

NBAdb Toolbox Data Dictionary						Last updated August 3, 2025
Table	Column	Data Type	Nullable	Join with	Description	Example/Note
Season	SeasonID	int	no	-	Year in which NBA season started. Unique ID	2024-2025 SeasonID value = 2024
Season	ChampionID	int	yes	TeamID	TeamID of NBA Champion	2024 = 1610612760 (OKC)
Season	Games	int	yes		How many Regular season games were played that we have data for	2024 = 1230, 2023 = 1230, 2019 = 1059, 2020 = 1080
Season	PlayoffGames	int	yes		How many Playoff games were played that we have data for. NBA Cup & Play-in included	2024 = 91 = 84 Playoff, 6 Play-in, 1 NBA Cup Final
Season	HistoricLoaded	int	yes		Completed load from Data Files/Historic data source	
Season	CurrentLoaded	int	yes		Completed load from NBA Endpoints	
Team	SeasonID	int	no	Season.SeasonID	-	
Team	TeamID	int	no	-	Unique identifier for each team	1610612746 = Clippers
Team	City	varchar	yes		City/State Team plays in or is named for	New Orleans, LA, Los Angeles, Indiana
Team	Name	varchar	yes		Team Name	Pelicans, Clippers, Lakers, Pacers
Team	Tricode	varchar	yes		Team 3 letter Code	Pelicans = NOP, Clippers = LAC
Team	Wins	int	yes		Total Wins after Regular Season is concluded	
Team	Losses	int	yes		Total Losses after Regular Season is concluded	
Team	FullName	varchar	yes		Concatenated name of Team	(NOP) New Orleans Pelicans
Team	Conference	varchar	yes		Conference of Team	East or West
Team	Division	varchar	yes		Division of Team	Southeast, Atlantic, etc...
Arena	SeasonID	int	no	Season.SeasonID	-	2021
Arena	ArenaID	int	no	-	Unique identifier for each Arena	137 = STAPLES Center, 1000069 = Crypto.com Arena
Arena	TeamID	int	yes	Team.TeamID	TeamID of team given Home designation	1610612747
Arena	City	varchar	yes		City in which Arena is located	Los Angeles
Arena	Country	varchar	yes		Country in which Arena is located	US
Arena	Name	varchar	yes		Name of Arena	STAPLES Center
Arena	PostalCode	varchar	yes		Zip or Postal Code in which Arena is located	90015
Arena	State	varchar	yes		State in which Arena is located	CA
Arena	StreetAddress	varchar	yes		Address of Arena	1111 S Figueroa St
Arena	Timezone	varchar	yes		Timezone in which Arena is located	Pacific
Official	SeasonID	int	no	Season.SeasonID	-	2019
Official	OfficialID	int	no	-	Unique identifier for each Official	1162
Official	Name	varchar	yes		Full name of Official	Scott Foster
Official	Number	varchar	yes		Jersey Number of Official	48
Player	SeasonID	int	no	Season.SeasonID	-	2024, 2013
Player	PlayerID	int	no	-	Unique identifier for each Player	2544
Player	Name	varchar	yes		Full Name of Player	LeBron James
Player	Number	varchar	yes		Number of Player	23, 6
Player	Position	varchar	yes		If Player starts at a certain position, value is filled	PF, G. Endpoints populate specific position. Data Files only get C/F/G
Game	SeasonID	int	no	Season.SeasonID	-	
Game	GameID	int	no	-	Unique identifier for each Game	22400001
Game	Date	date	yes		Date of Game	11/12/2024
Game	GameType	varchar	yes		Type of game	Regular Season = RS, Postseason = PS, Play-in = PI, NBA Cup Final = CUP
Game	HomeID	int	yes	Team.TeamID	TeamID of Home Team	1610612738
Game	HScore	int	yes		Score of Home team	116
Game	AwayID	int	yes	Team.TeamID	TeamID of Away Team	1610612737
Game	AScore	int	yes		Score of Away Team	117
Game	WinnerID	int	yes	Team.TeamID	TeamID of Team who won Game	1610612737
Game	WScore	int	yes		Score of winning Team	117

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Game	LoserID	int	yes	Team.TeamID	TeamID of Team who lost Game	1610612738
Game	LScore	int	yes		Score of losing Team	116
Game	SeriesID	varchar	yes	PlayoffSeries.SeriesID	If Postseason, SeriesID of playoff Game. Else, null	4240010, 4240011, 4240012, etc..
Game	Datetime	datetime	yes		Date and time of Game start in EST	
GameExt	SeasonID	int	no	Season.SeasonID	-	
GameExt	GameID	int	no	Game.GameID	Unique identifier for each Game	
GameExt	ArenaID	int	yes	Arena.ArenaID	ArenaID in which Game took place	
GameExt	Attendance	int	yes		How many people were in attendance	
GameExt	Sellout	int	yes		Did the game sell out?	0 or 1
GameExt	Label	varchar	yes		Game label given from NBA	NBA Emirates Cup, West Conf. Finals, NBA Finals, etc...
GameExt	LabelDetail	varchar	yes		Detailed game label given from NBA	East, West, Game 1, Game 2, etc...
GameExt	OfficialID	int	yes	Official.OfficialID	OfficialID of primary Official	
GameExt	Official2ID	int	yes	Official.OfficialID	OfficialID of secondary Official	
GameExt	Official3ID	int	yes	Official.OfficialID	OfficialID of third Official	
GameExt	OfficialAlternateID	int	yes	Official.OfficialID	OfficialID of Alternate Official, if there is one	
GameExt	Status	varchar	yes		Status of game given from NBA	
TeamBox	SeasonID	int	no	Season.SeasonID	-	
TeamBox	GameID	int	no	Game.GameID	Unique identifier for each Game	
TeamBox	TeamID	int	no	Team.TeamID	Unique identifier for each Team	
TeamBox	MatchupID	int	no	Team.TeamID	TeamID of the opponent	
TeamBox	Points	int	yes		Points scored by Team	
TeamBox	PointsAgainst	int	yes		Points scored by opposing team	
TeamBox	FG2M	int	yes		Two point Field Goals made	
TeamBox	FG2A	int	yes		Two point Field Goals attempted	
TeamBox	FG2%	float	yes		Two point Field Goal percentage	
TeamBox	FG3M	int	yes		Three point Field Goals made	
TeamBox	FG3A	int	yes		Three point Field Goals attempted	
TeamBox	FG3%	float	yes		Three point Field Goal percentage	
TeamBox	FGM	int	yes		Field Goals made	
TeamBox	FGA	int	yes		Field Goals attempted	
TeamBox	FG%	float	yes		Field Goal percentage	
TeamBox	FieldGoalsEffectiveAdjusted	float	yes		Effective Field Goal percentage	Not present in data files/historic data
TeamBox	FTM	int	yes		Free Throws made	
TeamBox	FTA	int	yes		Free Throws attempted	
TeamBox	FT%	float	yes		Free Throw percentage	
TeamBox	SecondChancePointsMade	int	yes		After an Offensive Rebound(OReb), Field Goals made	Not present in data files/historic data
TeamBox	SecondChancePointsAttempted	int	yes		After an OReb, Field Goals attempted	Not present in data files/historic data
TeamBox	SecondChancePointsPercentage	float	yes		After an OReb, Field Goal percentage	Not present in data files/historic data
TeamBox	TrueShootingAttempts	float	yes		Calculated Total True Shooting FG Attempts	Not present in data files/historic data
TeamBox	TrueShootingPercentage	float	yes		Calculated True Shooting percentage	Not present in data files/historic data
TeamBox	PointsFromTurnovers	int	yes		Total Points scored after Opponent Turnover	Not present in data files/historic data
TeamBox	PointsSecondChance	int	yes		Total Second chance Points	Not present in data files/historic data
TeamBox	PointsInThePaint	int	yes		Total Points in the Paint	Not present in data files/historic data
TeamBox	PointsInThePaintMade	int	yes		Total FGs in the Paint made	Not present in data files/historic data
TeamBox	PointsInThePaintAttempted	int	yes		Total FGs in the Paint attempted	Not present in data files/historic data
TeamBox	PointsInThePaintPercentage	float	yes		FGs in the paint percentage	Not present in data files/historic data
TeamBox	PointsFastBreak	int	yes		Total Points scored on Fast Breaks	Not present in data files/historic data
TeamBox	FastBreakPointsMade	int	yes		Total FGs made on Fast Breaks	Not present in data files/historic data

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TeamBox	FastBreakPointsAttempted	int	yes		Total FGs attempted on Fast Breaks	Not present in data files/historic data
TeamBox	FastBreakPointsPercentage	float	yes		FG percentage on Fast Breaks	Not present in data files/historic data
TeamBox	BenchPoints	int	yes		Points scored by Bench	Not present in data files/historic data
TeamBox	ReboundsDefensive	int	yes		Total Defensive Rebounds	
TeamBox	ReboundsOffensive	int	yes		Total Offensive Rebounds	
TeamBox	ReboundsPersonal	int	yes		Total Personal Rebounds	Not present in data files/historic data
TeamBox	ReboundsTeam	int	yes		Total Team Rebounds	Ball goes out of bounds
						Ball goes out of bounds on defense.
TeamBox	ReboundsTeamDefensive	int	yes		Total Team Defensive Rebounds	Not present in data files/historic data
						Ball goes out of bounds on offense.
TeamBox	ReboundsTeamOffensive	int	yes		Total Team Offensive Rebounds	Not present in data files/historic data
TeamBox	ReboundsTotal	int	yes		Total Rebounds	
TeamBox	Assists	int	yes		Total Assists	
TeamBox	AssistsTurnoverRatio	float	yes		Total Assists / Total Turnovers	
TeamBox	BiggestLead	int	yes		Largest number of points Team lead by	Not present in data files/historic data
TeamBox	BiggestLeadScore	varchar	yes		Score at time of Biggest Lead	Not present in data files/historic data
TeamBox	BiggestScoringRun	int	yes		Largest scoring run Team went on	Not present in data files/historic data
TeamBox	BiggestScoringRunScore	varchar	yes		Score at time of largest Scoring Run	Not present in data files/historic data
TeamBox	TimeLeading	varchar	yes		Time in minutes that Team was leading	Not present in data files/historic data
TeamBox	TimesTied	int	yes		Total times both Teams had the same score	Not present in data files/historic data
TeamBox	LeadChanges	int	yes		Total times the Team with the lead changed	Not present in data files/historic data
TeamBox	Steals	int	yes		Total Steals	
TeamBox	Turnovers	int	yes		Total Personal Turnovers	
TeamBox	TurnoversTeam	int	yes		Total Team Turnovers	Not present in data files/historic data
TeamBox	TurnoversTotal	int	yes		Total Turnovers	Not present in data files/historic data
TeamBox	Blocks	int	yes		Total Blocks	
TeamBox	BlocksReceived	int	yes		Total times a player was Blocked	Not present in data files/historic data
TeamBox	FoulsDrawn	int	yes		Total Fouls drawn by players of Team	Not present in data files/historic data
TeamBox	FoulsOffensive	int	yes		Total Offensive Fouls	Not present in data files/historic data
TeamBox	FoulsPersonal	int	yes		Total Personal Fouls	
TeamBox	FoulsTeam	int	yes		Total Team Fouls	Not present in data files/historic data
TeamBox	FoulsTeamTechnical	int	yes		Total Team Technical Fouls	Not present in data files/historic data
TeamBox	FoulsTechnical	int	yes		Total Technical Fouls	Not present in data files/historic data
						If after game, record will reflect the result of the current game.
TeamBox	Wins	int	yes		How many Wins a Team has at time of game	
TeamBox	Losses	int	yes		How many Losses at Team has at time of game	
TeamBox	Win	int	yes		Did Team win game?	Win = 1
						Only populated if GameType != 'RS'. Playoffs, Play-in, Cup have values
TeamBox	Seed	int	yes		If Playoffs or Play-in, Team Seed	
PlayerBox	SeasonID	int	no	Season.SeasonID	-	
PlayerBox	GameID	int	no	Game.GameID	Unique identifier for each Game	
PlayerBox	TeamID	int	no	Team.TeamID	Team in which Player is playing for	
PlayerBox	MatchupID	int	no	Team.TeamID	TeamID of Team in which Player is playing against	
PlayerBox	PlayerID	int	no	Player.PlayerID	Unique identifier for each Player	
PlayerBox	Status	varchar	yes		Status of Player at Tipoff	ACTIVE, INACTIVE
PlayerBox	Starter	int	yes		Did player Start?	Starter = 1, else = null
					If player started or position is not blank, Position in which they started at	
PlayerBox	Position	varchar	yes			
PlayerBox	Minutes	varchar	yes		Minutes logged by player	MM:SS.MS, 32:01.09

Table	Column	Data Type	Nullable	Join with	Description	Example/Note
PlayerBox	MinutesCalculated	float	yes		Minutes logged by player in number form	32.01
PlayerBox	Points	int	yes		Points scored by Player in Game	
PlayerBox	Assists	int	yes		Assists recorded by Player	
PlayerBox	ReboundsTotal	int	yes		Total rebounds by Player	
PlayerBox	FG2M	int	yes		Two point Field Goals made	
PlayerBox	FG2A	int	yes		Two point Field Goals attempted	
PlayerBox	FG2%	float	yes		Two point Field Goal percentage	
PlayerBox	FG3M	int	yes		Three point Field Goals made	
PlayerBox	FG3A	int	yes		Three point Field Goals attempted	
PlayerBox	FG3%	float	yes		Three point Field Goal percentage	
PlayerBox	FGM	int	yes		Field Goals made	
PlayerBox	FGA	int	yes		Field Goals attempted	
PlayerBox	FG%	float	yes		Field Goal percentage	
PlayerBox	FTM	int	yes		Free Throws made	
PlayerBox	FTA	int	yes		Free throws attempted	
PlayerBox	FT%	float	yes		Free throw percentage	
PlayerBox	ReboundsDefensive	int	yes		Total Defensive Rebounds	
PlayerBox	ReboundsOffensive	int	yes		Total Offensive Rebounds	
PlayerBox	Blocks	int	yes		Total Blocks	
PlayerBox	BlocksReceived	int	yes		Total times Blocked	Not present in data files/historic data
PlayerBox	Steals	int	yes		Total Steals	
PlayerBox	Turnovers	int	yes		Total Turnovers	
PlayerBox	AssistsTurnoverRatio	float	yes		Assists/Turnovers	
PlayerBox	Plus	float	yes		Total Plus	Not present in data files/historic data
PlayerBox	Minus	float	yes		Total Minus	Not present in data files/historic data
PlayerBox	PlusMinusPoints	float	yes		Plus points - Minus points	
PlayerBox	PointsFastBreak	int	yes		Points scored on Fast Break	Not present in data files/historic data
PlayerBox	PointsInThePaint	int	yes		Points scored in the Paint	Not present in data files/historic data
PlayerBox	PointsSecondChance	int	yes		Points scored after Offensive Rebounds	Not present in data files/historic data
PlayerBox	FoulsOffensive	int	yes		Offensive fouls recorded	Not present in data files/historic data
PlayerBox	FoulsDrawn	int	yes		Times Player drew a foul	Not present in data files/historic data
PlayerBox	FoulsPersonal	int	yes		Personal fouls recorded	
PlayerBox	FoulsTechnical	int	yes		Technical fouls recorded	Not present in data files/historic data
PlayerBox	StatusReason	varchar	yes		Elaboration of Status	INACTIVE_INJURY, INACTIVE_NOT_WITH_TEAM, etc...
PlayerBox	StatusDescription	varchar	yes		More detailed reason why Player was given status designation	Left Ankle; Sprain, Right Achilles Tendon; Tear, etc...
PlayByPlay	SeasonID	int	no	Season.SeasonID	-	
PlayByPlay	GameID	int	no	Game.GameID	Unique identifier for Game	
PlayByPlay	ActionID	int	no	-	Incrementing ID of each action for a game	
PlayByPlay	ActionNumber	int	no		ID of action given from NBA	Data sources have differing Action Numbers unfortunately
PlayByPlay	Qtr	int	yes		Quarter of Game	
PlayByPlay	Clock	varchar	yes		Game Clock at time of action	
PlayByPlay	TimeActual	datetime	yes		Actual time when action occurred	Not present in data files/historic data
PlayByPlay	ScoreHome	int	yes		Home team score	
PlayByPlay	ScoreAway	int	yes		Away team score	
PlayByPlay	Possession	int	yes	Team.TeamID	TeamID of team in Possession	Not present in data files/historic data
PlayByPlay	TeamID	int	yes	Team.TeamID	TeamID of Team that action was for	
PlayByPlay	Tricode	varchar	yes		Tricode of Team that action was for	
PlayByPlay	PlayerID	int	yes	Player.PlayerID	Primary Player involved with action	
PlayByPlay	Description	varchar	yes		Description of action	

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PlayByPlay	SubType	varchar	yes		Short description of action	"Jump Shot", "1/2" (FTs), "Defensive" (Rebound), etc...
PlayByPlay	IsFieldGoal	int	yes		Was action a Field Goal	Yes = 1, No = null
PlayByPlay	ShotResult	varchar	yes		If Shot, Make or Miss	Made, Missed
PlayByPlay	ShotValue	int	yes		Point value of Field Goal	1, 2, 3
PlayByPlay	ActionType	varchar	yes		Short description of what Action was	2pt, 3pt, foul, timeout, steal, rebound, etc...
PlayByPlay	ShotDistance	float	yes		Distance in Feet of shot	
PlayByPlay	Xlegacy	float	yes		X value of shot. Legacy = Historic/Data File source	These values appear to only track half court
PlayByPlay	Ylegacy	float	yes		Y value of shot. Legacy = Historic/Data File source	These values appear to only track half court
PlayByPlay	X	float	yes		X value of shot	Full court tracking. Not present in data files/historic data
PlayByPlay	Y	float	yes		Y value of shot	Full court tracking. Not present in data files/historic data
PlayByPlay	Location	varchar	yes		Side of court where Shot was taken	h/v
						Mid-Range, In The Paint (Non-RA), Above the Break 3, Restricted Area, etc...
PlayByPlay	Area	varchar	yes		Area of court where Shot was taken	Not present in data files/historic data
						8-16 Left, 0-8 Center, 24+ Right Center, 0-8 Center
PlayByPlay	AreaDetail	varchar	yes		Detailed Area of court where Shot was taken	Not present in data files/historic data
						Left, Right
PlayByPlay	Side	varchar	yes		Directional side of Court	Not present in data files/historic data
PlayByPlay	ShotType	varchar	yes		Type of Shot in code form	FG2M, FG2A, FG3M, FG3A, FTM, FTA
PlayByPlay	PtsGenerated	int	yes		Number of points generated from shot	FG3M = 3, FG3 Miss = 0
						"driving finger roll", "running pullup", "bad pass", etc...
PlayByPlay	Descriptor	varchar	yes		Verb to describe action	Not present in data files/historic data
						pointsinthepaint, fromturnover, etc..
PlayByPlay	Qual1	varchar	yes		What categories this action qualifies for	Not present in data files/historic data
PlayByPlay	Qual2	varchar	yes		...	Not present in data files/historic data
PlayByPlay	Qual3	varchar	yes		...	Not present in data files/historic data
						Let's say ActionNbr 3 = Rebound. This record's ShotActionNbr is the ActionNbr in which the shot occurred that was rebounded here
PlayByPlay	ShotActionNbr	int	yes		The ActionNbr of the Shot this action is correlated with	Not present in data files/historic data
PlayByPlay	PlayerIDAst	int	yes	Player.PlayerID	PlayerID of Player who Assisted basket	Not present in data files/historic data
PlayByPlay	PlayerIDBlk	int	yes	Player.PlayerID	PlayerID of Player who Blocked shot	Not present in data files/historic data
PlayByPlay	PlayerIDStl	int	yes	Player.PlayerID	PlayerID of Player who Stole ball	Not present in data files/historic data
PlayByPlay	PlayerIDFoulDrawn	int	yes	Player.PlayerID	PlayerID of Player who drew the foul	Not present in data files/historic data
PlayByPlay	PlayerIDJumpW	int	yes	Player.PlayerID	PlayerID of Player who won the jump ball	Not present in data files/historic data
PlayByPlay	PlayerIDJumpL	int	yes	Player.PlayerID	PlayerID of Player who lost the jump ball	Not present in data files/historic data
PlayByPlay	OfficialID	int	yes	Official.OfficialID	OfficialID of Official who was involved in action	
PlayByPlay	QtrType	varchar	yes		Type of Quarter in game	REGULAR, OVERTIME, null
TeamBoxLineups	SeasonID	int	no	Season.SeasonID	-	
TeamBoxLineups	GameID	int	no	Game.GameID	Unique Identifier for game	
TeamBoxLineups	TeamID	int	no	Team.TeamID	Unique identifier for Team	
TeamBoxLineups	MatchupID	int	no	Team.TeamID	TeamID of Team in which Player is playing against	
TeamBoxLineups	Unit	varchar	no		Specific Unit within Team	Starters, Bench
TeamBoxLineups	Minutes	varchar	yes		Total Minutes recorded for Unit	
TeamBoxLineups	Points	int	yes		Total Points recorded for Unit	
TeamBoxLineups	FG2M	int	yes		Total FG2M recorded for Unit	
TeamBoxLineups	FG2A	int	yes		Total FG2A recorded for Unit	
TeamBoxLineups	FG2%	float	yes		FG2% recorded for Unit	
TeamBoxLineups	FG3M	int	yes		Total FG3M recorded for Unit	

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TeamBoxLineups	FG3A	int	yes		Total FG3A recorded for Unit	
TeamBoxLineups	FG3%	float	yes		FG3% recorded for Unit	
TeamBoxLineups	FGM	int	yes		Total FGM recorded for Unit	
TeamBoxLineups	FGA	int	yes		Total FGA recorded for Unit	
TeamBoxLineups	FG%	float	yes		FG% recorded for Unit	
TeamBoxLineups	FTM	int	yes		Total FTM recorded for Unit	
TeamBoxLineups	FTA	int	yes		Total FTA recorded for Unit	
TeamBoxLineups	FT%	float	yes		FT% recorded for Unit	
TeamBoxLineups	ReboundsDefensive	int	yes		Total ReboundsDefensive recorded for Unit	
TeamBoxLineups	ReboundsOffensive	int	yes		Total ReboundsOffensive recorded for Unit	
TeamBoxLineups	ReboundsTotal	int	yes		Total ReboundsTotal recorded for Unit	
TeamBoxLineups	Assists	int	yes		Total Assists recorded for Unit	
TeamBoxLineups	AssistsTurnoverRatio	float	yes		Total AssistsTurnoverRatio recorded for Unit	
TeamBoxLineups	Steals	int	yes		Total Steals recorded for Unit	
TeamBoxLineups	Turnovers	int	yes		Total Turnovers recorded for Unit	
TeamBoxLineups	Blocks	int	yes		Total Blocks recorded for Unit	
TeamBoxLineups	FoulsPersonal	int	yes		Total FoulsPersonal recorded for Unit	
StartingLineups	SeasonID	int	no	Season.SeasonID	-	
StartingLineups	GameID	int	no	Game.GameID	Unique Identifier for game	
StartingLineups	TeamID	int	no	Team.TeamID	Unique identifier for Team	
StartingLineups	MatchupID	int	no	Team.TeamID	TeamID of Team in which Player is playing against	
StartingLineups	PlayerID	int	no	Player.PlayerID	Unique identifier for each Player	
StartingLineups	Unit	varchar	yes		Specific Unit within Team	
StartingLineups	Position	varchar	yes		If Player started, started at this position	
PlayerMovement	Date	datetime	yes		Date of event	
PlayerMovement	Type	varchar	yes		Type of Transaction	AwardOnWaivers, ContractConverted, Waive, Trade, Signing
PlayerMovement	Description	varchar	yes		Description of Transaction. If trade, from POV of receiving Team	"Nuggets received forward Cameron Johnson from Brooklyn Nets"
PlayerMovement	TeamID	int	yes	Team.TeamID	Primary Team involved with Transaction	Nuggets received forward Cameron Johnson from Brooklyn Nets
PlayerMovement	PlayerID	int	yes	Player.PlayerID	Primary Player involved with Transaction, if one	Nuggets received forward Cameron Johnson from Brooklyn Nets
PlayerMovement	AddTeamID	int	yes	Team.TeamID	Only populated if Type = Trade. POV of Team offloading asset	Nuggets received forward Cameron Johnson from Brooklyn Nets
PlayerMovement	GroupSort	varchar	yes		Groups Trades under a single UniqueID	Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal
PlayoffSeries	SeasonID	int		Season.SeasonID		PlayoffSeries is a VIEW, not a Table.
						For 2001-2024 and on, SeriesID = First 7 digits of GameID. For 1996-2000, NBA didn't structure the Playoff's GameID structure the same, so SeriesID is updated via procedure after insertion process
PlayoffSeries	SeriesID	varchar			Unique IQ for each PlayoffSeries.	
PlayoffSeries	Conference	varchar		Team.TeamID	Conference of PlayoffSeries	East/West. If Finals, null
PlayoffSeries	Round	int			The round of the PlayoffSeries in question	1-4
PlayoffSeries	HighTeamID	int		Team.TeamID	Higher seeded Team's TeamID	
PlayoffSeries	HighSeed	int		Team.FullName	Team.FullName of higher seeded Team	(DEN) Denver Nuggets
PlayoffSeries	HSeed	int			The higher seeded Team's Seed value	4
PlayoffSeries	LowTeamID	int		Team.TeamID	Lower seeded Team's TeamID	
PlayoffSeries	LowSeed	int		Team.FullName	Team.FullName of lower seeded Team	(LAC) LA Clippers

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PlayoffSeries	LSeed	int			The lower seeded Team's Seed value	5
PlayoffSeries	Description	varchar			Description of series	First Round - DEN (4) vs LAC (5) NBA Finals - OKC (1) vs IND (4)
PlayoffSeries	WinnerID	int		Team.TeamID	If Series is concluded, TeamID of Team who won	
util.BuildLog	BuildID	int	no		Auto Increments. Each time 'OK' is clicked on Populate Popup	If 5 seasons are loaded in one go, all will have same BuildID: (1, 1...1)
util.BuildLog	RunID	int	yes		Auto Increments after each successful season	For those 5 seasons, their RunID will be distinct: (1, 2,...5)
util.BuildLog	SeasonID	int	yes	Season.SeasonID	Season inserted during Run	
util.BuildLog	Source	varchar	yes		Where data is sourced from. Historic = Data File, Current = Endpoint	Historic, Current
util.BuildLog	Hr	int	yes		Hours elapsed during Season	0
util.BuildLog	Min	int	yes		Minutes elapsed during Season	1
util.BuildLog	Sec	int	yes		Seconds elapsed during Season	22
util.BuildLog	Ms	int	yes		Milliseconds elapsed during Season	307
util.BuildLog	FullTime	varchar	yes		Full time elapsed to read file and insert data for Season	00:01:22.307
util.BuildLog	HrR	int	yes		Hours elapsed to read Data File for Season	0
util.BuildLog	MinR	int	yes		Minutes elapsed to read Data File for Season	0
util.BuildLog	SecR	int	yes		Seconds elapsed to read Data File for Season	7
util.BuildLog	MsR	int	yes		Milliseconds elapsed to read Data File for Season	56
util.BuildLog	ReadTime	varchar	yes		Full time elapsed to read file	00:00:07.056
util.BuildLog	HrI	int	yes		Hours elapsed to insert data for Season	0
util.BuildLog	MinI	int	yes		Minutes elapsed to insert data for Season	1
util.BuildLog	SecI	int	yes		Seconds elapsed to insert data for Season	15
util.BuildLog	Msl	int	yes		Milliseconds elapsed to insert data for Season	199
util.BuildLog	InsertTime	varchar	yes		Full time elapsed to insert data for Season	00:01:15.199
util.BuildLog	DatetimeStarted	Datetime	yes		Datetime that Run was initiated	2025-08-03 11:12:58.273
util.BuildLog	DatetimeComplete	Datetime	yes		Datetime that run completed	2025-08-03 11:14:20.583
util.MissingData	SeasonID	int	yes	Season.SeasonID	Season of missing data	
util.MissingData	GameID	int	yes	Game.GameID	Unique identifier for Game	
util.MissingData	Source	int	yes		Where data is sourced from. Historic = Data File, Current = Endpoint	Historic, Current
util.MissingData	MissingData	int	yes		What data is missing	Box, PlayByPlay
util.MissingData	Note	int	yes		Description of issue	No File available from NBA