

# NFL Play-by-Play Data Tables - 2012

CORE	DESCRIPTION	VAR TYPE
<b>GID</b>	Game ID [1]	INT(5)
<b>PID</b>	Play ID [1a]	INT(7)
<b>OFF</b>	Team on Offense	VARCHAR(3)
<b>DEF</b>	Team on Defense	VARCHAR(3)
<b>TYPE</b>	Play Type [2]	VARCHAR(4)
<b>DSEQ</b>	Drive Sequence #	TINYINT(2)
<b>LEN</b>	Length - Sec's [3]	TINYINT(2)
<b>QTR</b>	Quarter (OT = 5)	TINYINT(1)
<b>MIN</b>	Minutes [3]	TINYINT(2)
<b>SEC</b>	Seconds [3]	TINYINT(2)
<b>PTSO</b>	Pts - Offense	TINYINT(2)
<b>PTSD</b>	Pts- Defense	TINYINT(2)
<b>TIMO</b>	Timeouts - Offense	TINYINT(1)
<b>TIMD</b>	Timeouts - Defense	TINYINT(1)
<b>DWN</b>	Down	TINYINT(1)
<b>YTG</b>	Yards to go	TINYINT(2)
<b>YFOG</b>	Yds frm own Goal [5]	TINYINT(2)
<b>ZONE</b>	Field Zone [18]	TINYINT(1)
<b>OLID</b>	Off. Line ID [21]	INT[5]

RUSH	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>BC</b>	Ball Carrier [4]	CHAR(6)
<b>DIR</b>	Direction [7]	CHAR(2)
<b>YDS</b>	Yards Gained	TINYINT(3)

PASS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>PSR</b>	Passer [4]	CHAR(6)
<b>TRG</b>	Pass Target [4]	CHAR(6)
<b>LOC</b>	Location [8]	CHAR(2)
<b>YDS</b>	Yards Gained	TINYINT(3)

TACKLES	DESCRIPTION	VAR TYPE
<b>UID</b>	Unique ID [22]	INT(7)
<b>PID</b>	Play ID [1a]	INT(5)
<b>TCK</b>	Tackler [4]	CHAR(6)
<b>VALUE</b>	Solo or Shared [12]	DECIMAL(2,1)

SACKS	DESCRIPTION	VAR TYPE
<b>UID</b>	Unique ID [22]	INT(6)
<b>PID</b>	Play ID [1a]	INT(7)
<b>SK</b>	Player w/Sack [4]	CHAR(6)
<b>VALUE</b>	Solo or Shared [12]	DECIMAL(2,1)

PENALTIES	DESCRIPTION	VAR TYPE
<b>UID</b>	Unique ID [22]	INT(6)
<b>PID</b>	Play ID [1a]	INT(7)
<b>PTM</b>	Flagged Team	VARCHAR(3)
<b>PEN</b>	Flagged Player [4]	CHAR(6)
<b>DESC</b>	Description [14]	VARCHAR(40)
<b>CAT</b>	Category [15]	TINYINT(1)
<b>PEY</b>	Yardage Assessed	TINYINT(2)
<b>PDO</b>	Declined/Offset [16]	CHAR(1)

INTS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>INT</b>	Intercepting Plyr [4]	CHAR(6)
<b>YDS</b>	Return Yardage [11]	TINYINT(3)

FUMBLES	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>FUM</b>	Fumbler [4]	CHAR(6)
<b>RECV</b>	Recovering Player	CHAR(1)

SAFETIES	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>SAF</b>	Player w/Safety [4]	CHAR(6)

BLOCKS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>BLK</b>	Blocker [4]	CHAR(6)

FGXP	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>FGXP</b>	Field Goal (FG) or XP	CHAR(2)
<b>FKICKER</b>	Kicker [4]	CHAR(6)
<b>DIST</b>	Distance	TINYINT(2)
<b>GOOD</b>	Y or N	CHAR(1)

PUNTS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>PUNTER</b>	Punter [4]	CHAR(6)
<b>PGRO</b>	Gross	TINYINT(2)
<b>PNET</b>	Net	TINYINT(2)
<b>PTB</b>	Touchback [10]	CHAR(1)
<b>PR</b>	Returner [4]	CHAR(6)
<b>PRY</b>	Return Yardage	TINYINT(3)
<b>PFC</b>	Fair-Caught [9]	CHAR(1)

KICKOFFS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>KICKER</b>	Kicker [4]	CHAR(6)
<b>KGRO</b>	Gross	TINYINT(2)
<b>KNET</b>	Net	TINYINT(2)
<b>KTB</b>	Touchback [10]	CHAR(1)
<b>KR</b>	Returner [4]	CHAR(6)
<b>KRY</b>	Return Yardage	TINYINT(3)

SPLAYS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a] [6]	INT(7)

FDOWNS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)

SHOTGUN	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)

NOHUDDLE	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)

SCORING	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>PTS</b>	Points [13]	TINYINT(1)

KNEES	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)

COMPS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)

SPIKES	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)

DBACKS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>DFB</b>	Pass Defender [4]	CHAR(6)

CONVS	DESCRIPTION	VAR TYPE
<b>PID</b>	Play ID [1a]	INT(7)
<b>CONV</b>	Converted [17]	CHAR(1)

OLINE	DESCRIPTION	VAR TYPE
<b>OLID</b>	Off. Line ID [21]	INT(5)
<b>LT &gt; C &gt; RT</b>	Starting O-Line [4]	CHAR(6)

GAMES	DESCRIPTION	VAR TYPE
<b>GID</b>	Game ID Number	INT(5)
<b>SEAS</b>	Season	INT(4)
<b>WK</b>	Week Number	TINYINT(2)
<b>DAY</b>	Day of Week	VARCHAR(3)
<b>V</b>	Visiting Team	VARCHAR(3)
<b>H</b>	Home Team	VARCHAR(3)
<b>STAD</b>	Stadium Name	VARCHAR(35)
<b>TEMP</b>	Temp	VARCHAR(4)
<b>HUMD</b>	Humidity	VARCHAR(4)
<b>WSPD</b>	Wind Speed	VARCHAR(4)
<b>WDIR</b>	Wind Direction	VARCHAR(4)
<b>COND</b>	Conditions [19]	VARCHAR(15)
<b>SURF</b>	Surface [20]	VARCHAR(25)
<b>OU</b>	Over/Under	TINYINT(2)
<b>SPRV</b>	Vis. Point Spread	DECIMAL(3, 1)
<b>PTSV</b>	Points - Visitor	TINYINT(2)
<b>PTSH</b>	Points - Home	TINYINT(2)

ROSTER	DESCRIPTION	VAR TYPE
<b>PLAYER</b>	Player [4]	CHAR(6)
<b>FNAME</b>	First Name	VARCHAR(20)
<b>LNAME</b>	Last Name	VARCHAR(25)
<b>PNAME</b>	Play-by-Play Name	VARCHAR(25)
<b>T1 - T8</b>	Teams played For	VARCHAR(3)

Table Name Abbreviations: COMPS = Completions, SPLAYS = Successful Plays, CONVS = 2 PT Conversions, OLINE = Starting Offensive Line (LT, LG, C, RG, RT)

Descriptions that are followed by a number: [1], [1a] etc., are described in more detail on Page 3. The breakdown for tables covering Team Totals and Player Totals for every Game played since 2000 are on the following page.

# NFL Play-by-Play Data Tables - 2012

TEAM	DESCRIPTION	VAR TYPE
TID	Team Total ID	INT(5)
GID	Game ID Number	INT(5)
TNAME	Team Name	VARCHAR(3)
PTS	Points	TINYINT(2)
1QP	1st Quarter Pts	TINYINT(2)
2QP	2nd Quarter Pts	TINYINT(2)
3QP	3rd Quarter Pts	TINYINT(2)
4QP	4th Quarter Pts	TINYINT(2)
RFD	1st Downs - Rush	TINYINT(2)
PFD	1st Downs - Pass	TINYINT(2)
IFD	1st Downs - Penalty	TINYINT(2)
RY	Rush Yds	INT(3)
RA	Rush Atts	TINYINT(2)
PY	Pass Yds	INT(3)
PA	Pass Atts	TINYINT(2)
PC	Completions	TINYINT(2)
SK	Sacks (Agnst)	TINYINT(2)
INT	INT's for Def	TINYINT(1)
FUM	Fumbles Lost	TINYINT(1)
PU	Punts	TINYINT(2)
GPY	Gross Punt Ydg	INT(3)
PR	Punt Returns	TINYINT(2)
PRY	Punt Return Ydg	INT(3)
KR	Kick-off Returns	TINYINT(2)
KRY	Kick-off Ret Ydg	INT(3)
IR	Def INT Returns	TINYINT(1)
IRY	INT Return Ydg	INT(3)
PEN	Pen Ydg (Agnst)	INT(3)
TOP	Time-of-Poss	DECIMAL(3, 1)
TD	Touchdowns	TINYINT(1)
TDR	TD's - Rushing	TINYINT(1)
TDP	TD's - Passing	TINYINT(1)
TDT	TD's via Turnovers	TINYINT(1)
FGM	Field Goals Made	TINYINT(1)
FGAT	Field Goal Atts	TINYINT(2)
FGY	Field Goal Ydg [23]	INT(3)

TEAM	DESCRIPTION	VAR TYPE
RZA	Drives in Red Zone	TINYINT(2)
RZC	Red Zone Drive TD's	TINYINT(1)
BRY	Big Rush Ydg [24]	INT(3)
BPY	Big Pass Ydg [25]	INT(3)
SRP	Succ. Rush Plays	TINYINT(2)
SIRP	Succ. Rush - 1st D	TINYINT(2)
S2RP	Succ. Rush - 2nd D	TINYINT(2)
S3RP	Succ. Rush - 3/4D	TINYINT(2)
SPP	Succ. Pass Plays	TINYINT(2)
S1PP	Succ. Pass - 1st D	TINYINT(2)
S2PP	Succ. Pass - 2nd D	TINYINT(2)
S3PP	Succ. Pass - 3/4D	TINYINT(2)
LEA	Rush Atts - LE [7]	TINYINT(2)
LEY	Rush Ydg - LE [7]	INT(3)
LTA	Rush Atts - LT [7]	TINYINT(2)
LTY	Rush Ydg - LT [7]	INT(3)
LGA	Rush Atts - LG [7]	TINYINT(2)
LGY	Rush Ydg - LG [7]	INT(3)
MDA	Rush Atts - MD [7]	TINYINT(2)
MDY	Rush Ydg - MD [7]	INT(3)
RGA	Rush Atts - RG [7]	TINYINT(2)
RGY	Rush Ydg - RG [7]	INT(3)
RTA	Rush Atts - RT [7]	TINYINT(2)
RTY	Rush Ydg - RT [7]	INT(3)
REA	Rush Atts - RE [7]	TINYINT(2)
REY	Rush Ydg - RE [7]	INT(3)
R1A	Rush Atts - 1st Dwn	TINYINT(2)
R1Y	Rush Ydg - 1st Dwn	INT(3)
R2A	Rush Atts - 2nd Dwn	TINYINT(2)
R2Y	Rush Ydg - 2nd Dwn	INT(3)
R3A	Rush Atts - 3/4 Dwn	TINYINT(2)
R3Y	Rush Ydg - 3/4 Dwn	INT(3)
QBA	QB Rush Atts	TINYINT(2)
QBY	QB Rush Ydg	INT(3)
SLA	Pass Atts - SL [8]	TINYINT(2)
SLY	Pass Ydg - SL [8]	INT(3)

TEAM	DESCRIPTION	VAR TYPE
SMA	Pass Atts - SM [8]	TINYINT(2)
SMY	Pass Ydg - SM [8]	INT(3)
SRA	Pass Atts - SR [8]	TINYINT(2)
SRY	Pass Ydg - SR [8]	INT(3)
DLA	Pass Atts - DL [8]	TINYINT(2)
DLY	Pass Ydg - DL [8]	INT(3)
DMA	Pass Atts - DM [8]	TINYINT(2)
DMY	Pass Ydg - DM [8]	INT(3)
DRA	Pass Atts - DR [8]	TINYINT(2)
DRY	Pass Ydg - DR [8]	INT(3)
WR1A	Atts - WR 1 or 2	TINYINT(2)
WR1Y	Ydg - WR 1 or 2	INT(3)
WR3A	Atts - WR 3, 4 or 5	TINYINT(2)
WR3Y	Ydg - WR 3, 4 or 5	INT(3)
TEA	Pass Atts - TE	TINYINT(2)
TEY	Pass Ydg - TE	INT(3)
RBA	Pass Atts - RB	TINYINT(2)
RBY	Pass Ydg - RB	INT(3)
SGA	Shotgun Atts	TINYINT(2)
SGY	Shotgun Ydg	INT(3)
P1A	Pass Atts - 1st Dwn	TINYINT(2)
P1Y	Pass Ydg - 1st Dwn	INT(3)
P2A	Pass Atts - 2nd Dwn	TINYINT(2)
P2Y	Pass Ydg - 2nd Dwn	INT(3)
P3A	Pass Atts - 3/4 Dwn	TINYINT(2)
P3Y	Pass Ydg - 3/4 Dwn	INT(3)
SPC	Short Comp [26]	TINYINT(2)
MPC	Med Comp [26]	TINYINT(2)
LPC	Long Comp [26]	TINYINT(2)
Q1RA	Rush Atts - 1Q	TINYINT(2)
Q1RY	Rush Ydg - 1Q	INT(3)
Q1PA	Pass Atts - 1Q	TINYINT(2)
Q1PY	Pass Ydg - 1Q	INT(3)
LCRA	Rush Atts - LC [27]	TINYINT(2)
LCRY	Rush Ydg - LC [27]	INT(3)
LCPA	Pass Atts - LC [27]	TINYINT(2)

TEAM	DESCRIPTION	VAR TYPE
LCPY	Pass Ydg - LC [27]	INT(3)
RZRA	Rush Atts - Red Zone	TINYINT(2)
RZRY	Rush Ydg - Red Zone	INT(3)
RZPA	Pass Atts - Red Zone	TINYINT(2)
RZPY	Pass Ydg - Red Zone	INT(3)
SKY	Tot Yds lost to Sacks	INT(3)
LBS	Sacks by own LB's	DECIMAL(3, 1)
DBS	Sacks by own DB's	DECIMAL(3, 1)
SFPY	Starting Field Pos [2]	INT(3)
DRV	# Drives on Offense	TINYINT(2)
NPY	Net Punt Yardage	INT(3)
TB	Touchbacks	TINYINT(1)
I20	# Punts inside 20	TINYINT(1)
RTD	Punts/Kickoff TD's	TINYINT(1)
LNR	DL Tackles - Rush	DECIMAL(3, 1)
LNP	DL Tackles - Pass	DECIMAL(3, 1)
LBR	LB Tackles - Rush	DECIMAL(3, 1)
LBP	LB Tackles - Pass	DECIMAL(3, 1)
DBR	DB Tackles - Rush	DECIMAL(3, 1)
DBP	DB Tackles - Pass	DECIMAL(3, 1)
NHA	No Huddle Atts	TINYINT(2)
S3A	3rd & Short Atts [29]	TINYINT(2)
S3C	3rd & Short Conv	TINYINT(2)
L3A	3rd & Long Atts [30]	TINYINT(2)
L3C	3rd & Long Conv	TINYINT(2)
STF	Stuffed Runs [31]	TINYINT(2)
DP	Pts by Defense [32]	TINYINT(2)
FSP	False Starts	TINYINT(2)
OHP	Off Holding [33]	TINYINT(2)
PBEP	Play Book Exec [34]	TINYINT(1)
DLP	Def Line [35]	TINYINT(1)
DSP	Def Secondary [36]	TINYINT(1)
DUM	Dumb Penalties [37]	TINYINT(1)
PFN	Poor Fundmntals [38]	TINYINT(1)

OFFENSE	DESCRIPTION	VAR TYPE
UID	Unique ID [22]	INT(6)
GID	Game ID Number	INT(5)
PLAYER	Player [4]	CHAR(6)
PA	Pass Atts	TINYINT(2)
PC	Completions	TINYINT(2)
PY	Pass Yds	INT(3)
INT	Interceptions by QB	TINYINT(1)
TDP	TD's - Passing	TINYINT(1)
RA	Rush Atts	TINYINT(2)
RY	Rush Yds	INT(3)
TDR	TD's - Rushing	TINYINT(1)
REC	Receptions	TINYINT(2)
RECY	Receiving Yds	INT(3)
TDRE	TD's - Receiving	TINYINT(1)
FUML	Fumbles Lost	TINYINT(1)
PENY	Penalty Yardage	TINYINT(2)
FPTS	Fantasy Points	DECIMAL(4,1)

DEFENSE	DESCRIPTION	VAR TYPE
UID	Unique ID [22]	INT(6)
GID	Game ID Number	INT(5)
PLAYER	Player [4]	CHAR(6)
TCK	Tackles	DECIMAL(3,1)
SCK	Sack	DECIMAL(2,1)
SAF	Safety	TINYINT(1)
BLK	Blocked Kick	TINYINT(1)
INT	Interception	TINYINT(1)
PDEF	Pass Defended	TINYINT(1)
FREC	Fumble Recovery	TINYINT(1)
TDD	Defensive TD	TINYINT(1)
PENY	Penalty Yardage	TINYINT(2)
FPTS	Fantasy Points	DECIMAL(4,1)

KICKERS	DESCRIPTION	VAR TYPE
UID/GID/PL	As Above	As Above
FPTS	Fantasy Points	DECIMAL(4,1)

# NFL Play-by-Play Data Tables - 2012

## NOTES

- 1** The GID (Game ID) field is provided as way to link to and perform joins on the GAMES Table which contains key data, including: playing surface information 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 GAMES table) to the CORE 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 PT Conversion ATT
- 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 entered (i.e., 35 seconds for a Pass Completion, 30 for a Rushing Play).
- 4** Player Codes consist of each players initials followed by a 3 digit number. (ie, Brett Favre is BF-010). Codes are updated at the start of the season and every week after that. An ID of XX-000 means 'Not Applicable' or 'Not Listed' depending on context.
- 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 the Line of Scrimmage. Note: 'NL' stands for 'Not Listed'.
- 9** Punt was Fair-Caught (Y or N).
- 10** Kickoff/Punt went for a Touchback (Y or N)
- 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 VAR 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
- 21** Each and every starting Offensive Line from every game since 2000 has been assigned an ID (OLID to be more specific). The OLID is referenced in the CORE table and can be linked to the specific players in the OLINE table.  
The importance of a Teams Offensive 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 order to properly update them each week, it's necessary to assign a unique ID to each row.
- 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** The Total Starting Field Position Yardage: Dividing 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.