

2018 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 Attempts	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	GAME			TDR	Rushing TD's		PID	Play ID	1a
TIMO	Timeouts - Off		TDD	Defensive TD's		RFD	Rushing First Downs		GID	Game ID Number		TRG	Times Targeted		PTM	Flagged Team	
TIMD	Timeouts - Def		RETY	Return Yardage		PFD	Passing First Downs		SEAS	Season		REC	Receptions		PEN	Flagged Player	4
DWN	Down		TDRET	Return TD's		OFD	Other First Downs		WK	Week Number		RECY	Receiving Yardage		DESC	Description	14
YTG	Yards to go		PENY	Penalty Yardage		RY	Rushing Yardage		DAY	Day of Week		TDREC	Receiving TD's		CAT	Category	15
YFOG	Yardage from own Goal	5	SNP	Snaps	47	RA	Rushing Attempts		V	Visiting Team		RET	Returns (P/K)		PEY	YardageAssessed	
ZONE	Field Zone	18	FP	NFL.com Points		PY	Passing Yardage		H	Home Team		RETY	Return Yardage		ACT	Action (D/O/A)	16
FD	First Down (0/1)		FP2	FD / DK Points		PA	Passing Attempts		STAD	Stadium Name		TDRET	Return TD's		KICKER		
SG	Shot-gun (0/1)		GAME	Player Game Number		PC	Pass Completions		TEMP	Temp		FUML	Fumbles Lost		UID	Unique ID	22
NH	No Huddle (0/1)		SEAS	Seasons Played		PEYF	Penalty Yardage(on Opp)		HUMD	Humidity		PENY	Penalty Yardage		GID	Game ID Number	
PTS	Points Scored	13	YEAR	NFL Season		PEYA	Penalty YardageAgainst		WSPD	Wind Speed		CONV	Conversion	48	PLAYER	Kicker	4
TCK	Tackle on Play	9	TEAM	Team Name Abbr		NET	Net Yardage	41	WDIR	Wind Direction		SNP	Snaps	47	PAT	Points After TD's	
SK	Sack on Play	9	POSD	Position - Depth Chart	46	RES	Drive Result	42	COND	Conditions	19	FP	NFL.com Points		FGS	FG's Made (< 40 yds)	4
PEN	Penalty on Play	9	JNUM	Jersey#(1-99)		KOFF			SURF	Surface	20	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	OU	Over/Under		FP3	Draft King Points		FGL	FG'sMade (50+ yds)	
FUM	Fumble on Play	9	NFLID	Player ID @ NFL.com		KICKER	Kicker	4	SPRV	Vis Point Spread		GAME	Player Game Number		FP	Fantasy Points	
SAF	Safety on Play	9	TD			KGRO	Gross Yardage		PTSV	Points - Visitor		SEAS	Seasons Played		GAME	Player Game Number	
BLK	Block on Play	9	PID	Play ID	1a	KNET	Net Yardage		PTSH	Points - Home		YEAR	NFL Season		SEAS	Seasons Played	
			QTR	Qtr (OT = 5)		KTB	Touchback (0/1)	10	SACK			TEAM	Team Name Abbr		YEAR	NFL Season	
CONV			MIN	Minutes		KR	Kick Returner	4	UID	Unique ID	22	POSD	Position - Depth Chart	46	TEAM	Team Name Abbr	
PID	Play ID	1a	SEC	Seconds		KRY	Return Yardage		PID	Play ID	1a	JNUM	Jersey# (1-99)				
TYPE	PASS or RUSH		DWN	Down		BLOCK			QB	Quarterback	4	DCP	Depth Chart (1-4)				
BC	Ball Carrier		YDS	Yards Gained		PID	Play ID	1a	SK	Sacking Player	4	NFLID	Player ID @ NFL.com				
PSR	Passer		PTS	Points (6/7/8)		BLK	Blocker	4	VALUE	Solo or Shared	12						
TRG	Pass Target		PLAYER	Scoring Player		BRCV	Recovering Player		YDSL	Yards Lost							
CONV	Converted (0/1)		TYPE	TD Type	49	TYPE	PUNT / FG / XP										

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.

Color Legend:	SINCE 2006	SINCE 2012	SINCE 2015	SINCE 2018	All other fields are 2000+
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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	SAF	Safety Player	4	
WEIGHT	Weight (Lbs)		PFC	Fair-Caught (0/1)		STAD	Stadium Name		LEN	Length - Sec's	3	DFB	Pass Defender	4	BLK	Kick Blocker	4	
DOB	Date of Birth		REDZONE			SURF	Surface	20	QTR	Qtr (OT = 5)		PTCK1	Pass Tackler1	4	BRCV	Block Recovery	4	
FORTY	40yd Dash Time	44	UID	Unique ID		INJURY			MIN	Minutes	3	PTCK2	Pass Tackler2	4	FGXP	Kick Type (FG/XP)		
BENCH	Bench Press	44	GID	Game ID Number		UID	Unique ID	22	SEC	Seconds	3	SK1	Sacking Player1	4	FKICKER	FG/XP Kicker	4	
VERTICAL	Vertical Leap	44	PLAYER	Player		GID	Game ID Number		PTSO	Points - Off		SK2	Sacking Player2	4	DIST	Distance		
BROAD	Broad Jump	44	PA	Pass Attempts		PLAYER	Injured Player		PTSD	Points - Def		PTM1	Penalty1 Team		GOOD	Kick Good (Y/N)		
SHUTTLE	20yd Shuttle	44	PC	Completions		TEAM	Team Name Abbr		TIMO	Timeouts - Off		PEN1	Penalty1 Player	4	PUNTER	Punter	4	
CONE	3 Cone Drill	44	PY	Pass Yards		DETAILS	Nature of Injury		TIMD	Timeouts - Def		DESC1	Penalty1 Desc		PGRO	Punt Gross		
ARM	Arm Length		INTS	INT's by QB		PSTAT	Practice Status		DWN	Down		CAT1	Penalty1 Category	15	PNET	Punt Net		
HAND	Hand Size		RA	Rush Attempts		GSTAT	Game Status		YTG	Yards to go		PEY1	Penalty1 Yards		PTB	Punt Touchback (Y)		
DPOS	Draft Position		SRA	Successful Rush Attempts	6	SNAP			YFOG	Yardage from own Goal	5	ACT1	Penalty1 Action	16	PR	Punt Returner	4	
COL	College		RY	Rush Yards		UID	Unique ID		ZONE	Field Zone	18	PTM2	Penalty2 Team		PRY	Punt Return Yardage		
DV	College Division	43	TRG	Times Targeted		GID	Game ID Number		YDS	Yardage		PEN2	Penalty2 Player	4	PFC	Fair Catch (Y)		
START	1st Year of Play		REC	Receptions		TNAME	Team		SUCC	Successful Play (0/1)	6	DESC2	Penalty2 Description		KICKER	Kicker	4	
CTEAM	Current Team		RECY	Receiving Yards		PLAYER	Player		FD	First Down (Y)		CAT2	Penalty2 Category	15	KGRO	Kickoff Gross		
POSD	Position - Depth Chart	46	FUML	Fumbles Lost		POSD	Position - Depth Chart	46	SG	Shotgun (Y)		PEY2	Penalty2 Yards		KNET	Kickoff Net		
JNUM	Jersey# (1-99)		PENY	Penalty Yardage		POSS	Position - Starting	50	NH	No Huddle (Y)		ACT2	Penalty2 Action	16	KTB	KO Touchback (Y)		
DCP	Depth Chart (1-3)		RUSH			SNP	Snaps	47	PTS	Points Scored		PTM3	Penalty3 Team		KR	KO Returner	4	
NFLID	Player ID @ NFL.com		PID	Play ID	1a	SAFETY			BC	Ball Carrier	4	PEN3	Penalty3 Player	4	KRY	KO Return Yardage		
			BC	Ball Carrier	4	PID	Play ID	1a	KNE	Knee (Y)		DESC3	Penalty3 Description					
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.

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TEAM																
TID	Team Total ID		SRP	Successful Rush Plays	6	DRA	Pass Attempts - DR	8	I20	Punts inside 20		BOX7SP	Successful Plays - 7 BOX	6	BLZ2Y	Yards gained 2+ Blitzers
GID	Game ID Number		S1RP	Successful Rush - 1D	6	DRY	Pass Yardage - DR	8	RTD	Punts/Kickoff TD's		BOX7Y	Yards gained - 7 BOX		PAP	Play action pass
TNAME	Team Name		S2RP	Successful Rush - 2D	6	WR1A	Attempts - WR 1-2		LNR	DL Tackles - Rush		BOX8	Plays with >=8 BOX	P4	PAPSP	Successful play action
PTS	Points		S3RP	Successful Rush - 3/4D	6	WR1Y	Yardage - WR 1-2		LNP	DL Tackles - Pass		BOX8SP	Successful Plays >= 8 BOX	6	PAPY	Yards gained - play action
Q1P	1st Quarter Points		SPP	Successful Pass Plays	6	WR3A	Attempts - WR 3-4-5		LBR	LB Tackles - Rush		BOX8Y	Yards gained >= 8 BOX		SCR	Screen pass
Q2P	2nd Quarter Points		S1PP	Successful Pass - 1D	6	WR3Y	Yardage - WR 3-4-5		LBP	LB Tackles - Pass		AVT1	Plays with 1 AVT	P4	SCRSP	Successful Screen plays
Q3P	3rd Quarter Points		S2PP	Successful Pass - 2D	6	TEA	Pass Attempts - TE		DBR	DB Tackles - Rush		AVT1SP	Successful Plays -1 AVT	6	SCR	Yards gained -Screen plays
Q4P	4th Quarter Points		S3PP	Successful Pass - 3/4D	6	TEY	Pass Yardage - TE		DBP	DB Tackles - Pass		AVT1Y	Yards gained 1 AVT		NPR	Plays with no pressure
RFD	1st Downs - Rush		LEA	Rush Attempts - LE	7	RBA	Pass Attempts - RB		NHA	No Huddle Attempts		AVT2	Plays with 2 AVT	P4	NPRSP	Succ plays - no pressure
PDF	1st Downs - Pass		LEY	Rush Yardage - LE	7	RB	Pass Yardage - RB		S3A	3rd/Short Attempts	29	AVT2SP	Successful Plays - 2 AVT	6	NPRY	Yards gained - no pressure
IFD	1st Downs - Penalty		LTA	Rush Attempts - LT	7	SGA	Shotgun Attempts		S3C	3rd/Short Conversions		AVT2Y	Yards gained - 2 AVT		QBP	Plays with QB pressure
RY	Rush Yardage		LT	Rush Yardage - LT	7	SGY	Shotgun Yardage		L3A	3rd/Long Attempts	30	AVT3	Plays with 3 AVT	P4	QBSP	Succ plays - QB pressure
RA	Rush Attempts		LGA	Rush Attempts - LG	7	P1A	Pass Attempts - 1D		L3C	3rd/Long Conversions		AVT3SP	Successful Plays - 3 AVT	6	QB	Yards gained on QB pressu
PY	Pass Yardage		LGY	Rush Yardage - LG	7	P1Y	Pass Yardage - 1D		STF	Stuffed Runs	31	AVT3Y	Yards gained - 3 AVT		QBHI	Plays with a QB hit
PA	Pass Attempts		MDA	Rush Attempts - MD	7	P2A	Pass Attempts - 2D		DP	Points by Defense	32	AVT4	Plays with 4 AVT	P4	QBHISP	Successful plays - QB hits
PC	Completions		MDY	Rush Yardage - MD	7	P2Y	Pass Yardage - 2D		FSP	False Starts		AVT4SP	Successful Plays - 4 AVT	6	QBHIY	Yards gained - QB Hits
SK	Sacks (Against)		RGA	Rush Attempts - RG	7	P3A	Pass Attempts - 3/4D		OHP	Offensive Hold Penalty	33	AVT4Y	Yards gained - 4 AVT		QBHU	Plays with a QB hurry
INTS	INT's for Defense		RGY	Rush Yardage - RG	7	P3Y	Pass Yardage - 3/4D		PBEP	Play Book Exec. Penalty	34	AVT5	Plays with 5 AVT	P4	QBHUSP	Successful plays - QB hurry
FUM	Fumbles Lost		RTA	Rush Attempts - RT	7	SPC	Short Comp	26	DLP	Defensive Line Penalty	35	AVT5SP	Successful Plays - 5 AVT	6	QBHU	Yards gained - QB hurry
PU	Punts		RTY	Rush Yardage - RT	7	MPC	Medium Comp	26	DSP	Defensive Secndry Penalty	36	AVT5Y	Yards gained - 5 AVT		YTG1	Total yards-to-go 1D
GPY	Gross Punt Yardage		REA	Rush Attempts - RE	7	LPC	Long Comp	26	DUM	Dumb Penalties	37	PRU3	Plays with <= 3 PRU	P4	YTG2	Total yards-to-go 2D
PR	Punt Returns		REY	Rush Yardage - RE	7	Q1RA	Rush Attempts - Q1		PFN	Poor Fundamentals Pen	38	PRU3SP	Succ plays <=3 PRU	6	YTG3	Total yards-to-go 3/4D
PRY	Punt Return Yardage		R1A	Rush Attempts - 1D		Q1RY	Rush Yardage - Q1		SNPO	Snaps on Offense	47	PRU3Y	Yards gained <=3 PRU		TAY1	Total true air yards 1D
KR	Kick-off Returns		R1Y	Rush Yardage - 1D		Q1PA	Pass Attempts - Q1		SNPD	Snaps on Defense	47	PRU4	Plays with 4 pass rushers	P4	TAY2	Total true air yards 2D
KRY	Kick-off Return Yardage		R2A	Rush Attempts - 2D		Q1PY	Pass Yardage - Q1		SAF	Safeties (own Def)		PRU4SP	Successful plays - 4 PRU	6	TAY3	Total true air yards 3/4D
IR	Def INT Returns		R2Y	Rush Yardage - 2D		LCRA	Rush Attempts - L/C	27	BLK	Blocks (own Def)		PRU4Y	Yards gained - 4 PRU		DOT1	Total depth-of-target 1D
IRY	INT Return Yardage		R3A	Rush Attempts - 3/4D		LCRY	Rush Yardage - L/C	27	FP	DS/T Points	23	PRU5	Plays with >= 5 PRU	P4	DOT2	Total depth-of-target 2D
PEN	Penalty Yardage(Against)		R3Y	Rush Yardage - 3/4D		LCPA	Pass Attempts - L/C	27	BOX	Avg Defenders In the Box	P4	PRU5SP	Succ plays >= 5 PRU	6	DOT3	Tot depth-of-target 3/4D
TOP	Time-of-Possession		QBA	QB Rush Attempts		LCPY	Pass Yardage - L/C	27	AVT	Avg Available Targets	P4	PRU5Y	Yards gained >= 5 PRU		YAC1	Tot yards-after-catch 1D
TD	Touchdowns		QBY	QB Rush Yardage		RZRA	Rush Attempts - Red Zone		PRU	Avg # Def rushing Passer	P4	SCRM	QB scrambles	P4	YAC2	Tot yards-after-catch 2D
TDR	TD's - Rushing		SLA	Pass Attempts - SL	8	RZRY	Rush Yardage - Red Zone		BOX4	Plays with 4 ITB	P4	SCRMSP	Successful QB scrambles	6	YAC3	Tot yards-after-catch 3D/4I
TDP	TD's - Passing		SLY	Pass Yardage - SL	8	RZPA	Pass Attempts - Red Zone		BOX4SP	Successful Plays <=4 BOX	6	SCRM	Yards on QB scrambles		CRR	Created Receptions
TDT	TD's via Turnovers		SMA	Pass Attempts - SM	8	RZPY	Pass Yardage - Red Zone		BOX4Y	Yards gained <=4 BOX		NBLZ	0 DB/LB Blitzing	P4	CNB	Contested Balls
FGM	Field Goals Made		SMY	Pass Yardage - SM	8	SKY	Total Yardage lost to Sacks		BOX5	Plays with 5 BOX	P4	NBLZSP	Succ plays - no Blitzers	6	CNBC	Contested Balls + Complet
FGAT	Field Goal Attempts		SRA	Pass Attempts - SR	8	LBS	Sacks by own LB's		BOX5SP	Successful Plays - 5 BOX	6	NBLZY	Yards gained - no Blitzers		DRP	Receiver Drops
FGY	Field Goal Yardage	23	SRY	Pass Yardage - SR	8	DBS	Sacks by own DB's		BOX5Y	Yards gained - 5 BOX		BLZ1	1 DB/LB Blitzing	P4	QBTA	QB Throw Aways
RZA	Drives in Red Zone		DLA	Pass Attempts - DL	8	SFPY	Starting Field Pos	28	BOX6	Plays with 6 BOX	P4	BLZ1SP	Succ plays - 1 Blitz	6	BAP	Batted balls at the LOS
RZC	Red Zone Drive TD's		DLY	Pass Yardage - DL	8	DRV	Drives on Offense		BOX6SP	Successful Plays - 6 BOX	6	BLZ1Y	Yards gained - 1 Blitz		INTW	INT-worthy passes
BRY	Big Rush Yardage	24	DMA	Pass Attempts - DM	8	NPY	Net Punt Yardage		BOX6Y	Yards gained - 6 BOX		BLZ2	2+ DB/LB Blitzing	P4	INTWI	INT-worthy passes + INT
BPY	Big Pass Yardage	25	DMY	Pass Yardage - DM	8	TB	Touchbacks		BOX7	Plays with 7 BOX	P4	BLZ2SP	Succ plays - 2+ Blitzers	6		

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CHART (Pro Plus)																	
GID	Game ID	1	DEF	Team on Defense		QTR	Qtr (OT = 5)		YFOG	Yardage from own Goal	5	FD	First Down (0/1)		INTS	Interception (0/1)	1
PID	Play ID	1a	TYPE	Play Type	2	LOS	Line of Scrimmage		ZONE	Field Zone	18	SG	Shotgun (0/1)				
DETAIL	Play Text		QB	Quarterback	4	DWN	Down		YDS	Yardage		NH	No Huddle (0/1)				
OFF	Team on Offense		TRG	Pass Target	4	YTG	Yards to go		SUCC	Successful Play (0/1)	6	COMP	Completion (0/1)				
The following 18 variables are collated by game charters and are available within 7 days of each game.																	
BOX	Number of Defenders in the box (Pass plays only).																
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.																
PRU	Number of Defenders Pass Rushing																
BLZ	Number of Defenders (LB and DB) Blitzing																
PAP	Play Action pass play. 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.																
SCR	Screen Pass.																
QBP	QB was pressured (see page 7 for more details).																
QBHI	QB was brought to the ground by a defensive player (including sacks) or otherwise significantly man-handled by a defender. (0 - No, 1 - Yes). See page 7 for more details.																
QBHU	QB was hurried. 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.																
TAY	True Air Yards: Distance ball travels in the air from point of throw to a receivers hands; back of endzone or sideline.																
DOT	Depth Of Target: Distance from LOS when ball is caught or comes closest to the target.																
YAC	Yards accumulated by the receiver after the catch.																
CRR	Created Receptions: Difficult catches that require exceptional body control; hands; acrobatics, or any combination thereof.																
CNB	Contested Balls: Passes into close coverage that involve a physical battle between receiver and defender for control of the ball.																
DRP	Dropped passes on balls that would have been caught by a receiver with league-average skills. (0 - No, 1 - Yes).																
QBTA	Throw Away: QB unloaded the ball to avoid sack or just generally decides nothing good can happen on the play.																
BAP	Ball batted away at line of scrimmage or by a defender.																
INTW	INT Worthy: Designates a bad pass that should have been intercepted but may have been dropped by a defender. It can also show when an INT was not the QB's fault (intw = 0 and int = 1).																

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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).
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 is actually 'Yards From Own Goal'(YFOG) -- it's easier to perform calculations on this value.
41	Drive Net Yardage is a combination of Rushing 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 Depth Chart (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; MFG - 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	
50	First things first – every single Hurry is also a Pressure .
	QB Hits can happen without pressure when it's a late hit that didn't really affect the throw or the decision making. It's rare though, < 2% of Hits are entirely without Pressure. Also, some hits aren't that violent, but they influence the play significantly. Those are the plays when the QB is hit as he throws the ball and it can be anything between huge collision and a slight pull on QB's wrist. You can tell the QB's throwing motion has been hindered (we call it an ' HTM '), because the ball always comes off awkwardly. All HTM's are marked as a pressure , which makes sense, because it means there was a defender in contact with the QB in the middle of his throwing motion.
	A Hurry is basically a heavy kind of Pressure - the QB is forced to run out of the pocket or is throwing the ball while backpedaling from the defender.
	Pressure by itself happens almost every time the pocket is breached so long as the QB is near the breach. There can be situations when the pocket collapses, but the QB is already in the middle of his throwing motion, so it doesn't affect him, hence it isn't a pressure. Also, on screen passes, the QB needs to be under huge duress in order to be charted as pressured, because that's the nature of the play design (only 10% of screen passes are marked with pressures, some of which ended as sacks).
	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.
	A final thing to mention is that sometimes the QB escapes the clean pocket and by doing so, generates the pressure. We mark these plays as pressures, but not as hurries, even though he's running with defenders chasing him. We do this because he put himself in that situation.