2017 NFL Data Table Fields - ArmchairAnalysis.com

1 - PLAY

GID	Game ID	1
PID	Play ID	1a
OFF	Team on Offense	
DEF	Team on Defense	
TYPE	Play Type	2
DSEQ	Drive Sequence #	
LEN	Length - Sec's	3
QTR	Qtr (OT = 5)	
MIN	Minutes	3
SEC	Seconds	3
PTSO	Points - Off	
PTSD	Points- Def	
TIMO	Timeouts - Off	
TIMD	Timeouts - Def	
DWN	Down	
YTG	Yards to go	
YFOG	Yds from own Go	5
ZONE	Field Zone	18
FD	First Down (Boolean)	
SG	Shot-gun (Boolean)	
NH	No Huddle (Boolean)	
PTS	Points Scored	13
TCK	Tackle on Play	9
SK	Sack on Play	9
PEN	Penalty on Play	9
INTS	Interception on	9
FUM	Fumble on Play	9
SAF	Safety on Play	9
BLK	Block on Play	9

13 - CONV

PID	Play ID	1a
TYPE	PASS or RUSH	
BC	Ball Carrier	
PSR	Passer	
TRG	Pass Target	
CONV	Converted (boolean)	

2 - DEFENSE

UID	Unique ID	22
GID	Game ID Number	
PLAYER	Defensive Playe	4
SOLO	Solo Tackles	
COMB	Combined Tckls	
SCK	Sacks	
SAF	Safeties	
BLK	Blocked Kicks	
INTS	Interceptions	
PDEF	Pass Defended	
FRCV	Fumbles Recvrd	
FORC	Fumbles Forced	
TDD	Defensive TD's	
RETY	Return Ydg	
TDRET	Return TD's	
PENY	Penalty Ydg	
SNP	Snaps	47
FP	NFL.com Pts	
FP2	FD / DK Pts	
GAME	Player Game Number	
SEAS	Seasons Played	
YEAR	NFL Season	
TEAM	Team Name Abbr	
POSD	Position - Deta	46
JNUM	Jersey#(1-99)	
DCP	Depth Chart(1-3)	
NFLID	Player ID @ NFL.com	

12 - TD

PID	Play ID	1a
QTR	Qtr (OT = 5)	
MIN	Minutes	
SEC	Seconds	
DWN	Down	
YDS	Yards Gained	
PTS	Points (6/7/8)	
PLAYER	Scoring Player	
TYPE	TD Type	49

3 - DRIVE

UID	Unique ID	22
GID	Game ID Number	
FPID	First Play ID	
TNAME	Team Name	
DRVN	Drive Number	
OBT	How Obtained	39
QTR	Quarter	
MIN	Length of Drive	3
SEC	Length of Drive	3
YFOG	Starting Field	40
PLAYS	#Plays in Drive	
SUCC	Successful Play	6
RFD	Rushing First Downs	
PFD	Passing First Downs	
OFD	Other First Downs	
RY	Rushing Ydg	
RA	Rushing Atts	
PY	Passing Ydg	
PA	Passing Atts	
PC	Pass Completions	
PEYF	Penalty Ydg (on Opp)	
PEYA	Penalty Ydg Against	
NET	Net Ydg	41
RES	Drive Result	42

11 - KOFF

PID	Play ID	1a
KICKER	Kicker	4
KGRO	Gross Ydg	
KNET	Net Ydg	
KTB	Touchback (bool	10
KR	Kick Returner	4
KRY	Return Ydg	

14 - BLOCK

PID	Play ID	1a
BLK	Blocker	4
BRCV	Recovering Player	
TYPE	PUNT / FG / XP	

4 - FGXP

PID	Play ID	1a
FGXP	Field Goal(FG or XP)	
FKICKER	Kicker	4
DIST	Distance	
GOOD	Boolean (0 or 1)	

7 - FUMBLE

PID	Play ID	1a
FUM	Fumbler	4
FRCV	Recovering Play	4
FRY	Fumble Return Ydg	
FORC	Forcing Player	4

9 - GAME

GID	Game ID Number	
SEAS	Season	
WK	Week Number	
DAY	Day of Week	
V	Visiting Team	
H	Home Team	
STAD	Stadium Name	
TEMP	Temp	
HUMD	Humidity	
WSPD	Wind Speed	
WDIR	Wind Direction	
COND	Conditions	19
SURF	Surface	20
OU	Over/Under	
SPRV	Vis Point Spread	
PTSV	Points - Visitor	
PTSH	Points - Home	

INJURY (Premium Content)

GID	Game ID Number	
PLAYER	Injured Player	
TEAM	Team Name Abbr	
DETAILS	Nature of Injury	
PSTAT	Practice Status	
GSTAT	Game Status	

5 - OFFENSE

UID	Unique ID	22
GID	Game ID Number	
PLAYER	Player	4
PA	Pass Atts	
PC	Completions	
PY	Passing Yds	
INTS	QB Int's	
TDP	Passing TD's	
RA	Rushing Atts	
SRA	Succ Rush Atts	6
RY	Rushing Yds	
TDR	Rushing TD's	
TRG	Times Targeted	
REC	Receptions	
RECY	Receiving Yds	
TDREC	Receiving TD's	
RET	Returns (P/K)	
RETY	Return Ydg	
TDRET	Return TD's	
FUML	Fumbles Lost	
PENY	Penalty Ydg	
CONV	Conversion	48
SNP	Snaps	47
FP	NFL.com Pts	
FP2	Fan Duel Pts	
FP3	Draft King Pts	
GAME	Player Game Number	
SEAS	Seasons Played	
YEAR	NFL Season	
TEAM	Team Name Abbr	
POSD	Position - Deta	46
JNUM	Jersey Numbr (1-99)	
DCP	Depth Chart Pos (1-3)	
NFLID	Player ID @ NFL.com	

15 - SAFETY

PID	Play ID	1a
SAF	Defender	4

6 - PASS

PID	Play ID	
PSR	Passer	4
TRG	Pass Target	4
LOC	Pass Location	8
YDS	Yards Gained	
COMP	Completion (BOOLEAN)	
SUCC	Successful Play	6
SPK	Spiked Ball (BOOLEAN)	
DFB	Defender	4

8 - PENALTY

UID	Unique ID	22
PID	Play ID	1a
PTM	Flagged Team	
PEN	Flagged Player	4
DESC	Description	14
CAT	Category	15
PEY	Ydg Assessed	
ACT	Action (D/O/A)	16

10 - KICKER

UID	Unique ID	22
GID	Game ID Number	
PLAYER	Kicker	4
PAT	Points After TD's	
FGS	FG's Made (< 40	4
FGM	FG's Made (40-49 yds)	
FGL	FG 'sMade (50+ yds)	
FP	Fantasy Points	
GAME	Player Game Number	
SEAS	Seasons Played	
YEAR	NFL Season	
TEAM	Team Name Abbr	

TWITTER (Premium Content)

TID	Tweet ID	
HANDLE	Twitter handle	
CREATED	Date/Time of Tweet	
TWEET	Tweet Text	
SOURCE	iPhone, Android etc.	
FAV	# Times Favourited	
RT	# Times Retweeted	

Stats highlighted in red are NEW FOR 2017.

The 3rd column lists a key to a list on Pages 4-5 that provides more details.

2017 NFL Data Table Fields - ArmchairAnalysis.com

16 - PLAYER

PLAYER	Player	4
FNAME	First Name	
LNAME	Last Name	
PNAME	Play-by-Play Name	
POS1	Primary Positio	45
POS2	Alternate Posit	45
HEIGHT	Height (Inches)	
WEIGHT	Weight (Lbs)	
DOB	Date of Birth	
FORTY	40yd Dash Time	44
BENCH	Bench Press	44
VERTICAL	Vertical Leap	44
BROAD	Broad Jump	44
SHUTTLE	20yd Shuttle	44
CONE	3 Cone Drill	44
ARM	Arm Length	
HAND	Hand Size	
DPOS	Draft Position	
COL	College	
DV	College Divisio	43
START	1st Year of Play	
CTEAM	Current Team	
POSD	Position - Deta	46
JNUM	Jersey# (1-99)	
DCP	Depth Chart (1-3)	
NFLID	Player ID @ NFL.com	
PIMG	Player Image	50

22 - TACKLE

UID	Unique ID	22
PID	Play ID	1a
TCK	Tackler	4
VALUE	Solo or Shared	12

23 - SACK

UID	Unique ID	22
PID	Play ID	1a
QB	Qtrback	4
SK	Sacking Player	4
VALUE	Solo or Shared	12
YDSL	Yards Lost	

17 - PUNT

PID	Play ID	1a
PUNTER	Punter	4
PGRO	Gross	
PNET	Net	
PTB	Touchback (Bool	10
PR	Returner	4
PRY	Return Ydg	
PFC	Fair-Caught (Boolean)	

19 - RUSH

PID	Play ID	1a
BC	Ball Carrier	4
DIR	Rush Direction	7
YDS	Yards Gained	
SUCC	Successful Play	6
KNE	Kneel Down (Boolean)	

20 - INTERCPT

PID	Play ID	1a
PSR	Qtrback	4
INTS	Interceptor	4
IRY	INT Return Ydg	11

21 - REDZONE

UID	Unique ID	
GID	Game ID Number	
PLAYER	Player	
PA	Pass Atts	
PC	Completions	
PY	Pass Yards	
INTS	INT's by QB	
RA	Rush Atts	
SRA	Succ Rush Atts	6
RY	Rush Yards	
TRG	Times Targeted	
REC	Receptions	
RECY	Receiving Yards	
FUML	Fumbles Lost	
PENY	Penalty Ydg	

18 - TEAM

TID	Team Total ID		BRY	Big Rush Ydg	24	DLA	Pass Atts - DL	8	
GID	Game ID Number		BPY	Big Pass Ydg	25	DLY	Pass Ydg - DL	8	
TNAME	Team Name		SRP	Succ Rush Plays	6	DMA	Pass Atts - DM	8	
PTS	Points		S1RP	Succ Rush - 1D	6	DMY	Pass Ydg - DM	8	
Q1P	Q1 Points		S2RP	Succ Rush - 2D	6	DRA	Pass Atts - DR	8	
Q2P	Q2 Points		S3RP	Succ Rush - 3/4	6	DRY	Pass Ydg - DR	8	
Q3P	Q3 Points		SPP	Succ Pass Plays	6	WR1A	Atts - WR 1-2		
Q4P	Q4 Points		S1PP	Succ Pass - 1D	6	WR1Y	Ydg - WR 1-2		
RFD	1st Downs - Rush		S2PP	Succ Pass - 2D	6	WR3A	Atts - WR 3-4-5		
PFD	1st Downs - Pass		S3PP	Succ Pass - 3/4	6	WR3Y	Ydg - WR 3-4-5		
IFD	1st Downs - Penalty		LEA	Rush Atts - LE	7	TEA	Pass Atts - TE		
RY	Rush Yds		LEY	Rush Ydg - LE	7	TEY	Pass Ydg - TE		
RA	Rush Atts		LTA	Rush Atts - LT	7	RBA	Pass Atts - RB		
PY	Pass Yds		LTY	Rush Ydg - LT	7	RBY	Pass Ydg - RB		
PA	Pass Atts		LGA	Rush Atts - LG	7	SGA	Shotgun Atts		
PC	Completions		LGY	Rush Ydg - LG	7	SGY	Shotgun Ydg		
SK	Sacks (Against)		MDA	Rush Atts - MD	7	P1A	Pass Atts - 1D		
INTS	INT's for Defense		MDY	Rush Ydg - MD	7	P1Y	Pass Ydg - 1D		
FUM	Fumbles Lost		RGA	Rush Atts - RG	7	P2A	Pass Atts - 2D		
PU	Punts		RGY	Rush Ydg - RG	7	P2Y	Pass Ydg - 2D		
GPY	Gross Punt Ydg		RTA	Rush Atts - RT	7	P3A	Pass Atts - 3/4D		
PR	Punt Returns		RTY	Rush Ydg - RT	7	P3Y	Pass Ydg - 3/4D		
PRY	Punt Return Ydg		REA	Rush Atts - RE	7	SPC	Short Comp	26	
KR	Kick-off Returns		REY	Rush Ydg - RE	7	MPC	Medium Comp	26	
KRY	Kick-off Ret Ydg		R1A	Rush Atts - 1D		LPC	Long Comp	26	
IR	Def INT Returns		R1Y	Rush Ydg - 1D		Q1RA	Rush Atts - Q1		
IRY	INT Return Ydg		R2A	Rush Atts - 2D		Q1RY	Rush Ydg - Q1		
PEN	Pen Ydg (Against)		R2Y	Rush Ydg - 2D		Q1PA	Pass Atts - Q1		
TOP	Time-of-Possession		R3A	Rush Atts - 3/4D		Q1PY	Pass Ydg - Q1		
TD	Touchdowns		R3Y	Rush Ydg - 3/4D		LCRA	Rush Atts - L/C	27	
TDR	TD's - Rushing		QBA	QB Rush Atts		LCRY	Rush Ydg - L/C	27	
TDP	TD's - Passing		QBY	QB Rush Ydg		LCPA	Pass Atts - L/C	27	
TDT	TD's via Turnovers		SLA	Pass Atts - SL	8	LCPY	Pass Ydg - L/C	27	
FGM	Field Goals Made		SLY	Pass Ydg - SL	8	RZRA	Rush Atts - Red Zone		
FGAT	Field Goal Atts		SMA	Pass Atts - SM	8	RZRY	Rush Ydg - Red Zone		
FGY	Field Goal Ydg	23	SMY	Pass Ydg - SM	8	RZPA	Pass Atts - Red Zone		
RZA	Drives in Red Zone		SRA	Pass Atts - SR	8	RZPY	Pass Ydg - Red Zone		
RZC	Red Zone Drive TD's		SRY	Pass Ydg - SR	8	SKY	Total Yds lost to Sack		
						LBS	Sacks by own LB's		

DBS	Sacks by own DB's	
SFPY	Starting Fld Po	28
DRV	Drives on Offense	
NPY	Net Punt Ydg	
TB	Touchbacks	
I20	Punts inside 20	
RTD	Punts/Kickoff TD's	
LNR	DL Tackles - Rush	
LNP	DL Tackles - Pass	
LBR	LB Tackles - Rush	
LBP	LB Tackles - Pass	
DBR	DB Tackles - Rush	
DBP	DB Tackles - Pass	
NHA	No Huddle Atts	
S3A	3rd/Short Atts	29
S3C	3rd/Short Conv	
L3A	3rd/Long Atts	30
L3C	3rd/Long Conv	
STF	Stuffed Runs	31
DP	Points by Def	32
FSP	False Starts	
OHP	Off Hold Penalt	33
PBEP	Play Book Exec.	34
DLP	Def Line Penalt	35
DSP	Def Secndry Pen	36
DUM	Dumb Penalties	37
PFN	Poor Fundamenta	38
SNPO	Snaps on Offens	47
SNPD	Snaps on Defens	47
SAF	Safeties (own Def)	
BLK	Blocks (own Def)	
FP	DS/T Points	22.5

SNAP (Premium Content)

UID	Unique ID	
GID	Game ID Number	
TNAME	Team	
PLAYER	Player	
POS	Position	
SNP	Snaps	

2017 NFL Data Table Fields - ArmchairAnalysis.com

24 - PLAY-BY-PLAY (PBP)																	
GID	Game ID	1	YTG	Yards to go		SPK	Spiked Ball (Y)		DESC2	Penalty2 Desc		SAF	Safety Player	4	KNET	Kickoff Net	
PID	Play ID	1a	YFOG	Yds from own Go	5	LOC	Pass Location	8	CAT2	Penalty2 Catego	15	BLK	Kick Blocker	4	KTB	KO Touchback (Y)	
DETAIL	Play Text		ZONE	Field Zone	18	TRG	Pass Target	4	PEY2	Penalty2 Yards		BRCV	Block Recovery	4	KR	KO Returner	4
OFF	Team on Offense		YDS	Yardage		DFB	Pass Defender	4	ACT2	Penalty2 Action	16	FGXP	Kick Type (FG/XP)		KRY	KO Return Yds	
DEF	Team on Defense		SUCC	Successful Play	6	PTCK1	Pass Tackler1	4	PTM3	Penalty3 Team		FKICKER	FG/XP Kicker	4			
TYPE	Play Type	2	FD	First Down (Y)		PTCK2	Pass Tackler2	4	PEN3	Penalty3 Player	4	DIST	Distance		**25 -SCHEDULE**		
DSEQ	Drive Sequence #		SG	Shotgun (Y)		SK1	Sack Player1	4	DESC3	Penalty3 Desc		GOOD	Kick Good (Y/N)		GID	Game ID Number	
LEN	Length - Sec's	3	NH	No Huddle (Y)		SK2	Sack Player2	4	CAT3	Penalty3 Catego	15	PUNTER	Punter	4	SEAS	Season	
QTR	Qtr (OT = 5)		PTS	Pts Scored		PTM1	Penalty1 Team		PEY3	Penalty3 Yards		PGRO	Punt Gross		WK	Week Number	
MIN	Minutes	3	BC	Ball Carrier	4	PEN1	Penalty1 Player	4	ACT3	Penalty3 Action	16	PNET	Punt Net		DAY	Day of Week	
SEC	Seconds	3	KNE	Knee (Y)		DESC1	Penalty1 Desc		INTS	Interception	4	PTB	Punt Tchback (Y)		DATE	MM/DD/YYYY	
PTSO	Points - Off		DIR	Rush Direction	7	CAT1	Penalty1 Catego	15	IRY	INT Return Yds		PR	Punt Returner	4	V	Visiting Team	
PTSD	Points - Def		RTCK1	Rush Tackler1	4	PEY1	Penalty1 Yards		FUM	Fumbler	4	PRY	Punt Ret Yds		H	Home Team	
TIMO	Timeouts - Off		RTCK2	Rush Tackler2	4	ACT1	Penalty1 Action	16	FRCV	Fumble Recovery	4	PFC	Fair Catch (Y)		STAD	Stadium Name	
TIMD	Timeouts - Def		PSR	Passer	4	PTM2	Penalty2 Team		FRY	Fumble Ret Yds		KICKER	Kicker	4	SURF	Surface	20
DWN	Down		COMP	Completion (Y)		PEN2	Penalty2 Player	4	FORC	Forcing Player	4	KGRO	Kickoff Gross				

The Play-by-Play 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.

CHART (PREMIUM CONTENT)

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 2016 season we established a team of sixteen play charters who will be working on charting new data that will 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 2017:

RB	# of RB's on the field (WR's = 5 - RB - TE)
TE	# of TE's on the field (WR's = 5 - RB - TE)
DRP	Dropped passes on a balls that would have been caught by a receiver with league-average skills. (0 - No, 1 - Yes).
YAC	Yards accumulated by the receiver after the catch.
QBHIT	QB was brought to the ground by a defensive player (including sacks) or otherwise significantly man-handled by a defender. (0 - No, 1 - Yes).
QBHUR	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.
QBTA	QB unloaded the ball to avoid sack or just generally decides nothing good can happen on the play.

2017 NFL Data Table Fields - ArmchairAnalysis.com

	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**

2017 NFL Data Table Fields - ArmchairAnalysis.com

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).

	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. 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 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. 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; MFGR - Missed FG Return; INT - Interception Return; FUM - Fumble Recovery Return; ORCV - Offensive Player Fumble Recovery
50	Player profile images can be retrieved by appending the PNG file name in this column to: http://static.nfl.com/static/content/public/static/img/fantasy/transparent/200x200/