Field	Field Type	Field Description	Field Values
team_name	text	Full team name for the team where the player recorded an event	New York Giants
event_uuid	uuid	Unique identifier for the event	c8643c36-b00a-4e54-a156-842a1b79cda9
game_id	integer	Unique identifier for the game	1069669
gsis_game_id	integer	NFL GSIS identifier for the game	2022_12_NYG_DAL
gsis_old_game_id	integer	Older NFL GSIS identifier for the game	2022112401
game_quarter	integer	Quarter the event takes place (OT is 5)	1, 2
event_game_index	integer	Ranked order of events over the series of a game (a value of 7 means that a event was the 8th collected event in that game).	7, 141
play_uuid	uuid	Unique identifier for the play (will be null for certain non-play event types like Quarter Start or Camera Paused)	a2b88e4b-22ae-4d56-b895-ff23ab774afd
gsis_play_id	integer	NFL GSIS identifier for the play	40
event_video_timestamp	decimal	Internal measure of when the event occurred relative to the video used to collect the game	68.055408
game_clock	integer	Remaining clock time left in the quarter in milliseconds (a value of 752965 equates to 12:33 left in quarter)	900000 (start of quarter), 752965
team_id	integer	Unique team identifier for the player/team whose event is being recorded	1001398
team_attacking_left_to_right	boolean	True if offensive team is moving the ball from left to right from the vantage point of the camera	TRUE, FALSE
event_types	array	An event can have 1 or more event_types associated with it (see "definition: event_types" tab for full list)	{Catch,"From Kick",Return,"Kickoff Return"}, {"Tackle Attempt"}
player_id	integer	For events that describe an action [Catch, Pass, Pressure, Tackle], this is the id of the person performing that action	1003198
player_name	text	For events that describe an action [Catch, Pass, Pressure, Tackle], this is the name of the person performing that action	Tom Brady
receiver_player_id	integer	The id of the teammate of the player taking the primary action. For a pass, this is the player being targeted. For a handoff, this is the player receiving the ball.	1023288
receiver_player_name	text	The name of the teammate of the player taking the primary action. For a pass, this is the player being targeted. For a handoff, this is the player receiving the ball.	Julio Jones
opponent_player_id	integer	The id of the opposing player being targeted by the primary action. For a pressure, this is the QB being pressured. For a tackle attempt, this is the offensive player trying to be tackled	1023916
opponent_player_name	text	The name of the opposing player being targeted by the primary action. For a pressure, this is the QB being pressured. For a tackle attempt, this is the offensive player trying to be tackled	Micah Parsons
event_x	decimal	x coordinate of where the event started (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
event_y	decimal	y coordinate of where the event started (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.6633333333333

Field	Field Type	Field Description	Field Values
event_end_x	decimal	x coordinate of where the event's (ie pass, kick, batted ball) action ended. (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
event_end_y	decimal	y coordinate of where the event's (ie pass, kick, batted ball) action ended (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.6633333333333
event_duration	decimal	Number of seconds from the start to the end of an event	0.430874, 3.88031
event_success	boolean	Whether or not the event was successful for the player ID (eg on a Tackle Avoided event, this field would be TRUE for the ball carrier and this field would be FALSE for the corresponding Tackle event for the defensive player). Null if irrelevant for event.	TRUE, FALSE, NULL
event_points	integer	Points scored from this event	0, 1, 2, 3, 6
event_catch_fail_type	string	Values are only populated when an Event Type of unsuccessful Catch is recorded (is null otherwise). Field can have only 1 of the following values: 'Dropped', 'Missed', 'Broken Up', 'Out'	Dropped', 'Missed', 'Broken Up', 'Out'
event_yards_after_catch	decimal	Yards made by receiver after the catch	3.72, 6.53
event_kick_fail_type	string	Values are only populated when an Event Type of unsuccessful Kick is recorded (is null otherwise). Field can have only 1 of the following values: Blocked, Goalpost, Short, Wide Left, Wide Right	Blocked, Goalpost, Short, Wide Left, Wide Right
event_kick_distance	decimal	For all Kick Event Types, we collect the distance the kick traveled down the field (difference between event_x and event_end_x)	22.96, 52.09
event_kick_lateral	decimal	For all Kick Event Types, we collect the distance the kick traveled across the field (difference between event_y and event_end_y)	-26.92, 17.36
event_forced_fumble	boolean	Whether or not the event generated a forced fumble	TRUE, FALSE, NULL
event_pass_air_yards	decimal	How far down the field the pass traveled (difference in the x axis between the LOS and the catch location)	-2.95, 6.77
event_pass_catchable	boolean	Whether or not the pass was calculated to be close enough to the receiver to be catchable	TRUE, FALSE, NULL
event_pass_time_to_throw	decimal	Attached to pass event -- calculation of time from snap to pass	0.83207, 2.755212
event_penalty_offset	boolean	Only populated on Penalty Event Types -- set to true if there were penalties on both teams that (at least partially) offset one another	TRUE, FALSE, NULL
event_penalty_yards	decimal	Yards gained or lost on the penalty	-8.2, -5, 15
event_penalty_type	text	Description of the penalty (multiple words separated with a hyphen)	holding, illegal-substitution
event_penalty_down_lost	boolean	Whether or not the penalty was a loss of down	TRUE, FALSE, NULL
event_penalty_replay_down	boolean	Whether or not the penalty leads to the down being replayed	TRUE, FALSE, NULL
event_snap_under_center	boolean	Whether or not the QB took the snap directly under center	TRUE, FALSE, NULL

Field	Field Type	Field Description	Field Values
event_tackle_contact	boolean	Whether or not the tackle attempt made contact. Will be FALSE in the case where a ball carrier jukes to avoid contact on a tackle attempt	TRUE, FALSE, NULL
preceding_tackle_attempt_uuid	uuid	Event id of the tackle attempt that will be paired to a tackle made event	86a5e577-8887-40c4-a27f-714ad9a4d43c
opposing_tackle_uuid	uuid	On the Tackled, Tackle Avoided, or Tackle Broken event for the ball carrier, this is the event id of the tackle attempt of the defender	87d74838-01ad-4238-ae74-8e591912d31a
preceding_ball_origin_uuid	uuid	For events of type ['Catch','Out','Batted-Ball','Block','Passer-Hit','Ball To Ground'] this is the event id of the originating event (eg for a catch from snap event, this is the event id of the snap. for a break-up pass event, this is the event id of the pass)	0959c2f0-b289-41bb-87a2-4cded8494217
opposing_pressured_event_uuid	uuid	For a pressure event, if there is a pass/handoff/kick/lateral following the pressure, this is the event id.	8532bd7c-cbc2-41bf-8d0e-eca378d618ae
opposing_penalty_event_uuid	uuid	For offsetting penalties, this is event id for the event that generated the other penalty	546065f4-771a-4eeb-a490-f706013a67ff
event_pass_underthrow	boolean	Whether or not the pass was determined by the collector to be underthrown	TRUE, FALSE, NULL
event_pass_overthrow	boolean	Whether or not the pass was determined by the collector to be overthrown	TRUE, FALSE, NULL
event_lateral_technique	string	Description of lateral technique. Only two possible values when present: Throw, Toss	Throw, Toss
event_pass_placement_x	decimal	When the pass reaches the target (or the point where the pass is closest to the targeted receiver), how far away (in yards) the ball is from the center of the receiver's body	0.2167
event_pass_placement_y	decimal	How high (in yards) the ball was from the ground at the point when the pass reaches the target (or the point where the pass is closest to the targeted receiver)	1.2708
event_score_fail_type	string	For scoring events, this describes why the scoring event was negated. Only two possible values when present: Reversed by Review, Discounted by Penalty	Reversed by Review, Discounted by Penalty
event_stoppage_review_outcome	string	Outcome of a challenge. Only two possible values when present: Ruling Reversed, Ruling Upheld	Ruling Reversed, Ruling Upheld
event_pass_throwaway	boolean	Whether or not the pass was deliberately thrown away	TRUE, FALSE, NULL
event_pass_out_of_bounds	boolean	Whether or not the pass landed out of bounds	TRUE, FALSE, NULL
event_pass_touchdown	boolean	Whether or not the pass resulted in a touchdown	TRUE, FALSE, NULL
event_pass_target_x	decimal	x coordinate of the location of the targeted receiver at the time of pass (see "definition: coordinates" tab for how to interpret coordinates)	27.47510177
event_pass_target_y	decimal	y coordinate of the location of the targeted receiver at the time of pass (see "definition: coordinates" tab for how to interpret coordinates)	19.49409071

Field	Field Type	Field Description	Field Values
start_engagement_uuid	uuid	For an Engagement End event, this is the event id of the corresponding Engagement Start event. It is otherwise null	76a1277a-dd18-4c26-90b0-b5dd4f715c0c
end_engagement_uuid	uuid	For an Engagement Start event, this is the event id of the corresponding Engagement End event. It is otherwise null	3170c71b-0156-43cb-8c03-51ac770a57c3
event_pass_yards_gained	decimal	Pass yards gained on the play	-5.68, 42.69
base_event_uuid	uuid	For events generated based on other events, such as Tackle Attempt/Tackled or Engagement Start/End, this field is populated for the second event in the pair with a reference to the first event. For example, for a Tackled event, this would show the event ID of the Tackle Attempt.	
event_tackle_first_contact	boolean	Whether or not tackle is the first contact made by defense during this play with the ball carrier	TRUE, FALSE, NULL
event_pass_placement_uncollectable	boolean	Whether or not the pass event was deemed uncollectable, most likely due to unclear visual on the QB at the time of the pass	TRUE, FALSE, NULL
event_no_ff_cause	string	If this value is NULL, we can assume freeze frames were collected as expected for this event. If there is a value here, it describes the reason why freeze frames could not be collected. Values can be: "Camera Off", "Bad Camera", "Special Teams Frame", "Ball Carrier Passed LOS", "Post Catch", "Other"	"Camera Off", "Bad Camera", "Special Teams Frame", "Ball Carrier Passed LOS", "Post Catch", "Other"
event_pass_placement_displacement	decimal	The distance between the throw and the targeted receiver's center of mass at the time of the catch attempt	0.605
event_pass_comp_prob	decimal	The output of our proprietary model that calculates the likelihood of a pass being completed by the QB at the time of the throw, accounting for several factors like distance of both the QB and targeted receiver to the nearest defender, time elapsed since snap, distance between the QB and targeted receiver, and more	0.935, 0.403
event_catch_comp_with_placement	decimal	The output of our proprietary model that calculates the likelihood of a catch being made by the receiver at the time of the catch attempt including the placement of the pass and the factors mentioned above in the pass model description	0.935, 0.403
event_catch_comp_without_placement	decimal	The output of our proprietary model that calculates the likelihood of a catch being made by the receiver at the time of the catch attempt excluding the placement of the pass and the factors mentioned above in the pass model description	0.935, 0.403
event_offense_last_action	boolean	Whether or not this is the final event by the offense on a play	TRUE, FALSE, NULL
event_ball_x	decimal	x coordinate of the ball at the time of the event (see "definition: coordinates" tab for how to interpret coordinates)	-4.56, 22.56
event_ball_y	decimal	y coordinate of the ball at the time of the event (see "definition: coordinates" tab for how to interpret coordinates)	0, 23.6633333333333
event_ball_carrier	integer	The player ID of the player who has the ball at the time of this event	1024073

Field	Field Type	Field Description	Field Values
event_tackle_type	Text	Type of tackle attempts made on this event	{"Solo assisted - Success","Assisted - Success"}, {"Solo - Success"}
event_tackle_sequence_attempt	boolean	Whether or not this tackle attempt was part of the sequence of tackles that brought down the ballcarrier.	TRUE, FALSE, NULL