. These are only marked on runs by a natural QB where he lined up as a QB. Also, sneaks and kneel-downs are not counted.						FREAD	First Read: QB passes to the initial receiver he looks at after the snap (0 - No, 1- Yes).							
SNEAK	QB Sneak: Quarterback dives ahead directly off the snap for short-yardage. A high percentage conversion but these plays also open up QB's for some physical abuse.						SCRE	Screen Pass.							
SCRM	QB Scramble: Play design is initially a pass but QB elects to run based on pressure; a lack of open receivers, or, simply seeing an opportunity to make positive yardage running himself.						PFP	Pain Free Play: Ball carrier is only lightly touched by a defender on the field (ie QB slide) or runs ob with little or no physical contact with defenders and sideline personnel/equipment. Includes TD's.							
TTS CRM	Time to Scramble. Seconds elapsed between the snap and when the QB scrambles.						MBT	Missed or Broken Tackles: The ball carrier either escapes from the grasp of an unblocked defender, or the defender is in good position for a tackle but the ball carrier makes an athletic move (aka juke) to avoid the defender.							
HTM	QB's throwing motion was hindered in some way by a defender.						TTSK	Time to Sack: Seconds elapsed between the snap and a Sack.							
PRU	Pass Rush: Total number of players rushing the passer.						TTPR	Time to Pressure. Seconds elapsed between snap and when the QB starts to feel pressure.							
BLZ	Blitz: Total number of LB's and DB's blitzing.						TAY	True Air Yards: Distance ball travels in the air from point of throw to a receivers hands; back of endzone or sideline.							
DBLZ	DB Blitz: Number of DB's blitzing. This is included in the BLZ total.						DOT	Depth Of Target: Distance from the LOS to where ball is caught or comes closest to the target.							
SPRU	Stunt Pass Rushers: These are the number blitzing LB's who replace a DL dropping back into coverage. Included in the PRU total						YAC	Yards After Catch.							
OOP	Out of Pocket Pass: Quarterback attempts the pass out of the pocket whether pressured or not. See 'OOPD' for more details.						YACO	Yards After Contact: Contact of any kind, even minor in nature, is counted.							
OOPD	Out Of Pocket Pass Details: When OOP is '1', this field will have a value of 'D' (by Design), 'P' (due to Pressure) or 'C' (QB decided on his own to leave a Clean pocket).						YTRU	Yards Trucking: Number of Yards gained with one or more tacklers grasping onto the receiver or ball carrier.							
AVT	Available Targets: Number of skill players (WR-TE-RB) running a route on the play. AVT does not determine whether the target was open or not.						COVDIS	Distance in Yards to the 2 closest defenders at the time the ball reaches the pass target.							
DOTR	Depth Of Target Rank: The rank of pass targets according to distance in yards from the QB. #1 is closest to the QB. Targets are ranked at the point the ball is closest to the receiver.						DEFPR	Defender #1 (and #2 if applicable) on QB Pressures.							
COV	Coverage on the targeted receiver: Uncovered is 0, single coverage is 1, double is 2.						DEFHI	Defender code on QB Hits.							
PHYB	Physical Ball: Pass target takes significant punishment whether the pass is caught or not. Most 'Contested Balls' will also be a 'Physical Ball'.						DEFHU	Defender #1 (and #2 if applicable) on QB Hurries.							

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

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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.

NOTES on Catchable and Uncatchable Balls (cball/uball)

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

Catchable Balls

This field can have 5 values:

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

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

Uncatchable Balls

This field can have 11 values:

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

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

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