NBAdb Toolbox Da	<u> </u>					Last updated July 26, 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
					How many Playoff games were played that we have data for.	
Season	PlayoffGames	int	yes		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
		varchar	yes		City/State Team plays in or is named for	New Orleans, LA, Los Angeles, Indiana
	-	varchar	yes		Team Name	Pelicans, Clippers, Lakers, Pacers
Team	Tricode	varchar	yes		Team 3 letter Code	Pelicans = NOP, Clippers = LAC
	Wins	int	yes		Total Wins after Regular Season is concluded	1 chedita 11c1 , chippera E1c
Team	Losses	int	yes		Total Losses after Regular Season is concluded	
Team		varchar	yes		Concatenated name of Team	(NOP) New Orleans Pelicans
	Conference	varchar	-		Conference of Team	East or West
Team			yes			
		varchar	yes	0	Division of Team	Southeast, Atlantic, etc
	SeasonID	int	no	Season.SeasonID	-	2021
Arena	ArenalD	int	no	-	Unique identifier for each Arena	137 = STAPLES Center, 1000069 = Crypto.com Arena
	TeamID	int	yes	Team.TeamID	TeamID of team given Home designation	1610612747
	•	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		varchar	yes		Full Name of Player	LeBron James
Player	Number	varchar	yes		Number of Player	23,6
10.7 5.			,			PF, G. Endpoints populate specific position.
Player	Position	varchar	yes		If Player starts at a certain position, value is filled	Data Files only get C/F/G
Game	SeasonID	int	no	Season.SeasonID	-	Data Filos only got of 170
	GamelD			-	Unique identifier for each Game	22400001
		int date	no vos		Date of Game	11/12/2024
Game	Date	uale	yes		Date of Galile	
Como	ComoTuno	vorah a :	wos.		Tune of dame	Regular Season = RS, Postseason = PS,
		varchar	yes	Talama Talama ID	Type of game	Play-in = PI, NBA Cup Final = CUP
	HomeID	int	yes	Team.TeamID	TeamID of Home Team	1610612738
	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
	WinnerID	int	yes	Team.TeamID	TeamID of Team who won Game	1610612737
Game	WScore	int	yes		Score of winning Team	117
	-					

	ita Dictionary					Last updated July 26, 2025
	Column	Data Type	Nullable		Description	Example/Note
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	ArenalD	int	yes	Arena.ArenaID	ArenalD 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
						NBA Emirates Cup, West Conf. Finals,
GameExt	Label	varchar	yes		Game label given from NBA	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	
	FTA	int	yes		Free Throws attempted	
	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
	SecondChancePointsAttempted	int	yes		After an OReb, Field Goals attempted	Not present in data files/historic data
	SecondChancePointsPercentage	float	yes		After an OReb, Field Goal percentage	Not present in data files/historic data
	TrueShootingAttempts	float	yes		Calculated Total True Shooting FG Attempts	Not present in data files/historic data
	TrueShootingPercentage	float	yes		Calculated True Shooting percentage	Not present in data files/historic data
	PointsFromTurnovers	int	yes		Total Points scored after Opponent Turnover	Not present in data files/historic data
	PointsSecondChance	int	yes		Total Second chance Points	Not present in data files/historic data
	PointsInThePaint	int	yes		Total Points in the Paint	Not present in data files/historic data
	PointsInThePaintMade	int	yes		Total FGs in the Paint made	Not present in data files/historic data
	PointsInThePaintAttempted	int	yes		Total FGs in the Paint attempted	Not present in data files/historic data
	PointsInThePaintPercentage	float	yes		FGs in the paint percentage	Not present in data files/historic data
	PointsFastBreak	int	yes		Total Points scored on Fast Breaks	Not present in data files/historic data
	FastBreakPointsMade	int	yes		Total FGs made on Fast Breaks	Not present in data files/historic data

	ata Dictionary					Last updated July 26, 2025
Table	Column	Data Type	Nullable	Join with	Description	Example/Note
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
TeamBox	Wins	int	yes		How many Wins a Team has at time of game	the current 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'.
TeamBox	Seed	int	yes		If Playoffs or Play-in, Team Seed	Playoffs, Play-in, Cup have values
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,	
PlayerBox	Position	varchar	yes		Position in which they started at	
PlayerBox	Minutes	varchar	yes		Minutes logged by player	MM:SS.MS, 32:01.09

Final	NBAdb Toolbox Da	ita Dictionary	Last updated July 26, 2025				
Pulyandro	Table	Column	Data Type	Nullable	Join with	Description	
Page-1006 Page	PlayerBox	MinutesCalculated	float	yes		Minutes logged by player in number form	32.01
Regent	PlayerBox	Points	int	yes		Points scored by Player in Game	
Rigotific SSVM of yes Two poor Fired Goals attempted Digotific GSSA not yes Two poor Fired Goals attempted Rigotific GSSA not yes Two poor Fired Goals attempted Rigotific GSSA not yes Throng point Field Goals attempted Rigotific GSSA not yes Throng point Field Goals attempted Rigotific GSSA not yes Throng point Field Goals attempted Rigotific CA nt yes Need Goals attempted Rigotific CA nt yes Need Goals attempted Rigotific CA nt yes Need Coals attempted Rigotific CA n	PlayerBox	Assists	int	yes		Assists recorded by Player	
Rigorithm 652A 614 yes Top pools Field Gails autempade Composite Field Gails Autempade Rigorithm 659A 614 yes Top pools Field Gails autempade Common Field Gails autempade Rigorithm 658A not yes Three point Field Gails and eatempade Rigorithm CSSA 10x1 yes Interpretation of Cools made Rigorithm CSSA 10x1 yes Field Goals made Rigorithm CSSA float yes Field Goals and eatempted Rigorithm CSSA float yes Field Goals proceedings Rigorithm CSSA float Proceedings Rigorithm CSSA float Proceedings Rigorithm CSSA float Procedings Rigorithm CSSA float Procedings Rigorithm CSSA float Procedings Rigorithm CSSA float Procedings Rigorithm CSSA float Procedings Procedings	PlayerBox	ReboundsTotal	int	yes		Total rebounds by Player	
Page 502 CSS	PlayerBox	FG2M	int	yes		Two point Field Goals made	
Paywork Possible Paywork Pay	PlayerBox	FG2A	int	yes		Two point Field Goals attempted	
Paywork Possible Paywork Pay	PlayerBox	FG2%	float	yes		Two point Field Goal percentage	
Power Now C-97% data yes Intercepting Field Coal procurating Physic Rick FGM nt yes 1 Field Grash ammed Physic Rick CAA nt yes 1 Field Grash ammed Physic Rick FOW not yes 1 Field Grash ammed Physic Rick FIM nt yes 1 Field Grash ammed Physic Rick FIM nt yes 1 Field Grash ammed Physic Rick FIM nt yes 1 Field Grash ammed Physic Rick FIM nt yes 1 Fier throws interprint Physic Rick FIM nt yes 1 Fier throws interprint Physic Rick Recomption of State Rick nt yes 1 final Defensive Recomption Physic Rick Slock Rickeed nt yes 1 final Defensive Recomption Physic Rick Slock Rickeed nt yes 1 final Defensive Recomption 2 final Defensive Recomption Physic Rick Slock Rickeed nt yes 1 final Defens	PlayerBox	FG3M	int	yes		Three point Field Goals made	
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βουμο (πο.) FCA. Int. eyes Flat Goods attempted Comment	PlayerBox	FG3%	float	yes		Three point Field Goal percentage	
Power	PlayerBox	FGM	int	yes		Field Goals made	
Paymethox FTM int yes Free Throws made Playmethox FTA int yes Free throw percentage Playmethox FTS flast yes Interpretation Playmethox FTS float yes Interpretation Free throw percentage Playmethox Rebounds Defensive int yes Total Offensive Rebounds Playmethox Blocks int yes Total Offensive Rebounds Playmethox Blocks int yes Total Offensive Rebounds Playmethox Stools int yes Total Stools Not present in data flies/historic data Playmethox Stools int yes Total Tumovers Int yes Playmethox Playmethox Int yes Total Tumovers Not present in data flies/historic data Playmethox Playmethox Int yes Total Tumovers Not present in data flies/historic data Playmethox Plusymethox Int yes Total Tumovers <	PlayerBox	FGA	int	yes		Field Goals attempted	
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PlayseBox PlayseBox ReboundsOrtensive Int 10		FTA	int	yes		Free throws attempted	
PayorBox RoboundsDefensive Int 963 Total Defensive Robounds PayorBox RoboundsDefensive RoboundsDefension RoboundsDefensive RoboundsDefensive RoboundsDefensive Robound		FT%	float	yes			
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PlayyerBox Blocks Int Yes Sex Total Blocks PlayyerBox Blocks Received Int Yes Sex Total Times Blocks Received Int Yes Sex Total Times Blocks Received Receive		ReboundsOffensive	int	yes		Total Offensive Rebounds	
PayweRbox BlockRecelved int yes Total times Blocked Not present in data files/historic data PlayveRbox Lisels int yes 1 Total times Blocked Not present in data files/historic data PlayveRbox AssistSTumoveRatio Int yes AssistSTumovers Not present in data files/historic data PlayveRbox Plus 10x1 yes AssistSTumovers Not present in data files/historic data PlayveRbox Plus Bloss 10x1 yes 10x1 Hinus Not present in data files/historic data PlayveRbox Platus Bloss 10x1 yes 10x1 Hinus points Not present in data files/historic data PlayveRbox Points Scondance int yes 10x1 Points Scondance Not present in data files/historic data PlayveRbox Points Scondance int yes 10x1 Points Scondance Not present in data files/historic data PlayveRbox Points Scondance int yes 10x1 Points Scondance Not present in data files/historic data PlayveRbox Points Scondance int yes 10x1 Po		Blocks	int	-		Total Blocks	
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PlayerBox FoulsDrawn int yes Times Player drew a foul Not present in data files/historic data PlayerBox FoulsPersonal int yes Personal fouls recorded Not present in data files/historic data PlayerBox FoulsPersonal int yes Personal fouls recorded Not present in data files/historic data PlayerBox Status Reason varchar yes Elaboration of Status PlayerBox Status Description 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 - Incrementing ID of each action for a game PlayByPlay ActionID int no Game. GameID Unique identifier for Game PlayByPlay ActionNumber int no ID of action given from NBA Data sources have differing Action Numbers unfortunately PlayByPlay Qtr int yes Game Clock at time of action PlayByPlay Immediual datetime yes Actual time when action occurred PlayByPlay ScoreMany int yes Away team score PlayByPlay Possession int yes Team. TeamID Team that action was for PlayByPlay FlayByPlay FlayByPlay FlayByPlay Flam yes FlayByPlay PlayByPlay PlayerID PlayByPlay PlayerID PlayByPlay PlayerID Primary Player involved with action PlayByPlay FlayByPlay FlayByPlay Flam yes Player. PlayByPlay PlayerID Primary Player involved with action				-			•
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NBAdb Toolbox D	ata Dictionary					Last updated July 26, 2025
Table	Column	Data Type	Nullable	Join with	Description	Example/Note
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	Х	float	yes		X value of shot	Full court tracking. Not present in data files/historic data
PlayByPlay	Υ	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
PlayByPlay	Area	varchar	yes		Area of court where Shot was taken	Mid-Range, In The Paint (Non-RA), Above the Break 3, Restricted Area, etc 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
	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, FG3A, 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	-	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		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		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	

NBAdb Toolbox Da	ata Dictionary	Last updated July 26, 2025				
Table	Column	Data Type	Nullable	Join with	Description	Example/Note
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		Season.SeasonID	-	
StartingLineups	GameID	int		Game.GameID	Unique Identifier for game	
StartingLineups	TeamID	int		Team.TeamID	Unique identifier for Team	
StartingLineups	MatchupID	int		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		yes		Date of event	
DI M	-				Type of Transaction	AwardOnWaivers, ContractConverted, Waive, Trade, Signing
PlayerMovement	Туре	varchar	yes		Type of Italisaction	
						"Nuggets received forward Cameron Johnson from
PlayerMovement PlayerMovement	Description	varchar varchar	yes		Description of Transaction. If trade, from POV of receiving Team	"Nuggets received forward Cameron Johnson from Brooklyn Nets"
PlayerMovement	Description	varchar	yes		Description of Transaction. If trade, from POV of receiving Team	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from
			yes	Team.TeamID		"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets
PlayerMovement PlayerMovement	Description TeamID	varchar	yes		Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from
PlayerMovement	Description	varchar	yes yes	Team.TeamID Player.PlayerID	Description of Transaction. If trade, from POV of receiving Team	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets
PlayerMovement PlayerMovement PlayerMovement	Description TeamID PlayerID	varchar int int	yes yes yes	Player.PlayerID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from
PlayerMovement PlayerMovement	Description TeamID	varchar	yes yes yes		Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets
PlayerMovement PlayerMovement PlayerMovement PlayerMovement	Description TeamID PlayerID AddTeamID	varchar int int	yes yes yes	Player.PlayerID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article:
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement	Description TeamID PlayerID AddTeamID GroupSort	varchar int int varchar	yes yes yes yes	Player.PlayerID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal
PlayerMovement PlayerMovement PlayerMovement PlayerMovement	Description TeamID PlayerID AddTeamID	varchar int int	yes yes yes yes	Player.PlayerID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article:
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement	Description TeamID PlayerID AddTeamID GroupSort	varchar int int varchar	yes yes yes yes	Player.PlayerID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset	"Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal PlayoffSeries is a VIEW, not a Table.
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement	Description TeamID PlayerID AddTeamID GroupSort	varchar int int varchar	yes yes yes yes	Player.PlayerID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal PlayoffSeries is a VIEW, not a Table. For 2001-2024 and on, SeriesID = First 7 digits of GameID.
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement	Description TeamID PlayerID AddTeamID GroupSort	varchar int int varchar	yes yes yes yes	Player.PlayerID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal 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
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayoffSeries	Description TeamID PlayerID AddTeamID GroupSort SeasonID	int int varchar int	yes yes yes yes	Player.PlayerID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset Groups Trades under a single UniqueID	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal 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
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayoffSeries	Description TeamID PlayerID AddTeamID GroupSort SeasonID	varchar int int varchar int varchar	yes yes yes yes	Player.PlayerID Team.TeamID Season.SeasonID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset Groups Trades under a single UniqueID Unique IQ for each PlayoffSeries.	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal 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
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayoffSeries PlayoffSeries PlayoffSeries	Description TeamID PlayerID AddTeamID GroupSort SeasonID SeriesID Conference	varchar int int varchar int varchar varchar varchar	yes yes yes yes	Player.PlayerID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset Groups Trades under a single UniqueID Unique IQ for each PlayoffSeries. Conference of PlayoffSeries	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal 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 East/West. If Finals, null
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries	Description TeamID PlayerID AddTeamID GroupSort SeasonID SeriesID Conference Round	varchar int varchar int varchar int varchar int	yes yes yes yes	Player.PlayerID Team.TeamID Season.SeasonID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset Groups Trades under a single UniqueID Unique IQ for each PlayoffSeries. Conference of PlayoffSeries The round of the PlayoffSeries in question	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal 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
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries	Description TeamID PlayerID AddTeamID GroupSort SeasonID SeriesID Conference Round HighTeamID	varchar int varchar int varchar int varchar int int int	yes yes yes yes	Player.PlayerID Team.TeamID Season.SeasonID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset Groups Trades under a single UniqueID Unique IQ for each PlayoffSeries. Conference of PlayoffSeries The round of the PlayoffSeries in question Higher seeded Team's TeamID	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal 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 East/West. If Finals, null 1-4
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries	Description TeamID PlayerID AddTeamID GroupSort SeasonID SeriesID Conference Round HighTeamID HighSeed	varchar int varchar int varchar int int int int	yes yes yes yes	Player.PlayerID Team.TeamID Season.SeasonID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset Groups Trades under a single UniqueID Unique IQ for each PlayoffSeries. Conference of PlayoffSeries The round of the PlayoffSeries in question Higher seeded Team's TeamID Team.FullName of higher seeded Team	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team. 12 player deal 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 East/West. If Finals, null 1-4 (DEN) Denver Nuggets
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayoffSeries PlayoffSeries	Description TeamID PlayerID AddTeamID GroupSort SeasonID SeriesID Conference Round HighTeamID HighSeed HSeed	varchar int int varchar int varchar int int int int int int int int	yes yes yes yes	Player.PlayerID Team.TeamID Season.SeasonID Team.TeamID Team.TeamID Team.FullName	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset Groups Trades under a single UniqueID Unique IQ for each PlayoffSeries. Conference of PlayoffSeries The round of the PlayoffSeries in question Higher seeded Team's TeamID Team.FullName of higher seeded Team The higher seeded Team's Seed value	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal 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 East/West. If Finals, null 1-4
PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayerMovement PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries PlayoffSeries	Description TeamID PlayerID AddTeamID GroupSort SeasonID SeriesID Conference Round HighTeamID HighSeed	varchar int varchar int varchar int int int int	yes yes yes yes	Player.PlayerID Team.TeamID Season.SeasonID Team.TeamID	Description of Transaction. If trade, from POV of receiving Team Primary Team involved with Transaction Primary Player involved with Transaction, if one Only populated if Type = Trade. POV of Team offloading asset Groups Trades under a single UniqueID Unique IQ for each PlayoffSeries. Conference of PlayoffSeries The round of the PlayoffSeries in question Higher seeded Team's TeamID Team.FullName of higher seeded Team	"Nuggets received forward Cameron Johnson from Brooklyn Nets" Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Nuggets received forward Cameron Johnson from Brooklyn Nets Trade 2019093 has 15 rows. See link for article: 4 Team, 12 player deal 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 East/West. If Finals, null 1-4 (DEN) Denver Nuggets

NBAdb Toolbox D	ata Dictionary	Last updated July 26, 2025				
Table	Column	Data Type	Nullable	Join with	Description	Example/Note
PlayoffSeries	LSeed	int			The lower seeded Team's Seed value	5
						First Round - DEN (4) vs LAC (5)
PlayoffSeries	Description	varchar			Description of series	NBA Finals - OKC (1) vs IND (4)
PlayoffSeries	WinnerID	int		Team.TeamID	If Series is concluded, TeamID of Team who won	