

2020 NFL Data Table Fields (Pro) - ArmchairAnalysis.com

CHART - BASIC (PRO/MAX ONLY)

GID	Game ID	1	DEF	Team on Defense	BC	Ball Carrier	VTG	Yards to go	SUCC	Successful Play (0/1)	6	COMP	Completion (0/1)	
PID	Play ID	1a	TYPE	Play Type	2	QTR	Qtr (OT = 5)	YFOG	Yardage from own Goal	5	FD	First Down (0/1)	INTS	Interception (0/1)
DETAIL	Play Text		PSR	Passer	4	LOS	Line of Scrimmage	ZONE	Field Zone	18	SG	Shotgun (0/1)		
OFF	Team on Offense		TRG	Pass Target	4	DWN	Down	YDS	Yardage		NH	No Huddle (0/1)		

The following variables are collated by game charters for each passing and rushing play and are available within 4 days of each game.

BACK	Number of players in the Backfield (RB + TE + FB + WR).
XLM	NEW 2020 Extra Men on the Line: Number of players lined up on either side of the Offensive Tackles - usually a Tight End.
HASH	NEW 2020 Hash Mark Location: Where the ball is placed when the center has it in his hand. Values can be (L)eft hash, (R)ight hash or in-between (M for Middle).
MOT	NEW 2020 There are 2 types of motion: Pre-snap (P) which starts and stops before the snap and the more aggressive type of motion that is occurring during the snap (S). When both occur we mark 'PS'.
DB	NEW 2020 Number of Defensive Backs on the field.
BOX	Number of Defenders in the box (Pass and Rush plays).
BOXDB	NEW 2020 Number of DB's in the box (Pass and Rush plays). Provides extra detail beyond 'BOX'.
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 (0 - No, 1 - Yes).
OPTION	NEW 2020 Option Play: Values can be RPO (run/pass), RUN (run/qbrun) or blank when there is not an option.
TLOOK	NEW 2020 Trick Look: Usually it's a wildcat formation or when the QB lines up in a uncommon position. Fake punts and fake field goals are not trick looks since they look like regular punts or FG's (0 - No, 1 - Yes).
TRICK	NEW 2020 Trick Play: Fake punts, double passes, flea flickers, wildcats etc (0 - No, 1 - Yes).
QBP	QB Pressure: Plays where the pocket is breached and the QB is near the breach. See page 6 for more details.
QBHI	QB Hit: Quarterback was brought to the ground or otherwise significantly man-handled. See page 6 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 6 for more details.
QBRU	NEW 2020 QB Run: A designed running play for the QB. These are only marked on runs by a natural QB where he lined up as a QB. Also, sneaks and kneel-downs are not counted.
SNEAK	NEW 2020 QB Sneak: Quarterback dives ahead directly off the snap for short-yardage. A high percentage conversion but these plays also open up QB's for some physical abuse.
SCRM	NEW 2020 QB Scramble: Play design is initially a pass but QB elects to run based on pressure; a lack of open receivers, or, simply seeing an opportunity to make positive yardage running himself.
TTSCRM	NEW 2020 Time to Scramble. Seconds elapsed between the snap and when the QB scrambles.
HTM	Hindered Throwing Motion: QB's throwing motion was hindered in some way by a defender.
PRU	Pass Rush: Total number of players rushing the passer.
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.
ZBLZ	Zone Blitz: At least one Off-Ball LB rushed the passer instead of a DL who dropped into coverage (0 - No, 1 - Yes).
STNT	Stunt: When any two pass rushers cross, trading pass rush lanes on a passing down. (0 - No, 1 - Yes).
OOP	Out of Pocket Pass: Quarterback attempts the pass out of the pocket whether pressured or not. (0 - No, 1 - Yes).
OOPD	NEW 2020 OOP Pass Details: More info why the OOPP occurred - Clean [C], Pressure [P], Designed [D], Designed Rollout [DR]
COV	Coverage on Target: Uncovered is 0, single coverage is 1, double is 2.
PHYB	NEW 2020 Physical Ball: Pass target takes significant punishment whether the pass is caught or not. Most 'Contested Balls' will also be a 'Physical Ball'.
CNB	Contested Ball: Passes into close coverage that involve a physical battle between receiver and defender for control of the ball.
CBALL	NEW 2020 Catchable Ball: A pass in which an eligible receiver has the opportunity to get his hands on the football with reasonable movement, timing, and opportunity.
QBTA	QB Throw Away: Quarterback threw away the ball to avoid a sack or for lack of any open targets.

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SHOV	Shovel/Touch Pass.
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.
CRR	Created Reception: Difficult catches that require exceptional body control; hands; acrobatics, or any combination thereof.
INTW	INT Worthy: A 'bad pass'. An INTW is not always an INT. Perhaps the defender muffs the opportunity. Also, not every INT is a INTW. Ex: a catchable ball bouncing off a receivers chest, into the hands of a defender.
DRP	Dropped Pass: Balls that would have been caught by a receiver with league-average skills. (0 - No, 1 - Yes).
BAP	Batted Pass: Balls batted away at the line of scrimmage (0 - No, 1 - Yes).
AVSK	NEW 2020 Avoided Sack: QB escapes the grasp of a defender in the pocket (can be more than 1).
FREAD	NEW 2020 First Read: QB passes to the initial receiver he looks at after the snap (0 - No, 1- Yes).
SCRE	Screen Pass.
PPF	NEW 2020 Pain Free Play: Ball carrier is only lightly touched by a defender on the field (ie QB slide) or runs ob with little or no physical contact with defenders and sideline personnel/equipment. Includes TD's.
MBT	Missed or Broken Tackles: The ball carrier either escapes from the grasp of an unblocked defender, or the defender is in good position for a tackle but the ball carrier makes an athletic move (aka juke) to avoid the tackle.
TTP	NEW 2020 Time to Pass: Seconds elapsed between the snap and when the QB attempts the pass.
TTSK	Time to Sack: Seconds elapsed between the snap and a Sack.
QBSK	NEW 2020 QB Sack: QB was to blame for the sack: held ball too long; missed wide open receiver etc (0 - No, 1 - Yes).
TTPR	NEW 2020 Time to Pressure. Seconds elapsed between snap and when the QB starts to feel pressure.
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 the line of scrimmage to where the ball is caught or comes closest to the target (endzone yards are also included).
YAC	Yards After Catch.
FCON_BL	NEW 2020 First Contact was Blocked: Defenders ability to make the tackle on first contact was impeded due to a block. Values are (B)locked, (U)nblocked, (N)one or blank.
FCON_TCK	NEW 2020 First Contact resulted in Tackle: Initial contact resulted in the player being tackled. Values are (Y)es, (N)o or blank.
YACO	Yards After Contact: Contact of any kind, even minor in nature, is counted.
YTRU	NEW 2020 Yards Trucking: Number of Yards gained with one or more tacklers grasping onto the receiver or ball carrier.
DEFPR#	Defender #1 (and #2 if applicable) on QB Pressures.
DEFHI	Defender on QB Hits.
DEFHU#	Defender #1 (and #2 if applicable) on QB Hurries.
RB	NEW 2020 # of Running Backs on the field.
TE	NEW 2020 # of Tight Ends on the field.

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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 are marked when the Quarterback feels a significant amount of pain on the play. That could be everything from a devastating sack to his arm being smacked while throwing the ball.

Almost all sacks are classed as hits but hits themselves can also occur after the ball has left so sacks are only a small part of the picture.

Hits usually come in conjunction with Pressure but a small percentage catch the QB completely unawares.

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.