

2019 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	
CONV			QTR	Qtr (OT = 5)		KTB	Touchback (0/1)	10	SACK			TEAM	Team Name Abbr		YEAR	NFL Season	
			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.

SINCE 2000

SINCE 2006

SINCE 2012

SINCE 2015

SINCE 2018/2019 ('19 in bold)

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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.

SINCE 2000	SINCE 2006	SINCE 2012	SINCE 2015	SINCE 2018/2019 ('19 in bold)
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TEAM																	
TID	Team Total ID		S2RP	Successful Rush - 2D	6	WR3A	Attempts - WR 3-4-5		DBR	DB Tackles - Rush		PRU4	4 Pass Rushers	P4	YTG3	Total yards-to-go 3/4D	
GID	Game ID Number		S3RP	Successful Rush - 3/4D	6	WR3Y	Yardage - WR 3-4-5		DBP	DB Tackles - Pass		PRU4Y	4 Pass Rushers Yds		TAY1	Total true air yards 1D	P4
TNAME	Team Name		SPP	Successful Pass Plays	6	TEA	Pass Attempts - TE		NHA	No Huddle Attempts		PRU5	5+ Pass Rushers	P4	TAY2	Total true air yards 2D	P4
PTS	Points		S1PP	Successful Pass - 1D	6	TEY	Pass Yardage - TE		S3A	3rd/Short Attempts	29	PRU5Y	5+ Pass Rushers Yds		TAY3	Total true air yards 3/4D	P4
Q1P	1st Quarter Points		S2PP	Successful Pass - 2D	6	RBA	Pass Attempts - RB		S3C	3rd/Short Conversions		SPRU1	1 Stunt Pass Rusher	P4	DOT1	Total depth-of-target 1D	P4
Q2P	2nd Quarter Points		S3PP	Successful Pass - 3/4D	6	RBV	Pass Yardage - RB		L3A	3rd/Long Attempts	30	SPRU1Y	1 Stunt Pass Rusher Yds		DOT2	Total depth-of-target 2D	P4
Q3P	3rd Quarter Points		LEA	Rush Attempts - LE	7	SGA	Shotgun Attempts		L3C	3rd/Long Conversions		SPRU2	2 Stunt Pass Rushers	P4	DOT3	Tot depth-of-target 3/4D	P4
Q4P	4th Quarter Points		LEY	Rush Yardage - LE	7	SGY	Shotgun Yardage		STF	Stuffed Runs	31	SPRU2Y	2 Stunt Pass Rushers Yds		DOTR1	Target Depth Rank 1	P4
RFD	1st Downs - Rush		LTA	Rush Attempts - LT	7	P1A	Pass Attempts - 1D		DP	Points by Defense	32	SCRM	QB Scrambles	P4	DOTR1Y	Target Depth Rank 1 Yds	
PFD	1st Downs - Pass		LTY	Rush Yardage - LT	7	P1Y	Pass Yardage - 1D		FSP	False Starts		SCRMV	QB Scramble Yds		DOTR2	Target Depth Rank 2	P4
IFD	1st Downs - Penalty		LGA	Rush Attempts - LG	7	P2A	Pass Attempts - 2D		OHP	Offensive Hold Penalty	33	BLZ0	No Blitzers	P4	DOTR2Y	Target Depth Rank 2 Yds	
RY	Rush Yardage		LGY	Rush Yardage - LG	7	P2Y	Pass Yardage - 2D		PBEP	Play Book Exec. Penalty	34	BLZ01	No Blitzers Yds		DOTR3	Target Depth Rank 3	P4
RA	Rush Attempts		MDA	Rush Attempts - MD	7	P3A	Pass Attempts - 3/4D		DLP	Defensive Line Penalty	35	BLZ1	1 Blitzer	P4	DOTR3Y	Target Depth Rank 3 Yds	
PY	Pass Yardage		MDY	Rush Yardage - MD	7	P3Y	Pass Yardage - 3/4D		DSP	Defensive Secndry Penalty	36	BLZ1Y	1 Blitzer Yds		DOTR4	Target Depth Rank 4+	P4
PA	Pass Attempts		RGA	Rush Attempts - RG	7	SPC	Short Comp	26	DUM	Dumb Penalties	37	BLZ2	2 Blitzers	P4	DOTR4Y	Target Depth Rank 4+ Yds	
PC	Completions		RGY	Rush Yardage - RG	7	MPC	Medium Comp	26	PFN	Poor Fundamentals Pen	38	BLZ2Y	2 Blitzers Yds		COV0	Target not Covered	P4
SK	Sacks (Against)		RTA	Rush Attempts - RT	7	LPC	Long Comp	26	SNPO	Snaps on Offense	47	DBLZ1	1 DB Blitzer	P4	COV0Y	Target not Covered Yds	
INTS	INT's for Defense		RTY	Rush Yardage - RT	7	Q1RA	Rush Attempts - Q1		SNPD	Snaps on Defense	47	DBLZ1Y	1 DB Blitzer Yds		COV1	Target Single Coverage	P4
FUM	Fumbles Lost		REA	Rush Attempts - RE	7	Q1RY	Rush Yardage - Q1		SAF	Safeties (own Def)		TTS	Time to Sack (Seconds)	P4	COV1Y	Target Single Coverage Yds	
PU	Punts		REY	Rush Yardage - RE	7	Q1PA	Pass Attempts - Q1		BLK	Blocks (own Def)		PAP	Play Action Pass	P4	COV2	Target Double Covered	P4
GPY	Gross Punt Yardage		R1A	Rush Attempts - 1D		Q1PY	Pass Yardage - Q1		FP	DS/T Points	23	PAPY	Play Action Pass Yds		COV2Y	Target Double Covered Yds	
PR	Punt Returns		R1Y	Rush Yardage - 1D		LCRA	Rush Attempts - L/C	27	BOX4	4 Men in the Box	P4	SIDE	Sideline Pass	P4	CNB	Contested Balls	P4
PRY	Punt Return Yardage		R2A	Rush Attempts - 2D		LCRY	Rush Yardage - L/C	27	BOX4Y	4 Men in the Box Yds		SIDEY	Sideline Pass Yds		CNBC	Contested Balls + Completio	P4
KR	Kick-off Returns		R2Y	Rush Yardage - 2D		LCPA	Pass Attempts - L/C	27	BOX5	5 Men in the Box	P4	HIGH	Highlight Pass	P4	CRR	Created Receptions	P4
KRY	Kick-off Return Yardage		R3A	Rush Attempts - 3/4D		LCPY	Pass Yardage - L/C	27	BOX5Y	5 Men in the Box Yds		HIGHY	Highlight Pass Yds		CRRY	Created Receptions Yds	
IR	Def INT Returns		R3Y	Rush Yardage - 3/4D		RZRA	Rush Attempts - Red Zone		BOX6	6 Men in the Box	P4	OOP	Out of Pocket Pass	P4	YAC1	Tot yards-after-catch 1D	P4
IRY	INT Return Yardage		QBA	QB Rush Attempts		RZRZ	Rush Yardage - Red Zone		BOX6Y	6 Men in the Box Yds		OOPY	Out of Pocket Pass Yds		YAC2	Tot yards-after-catch 2D	P4
PEN	Penalty Yardage(Against)		QBY	QB Rush Yardage		RZPA	Pass Attempts - Red Zone		BOX7	7 Men in the Box	P4	SHOV	Shovel/Touch Pass	P4	YAC3	Tot yards-after-catch 3D/4I	P4
TOP	Time-of-Possession		SLA	Pass Attempts - SL	8	RZPY	Pass Yardage - Red Zone		BOX7Y	7 Men in the Box Yds		SHOVY	Shovel/Touch Pass Yds		DRP	Receiver Drops	P4
TD	Touchdowns		SLY	Pass Yardage - SL	8	SKY	Total Yardage lost to Sacks		BOX8	8+ Men in the Box	P4	SCR	Screen Pass	P4	QBTA	QB Throw Aways	P4
TDR	TD's - Rushing		SMA	Pass Attempts - SM	8	LBS	Sacks by own LB's		BOX8Y	8+ Men in the Box Yds		SCRY	Screen Pass Yds	P4	BAP	Batted Balls	P4
TDP	TD's - Passing		SMY	Pass Yardage - SM	8	DBS	Sacks by own DB's		AVT1	1 Available Target	P4	NPR	No Pressure	50	INTW	INT-worthy passes	P4
TDY	TD's via Turnovers		SRA	Pass Attempts - SR	8	SFPY	Starting Field Pos	28	AVT1Y	1 Available Target Yds		NPRY	No Pressure Yds	50	INTWI	INT-worthy passes + INT	P4
FGM	Field Goals Made		SRY	Pass Yardage - SR	8	DRV	Drives on Offense		AVT2	2 Available Targets	P4	QBP	QB Pressure	50	BACK0	0 Players in Backfield	P4
FGAT	Field Goal Attempts		DLA	Pass Attempts - DL	8	NPY	Net Punt Yardage		AVT2Y	2 Available Targets Yds		QBPY	QB Pressure Yds	50	BACK0Y	0 Players in Backfield Yds	
FGY	Field Goal Yardage	23	DLY	Pass Yardage - DL	8	TB	Touchbacks		AVT3	3 Available Targets	P4	QBHI	QB Hit	50	BACK1	1 Player in Backfield	P4
RZA	Drives in Red Zone		DMA	Pass Attempts - DM	8	I20	Punts inside 20		AVT3Y	3 Available Targets Yds		QBHIY	QB Hit Yds	50	BACK1Y	1 Player in Backfield Yds	
RZC	Red Zone Drive TD's		DMY	Pass Yardage - DM	8	RTD	Punts/Kickoff TD's		AVT4	4 Available Targets	P4	QBHU	QB Hurry	50	BACK2	2 Players in Backfield	P4
BRY	Big Rush Yardage	24	DRA	Pass Attempts - DR	8	LNR	DL Tackles - Rush		AVT4Y	4 Available Targets Yds		QBHUY	QB Hurry Yds	50	BACK2Y	2 Players in Backfield Yds	
BPY	Big Pass Yardage	25	DRY	Pass Yardage - DR	8	LNP	DL Tackles - Pass		AVT5	5 Available Targets	P4	HTM	Hindered Throw Motion	P4	BACK3	3+ Players in Backfield	P4
SRP	Successful Rush Plays	6	WR1A	Attempts - WR 1-2		LBR	LB Tackles - Rush		AVT5Y	5 Available Targets Yds		HTMY	Hindered Throw Motion Yds		BACK3Y	3+ Players in Backfield Yds	
S1RP	Successful Rush - 1D	6	WR1Y	Yardage - WR 1-2		LBP	LB Tackles - Pass		PRU3	3 Pass Rushers	P4	YTG1	Total yards-to-go 1D		PERxx	Group: 00, 01, 10, 11 ETC	P4
									PRU3Y	3 Pass Rushers Yds		YTG2	Total yards-to-go 2D		PERxxY	Yds in each Situation	

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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 31 variables are collated by game charters for each passing play and QB scramble and are available within 7 days of each game. **New Stats for 2019 are in bold.**

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	Pass Rush: Total number of players rushing the passer.
SPRU	Stunt Pass Rushers: These are the number blitzing LB's who replace a DL dropping back into coverage. Included in the PRU total
BLZ	Blitz: Total number of LB's and DB's blitzing.
DBLZ	DB Blitz: Number of DB's blitzing. This is included in the BLZ total.
TTS	Time to Sack: Seconds elapsed between the snap and a Sack.
PAP	Play Action Pass: 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.
SIDE	Sideline pass: Balls outside of the field but catchable when the receiver extends body/arms.
HIGH	Highlight pass: Perfect pass that only the receiver can reach. Features perfect placement in a tight window.
OOP	Out of Pocket pass: Quarterback attempts the pass out of the pocket whether pressured or not.
SHOV	Shovel/Touch pass.
SCR	Screen pass.
QBP	QB Pressured (see page 7 for more details).
QBHI	QB Hit: 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 Hurry. 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.
HTM	QB's throwing motion was hindered in some way by a defender.
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.
DOTR	Depth Of Target Rank: The distance from the QB to the pass target relative to all other available targets. #1 is closest to the QB.
COV	Coverage on the targeted receiver: Uncovered is 0, single coverage is 1, double is 2.
CNB	Contested Balls: Passes into close coverage that involve a physical battle between receiver and defender for control of the ball.
CRR	Created Receptions: Difficult catches that require exceptional body control; hands; acrobatics, or any combination thereof.
YAC	Yards After Catch.
DRP	Dropped pass: 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	Batted Ball: Balls swatted away at line of scrimmage or by a defender breaking up a pass play.
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).
BACK	Number of players in the Backfield (RB + TE + FB + WR).
RB/TE	These 2 columns designate the 'personnel' group on the field. 1 RB and 0 TE's is a '10' group. Common groups are split out in the teams table showing usage and yardage gained. (ex: PER10 = attempts and PER10Y = yardage gained).

TWITTER (Pro Plus)

TID	Tweet ID		FNAME	First Name		PLAYER	Player	4	TWEET	Tweet Text		FAV	# Times Favorited		RT	# Times Retweeted
HANDLE	Twitter handle		LNAME	Last Name		CREATED	Date/Time of Tweet		SOURCE	iPhone, Android etc.						

COLLEGE (Pro Plus)

UID	Unique ID		GAMES	# Games played		PRAT	Passer Rating		RECY	Receiving Yardage		IRY	INT Return Yardage		PATA	Point After Attempts
NCAA_ID	Player - NCAA		PC	Completions		RA	Rush Attempts		SOLO	Solo Tackles		TDINT	INT Return TD's		PATM	Point After Made
PLAYER	Player	4	PA	Pass Attempts		RY	Rush Yardage		COMB	Combined Tackles		FRCV	Fumbles Recvrd		FGA	Field Goals Attempted
CLASS	Year (0-4)		PY	Pass Yardage		TDR	Rushing TD's		TFLOSS	Tackles for Loss		FRY	Fumble Return Yardage		FGM	Field Goals Made
COL	College		TDP	Passing TD's		REC	Receptions		SCK	Sacks		TDFUM	Fumble Return TD's		KPTS	Kicker Points
POS	Position		PINT	INT's by QB		TDREC	Receiving TD's		INTS	INT's by Defender		FORC	Fumbles Forced		PU	Punts

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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, Intercept, 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, BLP (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, BLP (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; BLP - 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	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

A **Pressure** is marked on plays where the pocket is breached and the QB is near the breach. There are a couple of exceptions:

1. If the pocket collapses but the QB is already in the middle of his throwing motion, it's not a pressure.
2. Most screen passes (approx. 90%) do not qualify due to the way these plays are designed.

A **Hurry** is a heavier form of pressure that essentially breaks a play. The QB is either forced to leave the pocket and improvise or throws the ball sooner than planned. There are two additional rules to this:

1. If the QB leaves the pocket on his own and subsequently gets under pressure, this is marked as Pressure but not a Hurry.
2. If the QB throws the ball away, it's only a Hurry if it was the only way to avoid a sack.

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.

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.