

# 2016 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 Atts		LOC	Location	8
TYPE	Play Type	2	COMB	Combined Tckls		DRVN	Drive Number		GOOD	Boolean (0 or 1)		PC	Completions		YDS	Yards Gained	
DSEQ	Drive Sequence #		SCK	Sacks		OBT	How Obtained	39	FUMBLE			PY	Passing Yds		COMP	Completion (BOOLEAN)	
LEN	Length - Sec's	3	SAF	Safeties		QTR	Quarter		PID	Play ID	1a	INTS	QB Int's		SUCC	Successful Play	6
QTR	Qtr (OT = 5)		BLK	Blocked Kicks		MIN	Length of Drive	3	FUM	Fumbler	4	TDP	Passing TD's		SPK	Spiked Ball (BOOLEAN)	
MIN	Minutes	3	INTS	Interceptions		SEC	Length of Drive	3	FRCV	Recovering Playe	4	RA	Rushing Atts		DFB	Defender	4
SEC	Seconds	3	PDEF	Pass Defended		YFOG	Starting Field F	40	FRY	Fumble Return Ydg		SRA	Succ Rush Atts	6	PENALTY		
PTSO	Points - Off		FRCV	Fumbles Recvrd		PLAYS	#Plays in Drive		FORC	Forcing Player	4	RY	Rushing Yds		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 Ydg		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 Yds		DESC	Description	14
YTG	Yards to go		PENY	Penalty Ydg		RY	Rushing Ydg		DAY	Day of Week		TDREC	Receiving TD's		CAT	Category	15
YFOG	Yds from own Goa	5	SNP	Snaps	47	RA	Rushing Atts		V	Visiting Team		RET	Returns (P/K)		FEY	Ydg Assessed	
ZONE	Field Zone	18	FP	NFL.com Pts		PY	Passing Ydg		H	Home Team		RETY	Return Ydg		ACT	Action (D/O/A)	16
FD	First Down (Boolean)		FP2	FD / DK Pts		PA	Passing Atts		STAD	Stadium Name		TDRET	Return TD's		KICKER		
SG	Shot-gun (Boolean)		GAME	Player Game Number		PC	Pass Completions		TEMP	Temp		FUML	Fumbles Lost		UID	Unique ID	22
NH	No Huddle (Boolean)		SEAS	Seasons Played		PEYF	Penalty Ydg (on Opp)		HUMD	Humidity		PENY	Penalty Ydg		GID	Game ID Number	
PTS	Points Scored	13	YEAR	NFL Season		PEYA	Penalty Ydg Against		WSPD	Wind Speed		CONV	Conversion	48	PLAYER	Kicker	4
TCK	Tackle on Play	9	TEAM	Team Name Abbr		NET	Net Ydg	41	WDIR	Wind Direction		SNP	Snaps	47	PAT	Points After TD's	
SK	Sack on Play	9	POSD	Position - Detai	46	RES	Drive Result	42	COND	Conditions	19	FP	NFL.com Pts		FGS	FG's Made (< 40	4
PEN	Penalty on Play	9	JNUM	Jersey#(1-99)		KOFF			SURF	Surface	20	FP2	Fan Duel Pts		FGM	FG's Made (40-49 yds)	
INTS	Interception on	9	DCP	Depth Chart(1-3)		PID	Play ID	1a	OU	Over/Under		FP3	Draft King Pts		FGL	FG 'sMade (50+ yds)	
FUM	Fumble on Play	9	TD			KICKER	Kicker	4	SPRV	Vis Point Spread		GAME	Player Game Number		FP	Fantasy Points	
SAF	Safety on Play	9	PID	Play ID	1a	KGRO	Gross Ydg		PTSV	Points - Visitor		SEAS	Seasons Played		GAME	Player Game Number	
BLK	Block on Play	9	QTR	Qtr (OT = 5)		KNET	Net Ydg		PTSH	Points - Home		YEAR	NFL Season		SEAS	Seasons Played	
OLID	Offensive Line I	21	MIN	Minutes		KTB	Touchback (boole	10	INJURY			TEAM	Team Name Abbr		YEAR	NFL Season	
CONV			SEC	Seconds		KR	Kick Returner	4	GID	Game ID Number		POSD	Position - Detai	46	TEAM	Team Name Abbr	
PID	Play ID	1a	DWN	Down		KRY	Return Ydg		PLAYER	Injured Player		JNUM	Jersey Numbr (1-99)				
TYPE	PASS or RUSH		YDS	Yards Gained		BLOCK			TEAM	Team Name Abbr		DCP	Depth Chart Pos (1-3)				
BC	Ball Carrier		PTS	Points (6/7/8)		PID	Play ID	1a	DETAILS	Nature of Injury							
PSR	Passer		PLAYER	Scoring Player		BLK	Blocker	4	PSTAT	Practice Status							
TRG	Pass Target		TYPE	TD Type	49	BRCV	Recovering Player		GSTAT	Game Status							
CONV	Converted (boolean)																

Table Name Abbreviations: CONV = 2 PT Conversions, OLINE = Starting Offensive Line (LT, LG, C, RG, RT). Stats highlighted in red are NEW FOR 2016.

The 3rd column lists a key to a list on Pages 4-5 that provides more details. The breakdown for tables covering Team Totals and Player Totals for every Game played since 2000 are on the following page.

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PLAYER			PUNT			TEAM			TEAM			TEAM			TEAM		
PLAYER	Player	4	PID	Play ID	1a	TID	Team Total ID		BRY	Big Rush Ydg	24	DLA	Pass Atts - DL	8	LBS	Sacks by own LB's	
FNAME	First Name		PUNTER	Punter	4	GID	Game ID Number		BPY	Big Pass Ydg	25	DLY	Pass Ydg - DL	8	DBS	Sacks by own DB's	
LNAME	Last Name		PGRO	Gross		TNAME	Team Name		SRP	Succ Rush Plays	6	DMA	Pass Atts - DM	8	SFFY	Starting Fld Pos	28
PNAME	Play-by-Play Name		PNET	Net		PTS	Points		S1RP	Succ Rush - 1D	6	DMY	Pass Ydg - DM	8	DRV	Drives on Offense	
POS1	Primary Position	45	PTB	Touchback (Boole	10	Q1P	Q1 Points		S2RP	Succ Rush - 2D	6	DRA	Pass Atts - DR	8	NPY	Net Punt Ydg	
POS2	Alternate Positi	45	PR	Returner	4	Q2P	Q2 Points		S3RP	Succ Rush - 3/4D	6	DRY	Pass Ydg - DR	8	TB	Touchbacks	
HEIGHT	Height (Inches)		PRY	Return Ydg		Q3P	Q3 Points		SPP	Succ Pass Plays	6	WR1A	Atts - WR 1-2		I20	Punts inside 20	
WEIGHT	Weight (Lbs)		PFC	Fair-Caught (Boolean)		Q4P	Q4 Points		S1PP	Succ Pass - 1D	6	WR1Y	Ydg - WR 1-2		RTD	Punts/Kickoff TD's	
YOB	Year of Birth		RUSH			RFD	1st Downs - Rush		S2PP	Succ Pass - 2D	6	WR3A	Atts - WR 3-4-5		LNR	DL Tackles - Rush	
FORTY	40yd Dash Time	44	PID	Play ID	1a	PFD	1st Downs - Pass		S3PP	Succ Pass - 3/4D	6	WR3Y	Ydg - WR 3-4-5		LNP	DL Tackles - Pass	
BENCH	Bench Press	44	BC	Ball Carrier	4	IFD	1st Downs - Penalty		LEA	Rush Atts - LE	7	TEA	Pass Atts - TE		LBR	LB Tackles - Rush	
VERTICAL	Vertical Leap	44	DIR	Rush Direction	7	RY	Rush Yds		LEY	Rush Ydg - LE	7	TEY	Pass Ydg - TE		LBP	LB Tackles - Pass	
BROAD	Broad Jump	44	YDS	Yards Gained		RA	Rush Atts		LTA	Rush Atts - LT	7	RBA	Pass Atts - RB		DBR	DB Tackles - Rush	
SHUTTLE	20yd Shuttle	44	SUCC	Successful Play	6	PY	Pass Yds		LTY	Rush Ydg - LT	7	RBY	Pass Ydg - RB		DBP	DB Tackles - Pass	
CONE	3 Cone Drill	44	KNE	Kneel Down (Boolean)		PA	Pass Atts		LGA	Rush Atts - LG	7	SGA	Shotgun Atts		NHA	No Huddle Atts	
DPOS	Draft Position					PC	Completions		LGY	Rush Ydg - LG	7	SGY	Shotgun Ydg		S3A	3rd/Short Atts	29
COL	College		INTERCPT			SK	Sacks (Against)		MDA	Rush Atts - MD	7	P1A	Pass Atts - 1D		S3C	3rd/Short Conv	
DV	College Division	43	PID	Play ID	1a	INTS	INT's for Defense		MDY	Rush Ydg - MD	7	P1Y	Pass Ydg - 1D		L3A	3rd/Long Atts	30
START	1st Year of Play		PSR	Qtrback	4	FUM	Fumbles Lost		RGA	Rush Atts - RG	7	P2A	Pass Atts - 2D		L3C	3rd/Long Conv	
CTEAM	Current Team		INTS	Interceptor	4	PU	Punts		RGY	Rush Ydg - RG	7	P2Y	Pass Ydg - 2D		STF	Stuffed Runs	31
POSD	Position - Detai	46	IRY	INT Return Ydg	11	GPY	Gross Punt Ydg		RTA	Rush Atts - RT	7	P3A	Pass Atts - 3/4D		DP	Points by Def	32
JNUM	Jersey# (1-99)		REDZONE			PR	Punt Returns		RTY	Rush Ydg - RT	7	P3Y	Pass Ydg - 3/4D		FSP	False Starts	
DCP	Depth Chart (1-3)		UID	Unique ID		PRY	Punt Return Ydg		REA	Rush Atts - RE	7	SPC	Short Comp	26	OHP	Off Hold Penalty	33
SAFETY			GID	Game ID Number		KR	Kick-off Returns		REY	Rush Ydg - RE	7	MPC	Medium Comp	26	PBEP	Play Book Exec.	34
PID	Play ID	1a	PLAYER	Player		KRY	Kick-off Ret Ydg		R1A	Rush Atts - 1D		LPC	Long Comp	26	DLP	Def Line Penalty	35
SAF	Defender	4	PA	Pass Atts		IR	Def INT Returns		R1Y	Rush Ydg - 1D		Q1RA	Rush Atts - Q1		DSP	Def Secndry Pena	36
TACKLE			PC	Completions		IRY	INT Return Ydg		R2A	Rush Atts - 2D		Q1RY	Rush Ydg - Q1		DUM	Dumb Penalties	37
UID	Unique ID	22	PY	Pass Yards		PEN	Pen Ydg (Against)		R2Y	Rush Ydg - 2D		Q1PA	Pass Atts - Q1		PFN	Poor Fundamental	38
PID	Play ID	1a	INTS	INT's by QB		TOP	Time-of-Possession		R3A	Rush Atts - 3/4D		Q1PY	Pass Ydg - Q1		SNFO	Snaps on Offense	47
TCK	Tackler	4	RA	Rush Atts		TD	Touchdowns		R3Y	Rush Ydg - 3/4D		LCRA	Rush Atts - L/C	27	SNPD	Snaps on Defense	47
VALUE	Solo or Shared	12	SRA	Succ Rush Atts	6	TDR	TD's - Rushing		QBA	QB Rush Atts		LCRY	Rush Ydg - L/C	27	OLINE		
SACK			RY	Rush Yards		TDP	TD's - Passing		QBY	QB Rush Ydg		LCPA	Pass Atts - L/C	27	OLID	Off Line ID	21
UID	Unique ID	22	TRG	Times Targeted		TDT	TD's via Turnovers		SLA	Pass Atts - SL	8	LCPY	Pass Ydg - L/C	27	LT	Left Tackle	4
PID	Play ID	1a	REC	Receptions		FGM	Field Goals Made		SLY	Pass Ydg - SL	8	RZRA	Rush Atts - Red Zone		LG	Left Guard	4
QB	Qtrback	4	RECY	Receiving Yards		FGAT	Field Goal Atts		SMA	Pass Atts - SM	8	RZRY	Rush Ydg - Red Zone		C	Center	4
SK	Sacking Player	4	FUML	Fumbles Lost		FGY	Field Goal Ydg	23	SMY	Pass Ydg - SM	8	RZPA	Pass Atts - Red Zone		RG	Right Guard	4
VALUE	Solo or Shared	12	PENY	Penalty Ydg		RZA	Drives in Red Zone		SRA	Pass Atts - SR	8	RZPY	Pass Ydg - Red Zone		RT	Right Tackle	4
YDSL	Yards Lost					RZC	Red Zone Drive TD's		SRY	Pass Ydg - SR	8	SKY	Total Yds lost to Sacks				

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## GAME CHARTING PROJECT (CHART TABLE)

We are not content with the 'status-quo' in the industry which see's only NFL teams and media conglomerates getting access to specialized NFL data. Prior to the 2015 season we established a team of a dozen play charters who will be working on charting new data that will hopefully grow in scope and detail over the next few seasons. This data will typically become available a few weeks following the actual games. Here is what we are tabulating for 2016:

<b>PER</b>	Offensive personnel on the field: '12' signifies 1 RB, 2 TE. Substracting the sum total of the first digit + the second from 5 gives you the number of WR.
<b>DRP</b>	Dropped passes on a balls that would have been caught by a receiver with league-average skills.
<b>MBT</b>	Missed or broken tackles: instances where a defender loses grasp or misses entirely due to an athletic move by the ball carrier.
<b>YAC</b>	Yards accumulated by the receiver after the catch.
<b>DEF</b>	The defenders base formation. '3' for 3-4 and '4' for 4-3.

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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.
- 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  
Each and every starting Offensive Line from every game since 2000 has been assigned an ID (OLID to be more specific).
- 21** The OLID is referenced in the PLAY table and can be linked to the specific players in the OLINE table. The importance of a teams o-line, especially in terms of how it affects Fantasy Point Totals, cannot be understated, and this information will allow you to build height, weight and age averages which may reveal some interesting trends.
- 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.

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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 Yds, Passing Yds 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.
- 44** All 1-A Divisions along with the majority of 1-AA Divisions that have been in existence since 1988 are listed.
- 45** Results are from the NFL Combine or College Pro Day from the year that the player is drafted or enters the NFL.
- 46** 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.
- 47** Position Detailed (POSD) provides more granular information than POS1 or POS2. As an example: LB's are broken down into MLB, LILB, RILB and so on.
- 48** This will be provided starting in 2015. Prior seasons show 'NA'.
- 49** 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.
- 50** 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.
- 51** 10 different values: RUSH - Rush; REC - Reception; BLFG - Blocked FG Return; BLPU - Blocked Punt Return; KR - Kick-off Return; PR - Punt Return; MFGR - Missed FG Return; INT - Interception Return; FUM - Fumble Recovery Return; ORCV - Offensive Player Fumble Recovery