

GSIS

Play by Play Process ASCII File Layout

2013 Season

Current File Version: **2.6**
As of: **June 4, 2015**

The Statistics Play by Play Process report lists the events that have occurred in a game as they were entered in the Game Statistics and Information System (GSIS). Each file consists of a single play, and includes all information relevant to creating statistics for that play.

The output file is a comma-delimited text file. If a comma is included in a field (such as the scoring play description field), the field will be surrounded by single quotes. A carriage-return character, followed immediately by a line feed character separates each line in the file. A bracketed line type description starts each line, denoting the type of information the line contains.

The file name for this report is of the format:
<HOME CLUB CODE>.CSV.<FILE NUMBER>
Ex: ATL.CSV.4

While the file name is being transferred, the file name will be:
.PCSI.<HOME CLUB CODE>. CSV.<FILE NUMBER>

When the file transfer has been completed, the file will be renamed to:
NEW. <HOME CLUB CODE>. CSV.<FILE NUMBER>

The Home Club Code is the three character club code for the home team. The file number is a monotonically increasing integer.

The first two lines of every file consist of a header record, followed by a play record. The types of other lines in the file varies, depending on what happened on the particular play the file is for. The order of the other lines of the file is in the order as they occurred during the play.

Header Record Information

The header record of the file has the same format as the header record of the cumulative statistics file.

Header record example:

```
14,2,2,"31",-5,08/03/1999,"BRONCO","END OF GAME",0,"","END OF GAME",0,"",31,24,N,  
19:24:03,-5
```

Header record field descriptions:

arg_count, filetype=num, major=num, minor=qstring, nfl week number, game date, home team , current down, current distance, current yard line, current quarter, last entered clock time, possession team, home score, visitor score, replace game

arg_count: an int that is the count of arguments that are to follow. This number will be 14 (required parameters).

--filetype=int: Always will be 2

--major=num: int for the major number of the release of this file's layout. Will be 1 for versions of the file earlier than version 2, otherwise version 2.

--minor=qstring: a quoted string for the minor "number" of the release of this file's layout. Will always be "31" (matching 1999 SuperStat file version number).

--nfl_week_number=num: a number from -5 to 21, where all preseason games are negative numbers (-5 thru -1), Regular season games are 1-20, and SuperBowl game is 21.

--game date: schedule date of game in format MMDDYYYY

--home team=qstring: a quoted string containing the 6 character upper case club code

-- current down=qstring: a quoted string containing either the current down, or the string "HALFTIME" or the string "END OF GAME" if the game is at half time or the game is over, respectively, or "GAME CLOSED" if data entry for game is complete.

--current distance=num: integer for the number of yards required to obtain a first down, or if it is half time or the game is over, a zero

--current yard line=qstring: a quoted string containing up to 6 characters: 3 character club code, space, yardline. Examples: DEN 25, GB 5

--current quarter=qstring: a quoted string containing either the current quarter number (1-4), or the string "HALFTIME" or the string "END OF GAME" or the string "OVERTIME" if the game is at half time, the game is over, or the game is in overtime respectively, or "GAME CLOSED" if data entry for game is complete

--last entered clock_time=num: integer containing the last entered clock time remaining in the quarter

--possession team=qstring: a quoted string containing the 6 character upper case club code of the team in possession of the ball, or a null string if half time or the game is over

--home score=num: integer containing the current score of the home team

--visitor score=num: integer containing the current score of the visiting team

--replace game=boolean: Y if the game should be deleted. If this flag is set, every play in the game will be sent in sequence, and the import program should clear any existing information before reading the new files. This could happen if, for example, communications between the stadium and the central office were interrupted, and the possibility of missing plays exists. The default value for this field is N.

--start time of day: The start time of the last entered play, in HH:MM:SS format, military time. The value listed is for GMT time.

--GMT offset: The local time zone offset from GMT time at the stadium.

Version Information

Version 2.6 Changes:

- 1) Updated possible result values of DefensiveConversionRecovery record. Changed it to mark that it applies to both NCAA and NFL games
- 2) Added 2PointReturn record

Version 2.5 Changes:

- 1) Updated possible result values of Possession record

Version 2.4 Changes:

- 1) Added timeout number field to Timeout record
- 2) Added punt yardage field to Punt record
- 3) Added Drive record
- 4) Added Safety record

Version 2.3 Changes:

- 1) Added DefensiveConversionRecovery record

Version 2.2 Changes:

- 1) Added new Defer values to possible results of Winning Club Choice attribute of CoinToss record
- 2) Added spike as a possible direction value for an PassIncompletion record
- 3) Added Review Type field to the Review record

Version 2.1 Changes:

- 1) Added block resulted in safety field to the BlockedKick record

Version 2.0 Changes:

- 1) Added fields to the Pass Incompletion record to list a second player credited with a pass defense
- 2) Added fields to the Pass Interception record to list a second player credited with a pass defense

- 3) Added Sack Split field to the Sack record
- 4) Added "Nullified Touchdown" to the list of items in the Result field of the possession record
- 5) Added the First Down by Rushing Count, First Down by Passing Count, and First Down by Penalty Count fields to the Play record
- 6) Added the Review record
- 7) Added the direction and yard line thrown to fields to the Pass Completion and Pass Incompletion records
- 8) Added the direction field to the Pass Interception record
- 9) Added QB Hit fields to the Pass Reception, Pass Incompletion, and Pass Interception records
- 10) Updated the value in the Major field of the Header record

Version 1.3 Changes:

- 1) Added Start Time of Day, GMT Offset fields to the header record

Version 1.2 Changes:

- 1) Added Nullified Play to the penalty process

Version 1.1 Changes:

- 1) Added Direction to the Rush process
- 2) A CoinToss process will now be included at the end of even-numbered quarters

Play Record Information

Play record example:

[Play],118,118,DAL,1,10,DAL 32,08:54,N,0,0,0,0

Play record field descriptions:

Type of record, play number, sequence number, possession team code, down, distance, yard line, clock time, play deleted, first down by rushing count, first down by passing count, first down by penalty count, Possession change count

--type of record=string: will always be [Play]

--play number=int: integer containing a unique number identifying this play. Play numbers can't be changed for a play, so if a second file is sent for a particular play number the second file can be identified as being an update to the first file.

--sequence number=float: value containing the order of this play compared to other plays in the game. All plays should be ordered by sequence number, ascending. The value of this field has no relationship to the play number. The value for a particular play can change as prior plays are inserted and deleted. This number can contain fractional values (Example: 2015.65).

--possession team code=string: three character team code for the team that had possession for this play. This may not match the possession team code for the header record, which is always for the latest play.

--down=int: integer containing the down of the play listed in the play record. Can be null or zero for plays that don't have down information (such as extra point attempts). This may not be the current down if this is an edit to an existing play. The current down will be listed in the Header record.

--distance=string: Distance team possession team needs to cover to reach a first down. Can also be Goal. This may not be the current distance if this is an edit to an existing play. The current distance will be listed in the Header record.

--yard line=string: Yard line where play started. Includes team name.

Clock time=time: Clock time of play. May be null if not entered for the play.

--Play deleted=boolean: Y or N if the play was deleted by the user. Deleted plays will have subsequent records in the file, and may not have reliable down, distance, or possession information. A play deletion in GSIS is irreversible, so a deletion will always be the final edit for a particular play.

--First Downs by Rushing Count=int: Number of rushing first downs earned by the offense. Should always be 0 or 1. Not included with deleted plays.

- First Downs by Passing Count=int: Number of passing first downs earned by the offense. Should always be 0 or 1. Not included with deleted plays.
- First Downs by Penalty Count=int: Number of penalty first downs earned by the offense. Can be any number. Penalties enforced on the subsequent kickoff (such as unsportsmanlike conduct penalties) do not cause a first down by penalty. Not included with deleted plays.
- Possession change count=int: Number of time the ball changed possession during the play

The following record types are optional. They represent the play process information stored by GSIS. A process type may not necessarily appear in a particular file. The order that the records appear is in the order that they happened in the game (as entered by the stadium data entry operators). Many records include Possession information. Because so many process types include possession information, a process type will be listed as having a Possession record if it includes possession information. The Possession record includes multiple fields, and is sent as part of the parent process record.

Possession Record Information

Possession information example:

32,J.Anderson,ATL 44,DAL 49,7,Tackled,98,G.Ellis,23,K.Mathis,,N,N

Possession information field descriptions:

Uniform number, player name, starting yard line, ending yard line, statistical yardage, result, tackler uniform number, tackler name, assisted by 1 uniform number, assisted by 1 uniform name, assisted by 2 uniform name, assisted by 2 uniform number, ended with safety, no attempt

- Uniform number=int: Two digit uniform number of the player the stat is for. Leading zeroes are not included. The player's team will be the possession team listed in the play record, unless the process record lists Reverse Possession in the process field description. For example, the uniform number for a rushing process will be for the offensive team, which is the team listed as having possession in the Play record. For a Pass Interception process, the uniform number will belong to the defensive team.
- Player name=string: Name of the player, usually in the format of first initial, followed by a period, followed by last name.
- Starting yard line=string: Yard line where process started. This may not necessarily match the starting yard line of the play. Includes team name.
- Ending yard line=string: Yard line where process ended. Includes team name.
- Statistical yardage=int: Number of statistical yards awarded for the process. May be different from ending yard line minus starting yard line.
- Result=string: Can be one of the following values: Backward Pass, Ball out of bounds, Dead ball declared, Fumble, Pushed out of bounds, Ran out of bounds, Tackled, Touchdown, Nullified Touchdown
- Tacked by uniform number=int: Uniform number for the player credited with a tackle for the process. Will always be for opposite team of player in first field.
- Tacked by player name=string: Player name of the player credited with a tackle for the process. Will always be for opposite team of player in first field.
- Assisted by 1 uniform number=int: Uniform number for the player credited with an assist for the process. Will always be for opposite team of player in first field.
- Assisted by 1 player name=string: Player name of the player credited with an assist for the process. Will always be for opposite team of player in first field.
- Assisted by 2 uniform number=int: Uniform number for the player credited with an assist for the process. Will always be for opposite team of player in first field.
- Assisted by 2 player name=string: Player name of the player credited with an assist for the process. Will always be for opposite team of player in first field.
- Ended with safety=boolean: Y or N if the process ended in a safety.

--No Attempt=boolean: Y or N if the player should not receive a statistical attempt for the process. Generally only used for lateral processes.

Drive Record

Example:

[Drive],7,0,41,4:54

Drive record field descriptions:

Play Count=int: Number of plays in the drive the play belongs to

Defensive Penalty Play Count=int: Number of plays nullified by defensive penalties

Net Yards=int: Net yards gained by the offense during the drive

Time of Possession=time: Time of possession earned by the offense during the drive

Process Record Types

[AbortedSnap]

Example:

[AbortedSnap],11,D.Bledsoe,CLV 5

A fumble process record will always follow an aborted snap process record.

Aborted snap field descriptions:

Snapped to uniform number, snapped to player name, yard line snapped from

--Snapped to uniform number=int: Uniform number of player supposed to receive snap. Will be on possession team.

--Snapped to player name=string: Name of player supposed to receive snap. Will be on possession team.

--Yard line snapped from=string: Yard line the ball was snapped from.

[BlockedKick]

Example:

[BlockedKick],59,K.Ogle,N

Blocked kick field descriptions:

Kick blocker uniform number, kick blocker uniform name, block resulted in safety

--Kick blocker uniform number: Uniform number of player who blocked kick. Player is not on possession team.

--Kick blocker name: Name of player who blocked kick. Player is not on possession team.

--Block resulted in safety =boolean: Y if the kick was blocked out of bounds into the kickers end zone resulting in a safety for the defense, else N

[BlockedKickRecovery]

Example:

[BlockedKickRecovery],NE,54,T.Bruschi,CLV 7,CLV 7,0,Tackled,43,G.Jones,,,,N,N

The blocked kick recovery process starts with the team that recovered the kick, followed by possession information. The possession information will be reversed if the team that recovered the kick is not the kicking team.

Blocked kick recovery field descriptions:

Team that blocked kick, possession information

[ExtraPoint]

Example:

[ExtraPoint],3,R.Cunningham,70,D.Hellestrae,86,E.Bjornson,Score (Good),,

Extra point field descriptions:

Kicker uniform number, kicker player name, snapper uniform number, snapper player name, holder player number, holder player name, result, result, blocked by uniform number, blocked by uniform name

--Kicker uniform number=int: Uniform number for the kicker of the extra point attempt. Player is on possession team.

--Kicker player name=string: Player name of the kicker of the extra point attempt. Player is on possession team.

-- Snapper uniform number=int: Uniform number for the snapper of the extra point attempt. Player is on possession team.

--Snapper player name=string: Player name of the snapper of the extra point attempt. Player is on possession team.

-- Holder uniform number=int: Uniform number for the holder of the extra point attempt. Player is on possession team.

--Holder player name=string: Player name of the holder of the extra point attempt. Player is on possession team.

--Result=string: Can be one of the following values: Blocked, No Good Hit Crossbar, No Good Hit Left Upright, No Good Hit Right Upright, No Good Short, No Good Wide Left, No Good Wide Right, Safety, Safety out of the End Zone, Score (Good)

--Blocked by uniform number=int: Uniform number for the player credited with a blocked kick for the process. Will always be for opposite team of player in first field.

--Blocked by player name=string: Player name of the player credited with a blocked kick for the process. Will always be for opposite team of player in first field.

[2PointPass]

Example:

[2PointPass],11,A.Smith,81,C.Pickens,No Good Pass Incomplete

2 point pass field descriptions:

passer uniform number, passer name, receiver uniform number, receiver name, result

--passer uniform number=int: Uniform number for the passer of the two point attempt. Player is on possession team.

--passer name=string: Name of the passer of the two point attempt. Player is on possession team.

--receiver uniform number=int: Uniform number for the receiver of the two point attempt. Player is on possession team.

--receiver name=string: Name of the receiver of the two point attempt. Player is on possession team.

--result=string: Can be one of the following values: No Good Pass Complete, No Good Pass Incomplete, No Good Sacked, Safety, Safety out of End Zone, Score (Good)

[2PointReturn]

Example:

[2PointReturn],81,R.Moss,Fumble Recovery,Score (Good)

2 point return field descriptions:

Return player uniform number, player name, return type, result

--return uniform number=int: Uniform number for the returner of the two point attempt. Player is on possession team.
--player name=string: Name of the return player of the two point attempt. Player is on possession team.
--return type=string: Can be one of the following values: Fumble Recovery, Interception
--result=string: Can be one of the following values: Score (Good)

[2PointRush]

Example:

[2PointRush],28,C.Dillon,No Good

2 point rush field descriptions:
rusher uniform number, rusher name, result

--rusher uniform number=int: Uniform number for the rusher of the two point attempt. Player is on possession team.
--rusher name=string: Name of the rusher of the two point attempt. Player is on possession team.
--result=string: Can be one of the following values: No Good, Safety, Safety out of End Zone, Score (Good)

[DefensiveConversionRecovery]

Example:

[DefensiveConversionRecovery],2,C.Givens,Blocked Kick Recovery,No Score

Defensive Conversion Recovery descriptions:
defender uniform number, player name, recovery type, result

--defender uniform number=int: Uniform number for the player attempting a two point touchdown. Player is on the defending team.
--player name=string: Name of the player of the two point attempt. Player is on the defending team.
--recovery type=string. Can be one of the following values: Fumble Recovery, Blocked Kick Recovery, Interception
--result=string: Can be one of the following values: No Score, Good (2 Defensive Extra Points), Safety (Offense)

[FieldGoal]

Example:

[FieldGoal],5,M.Andersen,67,A.Schreiber,4,D.Stryzinski,DAL 39,Missed field goal,,Short

Field goal field descriptions:
Kicker uniform number, kicker player name, snapper uniform number, snapper player name, holder player number, holder player name, yard line, result, result, blocked by uniform number, blocked by uniform name, reason missed

--Kicker uniform number=int: Uniform number for the kicker of the extra point attempt. Player is on possession team.
--Kicker player name=string: Player name of the kicker of the extra point attempt. Player is on possession team.
-- Snapper uniform number=int: Uniform number for the snapper of the extra point attempt. Player is on possession team.

--Snapper player name=string: Player name of the snapper of the extra point attempt. Player is on possession team.
-- Holder uniform number=int: Uniform number for the holder of the extra point attempt. Player is on possession team.
--Holder player name=string: Player name of the holder of the extra point attempt. Player is on possession team.
--Yard line=string: Yard line where field goal attempt was spotted. Includes team name.
--Result=string: Can be one of the following values: Blocked, Made field goal, Missed field goal
--Blocked by uniform number=int: Uniform number for the player credited with a blocked kick for the process. Will always be for opposite team of player in first field.
--Blocked by player name=string: Player name of the player credited with a blocked kick for the process. Will always be for opposite team of player in first field.
--Reason missed=string: Can be one of the following values: Blocked, Hit Crossbar, Hit Left Upright, Hit Right Upright, Short, Wide Left, Wide Right

[FieldGoalReturn]

Example:

[FieldGoalReturn],64,D.Fletcher,NE 40,NE 49,9,Tackled,66,D.Holland,,,,,N,N

This process happens if a field goal attempt is caught by the defending team. The presence of this process indicates that the field goal attempt failed.

Field goal return field descriptions:
Reversed possession information

[Fumble]

Example:

[Fumble],14,N.O'Donnell,TEN 41,,,,TEN,14,N.O'Donnell,Same player,N

Fumble field descriptions:

Fumbler uniform number, fumbler name, yard line fumbled, forced by uniform number, forced by name, first touched at yard line, recovery team, recovered by uniform number, recovered by name, recovery type, play aborted

--Fumbler uniform number=int: Uniform number of the player who fumbled the ball. Player is on possession team.
--Kicker player name=string: Player name of the player who fumbled the ball. Player is on possession team.
--Yard line fumbled=string: yard line where the ball was fumbled
--Forced by uniform number=int: Uniform number of the player who forced the fumble. Player is not on the possession team.
--Forced by player name=string: Player name of the player who forced the fumble. Player is not on the possession team.
--First touched at yard line=string: Yard line where ball was first touched, after the fumble, but before the ball was recovered
--Recovery team=string: Three character code of the team that recovered the ball
--Recovered by uniform number=int: Uniform number of the player who recovered the fumble. Player is on the team specified in the recovery team parameter.
--Recovered by player name=string: Player name of the player who recovered the fumble. Player is on the team specified in the recovery team parameter.

--Recovery type=string: Can be one of the following values: Ball out of bounds, Dead ball declared, Same player, Same Team, Other Team

--Play aborted=boolean: Y if the play was aborted, else N

[KickOff]

Example:

[KickOff],4,A.Vinatieri,N,,,NE 30,CLV 0,,,,,

Kickoff field descriptions:

Kicker uniform number, kicker player name, is onside kick, recovered by uniform number, recovered by player name, yard line started, yard line ended, muffed by uniform number, muffed by player name, downed by uniform number, downed by player name, fair catch by uniform number, fair catch by player name, result

--Kicker uniform number=int: Uniform number for the kicker of the kickoff. Player is on possession team.

--Kicker player name=string: Player name of the kicker of the kickoff. Player is on possession team.

--Is onside kick=boolean: Y or N if the kickoff was an onside kick

--Recovered by uniform number=int: Uniform number for the player who recovered the onside kick. Player is on possession team.

--Recovered by player name=string: Player name of the player who recovered the onside kick. Player is on possession team.

--Yard line started=string: Yard line where ball was kicked.

--Yard line ended=string: Yard line where kickoff ended and next process (or next play) started. For most kickoffs, this will be where the ball was recovered, downed, fair caught at, or where the kickoff return started.

--Muffed by uniform number=int: Uniform number for the player who muffed the kick. Player is not on the possession team.

--Muffed by player name=string: Player name of the player who muffed the kick. Player is not on the possession team.

--Downed by uniform number=int: Uniform number for the player who downed the kick. Player is on the possession team.

--Downed by player name=string: Player name of the player who downed the kick. Player is on the possession team.

--Fair catch by uniform number=int: Uniform number for the player who fair caught the kick. Player is not on the possession team.

--Fair catch by player name=string: Player name of the player who fair caught the kick. Player is not on the possession team.

--Result=string: Can be one of the following values: Ball out of bounds, Downed, Fair catch, Touchback
Any other result (such as a kickoff return) will have a result value of Null.

[KickOffReturn]

Example:

[KickOffReturn],83,T.Dwight,ATL 4,ATL 23,19,Tackled,4,T.Gowin,,,,,N,N

Kickoff return field descriptions:

Reversed possession information

[MuffedKick]

Example:

[MuffedKick],85,K.Johnson,CLV 20

Muffed kick field descriptions:

Receiver uniform number, receiver name, yard line muffed at

--receiver uniform number=int: Uniform number of kick returner who muffed the catch. Player is not on the possession team.

--receiver name=string: Name of kick returner who muffed the catch. Player is not on the possession team.

--yard line muffed at=string: yard line where catch was attempted

[OpponentFumbleRecovery]

Opponent fumble recovery field descriptions:

Reversed possession information

[OwnFumbleRecovery]

Example:

[OwnFumbleRecovery],14,N.O'Donnell,TEN 41,TEN 41,0,,,,,,,,,N,N

Own fumble recovery field descriptions:

Possession information

[PassCompletion]

Example:

[PassCompletion],7,T.Graziani,33,,

Pass completion field descriptions:

Passer uniform number, passer name, pass yardage, direction, yard line thrown to

--Passer uniform number=int: Uniform number of the passer. Player is on possession team.

--Passer player name=string: Player name of the passer. Player is on possession team.

--Pass yardage=int: Number of yards of completion. Includes yards after catch.

--Hit QB uniform number=int: Uniform number of the player who knocked the quarterback to the ground. Player is not on the possession team.

--Hit QB player name=string: Name of the player who knocked the quarterback to the ground. Player is not on the possession team.

--Direction=string: Direction where the pass was thrown. Can be one of the following values: short left, short right, short middle, deep right, deep left, deep middle, left, right, middle.

--Yard Line Thrown To=string: yard line the pass was caught at.

[PassIncompletion]

Example:

[PassIncompletion],7,T.Graziani,80,C.Calloway,,,30,T.Fair,short left,MIN 40

Pass incompletion field descriptions:

Passer uniform number, passer name, intended receiver uniform number, intended receiver name, pass defender uniform number, pass defender player name, pass defender 2 uniform number, pass defender 2 player name, hit QB uniform number, hit QB player name, direction, yard line thrown to

--Passer uniform number=int: Uniform number of the passer. Player is on possession team.

--Passer player name=string: Player name of the passer. Player is on possession team.

--Intended receiver uniform number=int: Uniform number of the intended receiver. Player is on possession team.
--Intended receiver player name=string: Player name of the intended receiver. Player is on possession team.
--Pass defender uniform number=int: Uniform number of the player credited with a pass defense. Player is not on the possession team.
--Pass defender player name=string: Player name of the player credited with a pass defense. Player is not on the possession team.
--Pass defender 2 uniform number=int: Uniform number of the second player credited with a pass defense. Player is not on the possession team.
--Pass defender 2 player name=string: Player name of the second player credited with a pass defense. Player is not on the possession team.
--Hit QB uniform number=int: Uniform number of the player who knocked the quarterback to the ground. Player is not on the possession team.
--Hit QB player name=string: Name of the player who knocked the quarterback to the ground. Player is not on the possession team.
--Direction=string: Direction where the pass was thrown. Can be one of the following values: short left, short right, short middle, deep right, deep left, deep middle, left, right, middle, spike.
--Yard Line Thrown To=string: yard line the pass was intended to be caught at.

[PassInterception]

Example:

[PassInterception],7,T.Graziani,90,R.Moore,30,T.Fair,

Pass interception field descriptions:

Passer uniform number, passer name, pass defender 2 uniform number, pass defender 2 uniform name, hit QB uniform number, hit QB player name, direction

--Passer uniform number=int: Uniform number of the passer. Player is on possession team.
--Passer player name=string: Player name of the passer. Player is on possession team.
--Pass defender 2 uniform number=int: Uniform number of the second player credited with a pass defense. This is not the player that intercepted the pass (that player is listed in the PassInterceptionReturn record). Usually, this player tips the ball at the line of scrimmage. Player is not on the possession team.
--Pass defender 2 player name=string: Player name of the second player credited with a pass defense. Player is not on the possession team.
--Hit QB uniform number=int: Uniform number of the player who knocked the quarterback to the ground. Player is not on the possession team.
--Hit QB player name=string: Name of the player who knocked the quarterback to the ground. Player is not on the possession team.
--Direction=string: Direction where the pass was thrown. Can be one of the following values: short left, short right, short middle, deep right, deep left, deep middle, left, right, middle.

[PassInterceptionReturn]

Example:

[PassInterceptionReturn],52,D.Coakley,DAL 47,ATL 10,43,Tackled,61,R.Tobeck,,,,N,N

Pass interception return field descriptions:

Reversed possession information

[PassReception]

Example:

[PassReception],81,R.Ismail,ATL 47,ATL 9,38,Tackled,21,E.Williams,34,R.Buchanan,,,N,N,

Pass reception field descriptions:

Possession information, hit QB uniform number, hit QB player name

[Punt]

Example:

[Punt],4,D.Stryzinski,67,A.Schreiber,DAL 29,,,,,45

Punt field descriptions:

Punter uniform number, punter name, snapper uniform number, snapper uniform name, yard line ended, muffed by uniform number, muffed by name, downed by uniform number, downed by name, fair catch by uniform number, fair catch by name, result, yardage

--Punter uniform number=int: Uniform number of the punter. Player is on possession team.

--Punter player name=string: Player name of the punter. Player is on possession team.

--Snapper uniform number=int: Uniform number of the snapper. Player is on possession team.

--Snapper player name=string: Player name of the snapper. Player is on possession team.

--Yard line ended=string: Yard line where kickoff ended and next process (or next play) started. For most kickoffs, this will be where the ball was recovered, downed, fair caught at, or where the kickoff return started.

--Muffed by uniform number=int: Uniform number for the player who muffed the kick. Player is not on the possession team.

--Muffed by player name=string: Player name of the player who muffed the kick. Player is not on the possession team.

--Downed by uniform number=int: Uniform number for the player who downed the kick. Player is on the possession team.

--Downed by player name=string: Player name of the player who downed the kick. Player is on the possession team.

--Fair catch by uniform number=int: Uniform number for the player who fair caught the kick. Player is not on the possession team.

--Fair catch by player name=string: Player name of the player who fair caught the kick. Player is not on the possession team.

--Result=string: Can be one of the following values: Ball out of bounds, Downed, Fair catch, Touchback. Any other result (such as a kickoff return) will have a result value of Null.

--Yardage-int: Length of the punt

[PuntReturn]

Example:

[PuntReturn],83,T.Dwight,ATL 31,ATL 35,4,Tackled,52,D.Coakley,,,,N,N

Punt return field descriptions:

Reversed possession information

[QtrSum]

Example:

[QtrSum],1,Atlanta Falcons,0,0,0,1,0,1,3,0,0,0,Dallas Cowboys,10,0,2,2,0,4,5,2,0,0

Quarter summary field descriptions:

Quarter number, visiting club name, visiting club score, visiting team time of possession, visiting team rushing first downs, visiting team passing first downs, visiting team penalty first downs, visiting team

total first downs, visiting team third down attempts, visiting team third down successes, visiting team fourth down attempts, visiting team fourth down successes, home club name, home club score, home team time of possession, home team rushing first downs, home team passing first downs, home team penalty first downs, home team total first downs, home team third down attempts, home team third down successes, home team fourth down attempts, home team fourth down successes

This record only summarizes activity during the quarter that just ended. It is not cumulative with prior quarters. If this process record is sent, and the quarter that ended is an odd-numbered quarter, no other processes will be included in the same file. If the quarter that ended is an even-numbered quarter, one, and only one, additional process will be sent: a CoinToss record.

Quarter=int: Number of quarter that just ended.

Visiting club name=string: Full name of visiting club

Visiting club score=int: number of points scored by visiting club during the quarter

Visiting team time of possession=time: Time visiting team held possession during quarter

Visiting team rushing first downs=int: Number of first by rushes during quarter for visiting team

Visiting team passing first downs=int: Number of first by passes during quarter for visiting team

Visiting team penalty first downs=int: Number of first by penalties during quarter for visiting team

Visiting team total first downs=int: Total number of first downs during quarter for visiting team

Visiting team third down attempts=int: Number of third down conversions attempted by visiting team during quarter

Visiting team third down successes=int: Number of successful third down conversions by visiting team during quarter

Visiting team fourth down attempts=int: Number of fourth down conversions attempted by visiting team during quarter

Visiting team fourth down successes=int: Number of successful fourth down conversions by visiting team during quarter

Home club name=string: Full name of home club

Home club score=int: number of points scored by home club during the quarter

Home team time of possession=time: Time home team held possession during quarter

Home team rushing first downs=int: Number of first by rushes during quarter for home team

Home team passing first downs=int: Number of first by passes during quarter for home team

Home team penalty first downs=int: Number of first by penalties during quarter for home team

Home team total first downs=int: Total number of first downs during quarter for home team

Home team third down attempts=int: Number of third down conversions attempted by home team during quarter

Home team third down successes=int: Number of successful third down conversions by home team during quarter

Home team fourth down attempts=int: Number of fourth down conversions attempted by home team during quarter

Home team fourth down successes=int: Number of successful fourth down conversions by home team during quarter

[Review]

Example:

[Review],MIN,N,Y,fumble

Review field descriptions:

Reviewed by, Play reversed, Timeout charged, Review type

--Reviewed by=string: three character team code for the team that challenged the play. If the code 'RA' appears in this field or if there is no value in this field, the challenge was initiated by the review assistant in the replay booth.

--Play reverse=boolean: Y if the original play was reverse, N if the play was upheld. The process records that appear in this file on a reversed play represent the scoring of the play after the review.

--Timeout charged=boolean: Y if the team that asked for the challenge was charged a timeout. This implies that the original ruling was upheld. The Review Assistant cannot be charged a timeout.

--Review type=string: the reason the play is under review. Can be one of the following values: pass completion, fumble, runner broke the plane, runner was in bounds, runner was down by contact, first down, loose ball recovery, ineligible receiver, tipped pass, illegal forward pass, backward pass, too many players on field, kick touched, safety, touchback, running into the kicker

[Rush]

Example:

[Rush],Left End,22,E.Smith,ATL 10,ATL 8,2,Tackled,75,S.Dronett,,,,N,N

Rush field descriptions:

Direction, Possession information

--Direction=string: The direction of the rush. Can be one of the following values: Backward Pass, Handoff, Lateral, Reverse, Left Tackle, Left Guard, Up the Middle, Right Guard, Right Tackle, Right End, Left End

[Sack]

Example:

[Sack],11,D.Johnson,ATL 17,ATL 15,-2,N,94,H.Crockett,92,W.Garnett,,Y

Sack field descriptions:

Passer uniform number, passer name, yard line process started, yard line process ended, statistical yardage, ended with safety, sacked by uniform number, sacked by uniform name, sack assisted by uniform number, sack assisted by uniform name, (unused), (unused), sack split

--Passer uniform number=int: Uniform number of the passer who was sacked. Player is on possession team.

--Passer player name=string: Player name of the passer who was sacked. Player is on possession team.

--Starting yard line=string: Yard line where process started. This may not necessarily match the starting yard line of the play. Includes team name.

--Ending yard line=string: Yard line where process ended. Includes team name.

--Statistical yardage=int: Number of statistical yards awarded for the process. May be different from ending yard line minus starting yard line.

--Ended with safety=boolean: Y or N if the process ended in a safety.

--Sacked by 1 uniform number=int: Uniform number for the player credited with a sack for the process. Will always be for opposite team of player in first field.

--Sacked by 1 player name=string: Player name of the player credited with a sack for the process. Will always be for opposite team of player in first field.

--Sacked by 2 uniform number=int: Uniform number for the player credited with a sack for the process. Will always be for opposite team of player in first field.

--Sacked by 2 player name=string: Player name of the player credited with a sack for the process. Will always be for opposite team of player in first field.

--Sack split=boolean: Y if the sack was split by the two defenders. Two defenders must be listed for this field to be true. If two defenders listed and no value in this field, the player listed in the Sack 1 field got credit for a full sack, and the player listed in the Sack 2 field got credit for a tackle assist.

[Safety]

Example:

[Safety],DAL,,

Safety field descriptions:

Team, defender uniform number, defender player name

--Team=string: Club code of the team scoring the safety

--Defender uniform number=int: Uniform number of the player getting credit for the safety, if the safety isn't a team safety. Player is on the defense.

--Defender player name=string: Name of the player if one is getting credit for scoring the safety. Player is on the defense.

--Team charged

[TimeOut]

Example:

[TimeOut],,15:00

Time out field descriptions:

Team charged with time out, game clock, timeout number

--Team charged with time out=string: Three character code of team charged with a timeout. Will be Null if it's a TV or an official timeout.

--Game clock=time: time of game clock when time out called

--Timeout number=int: Timeout number. Will be 0 for a TV or official timeout, otherwise the number of the team timeout at the time the record was added

Game Setup Processes

Game setup information is included in the file for Play Number 1. Every game will have a play with a Play Number of 1. This file will not have any of the regular processes, and does not include game play information.

This file can be sent multiple times during the game.

[Vclub]

Example:

[VClub],FALCON,Atlanta Falcons,ATL

Visiting club field descriptions:

Six character club code, full club name, three character club code

[HClub]

Example:

[HClub], COWBOY,Dallas Cowboys,DAL

Home club field descriptions:

Six character club code, full club name, three character club code

[Heading]

Example:

[Heading],Atlanta Falcons vs Dallas Cowboys at Dallas Stadium,09/20/1999

Heading field descriptions:

Game description, game schedule date

[CoinToss]

Example:

[CoinToss],DAL,Receive,ATL,

Coin Toss field descriptions:

Club code that won coin toss, winning club choice, losing club code, losing club's choice

--Winning club code=string: Three character club code for club that won the coin toss

--Winning club choice=string: Can be one of the following values: East, Kick, North, Receive, South, West, Defers east, Defers kick, Defers north, Defers receive, Defers south, Defers west

--Losing club code=string: Three character club code for club that lost the coin toss

--Losing club choice=string: Can be one of the following values: East, Kickoff, North, Receive, South, West

Penalty Processes

If any penalties occur in a play, they will be listed as penalty records. Penalty process records will always follow regular process records.

Example 1:

[Penalty],False Start,NE,78,B.Armstrong,Accepted,,,,,NE 21,NE 16,5,N,Y

Example 2:

[Penalty],Defensive Offside,CLV,70,A.Miller,Offsetting,Face Mask (15 Yards),NE,84,D.Chiaverini,Offsetting,NE 40,NE 40,0,N,Y

Penalty field descriptions:

Penalty description, team penalized, penalized player uniform number, penalized player name, status, second penalty description, second team penalized, second player uniform number, second penalized player name, second penalty status, yard line enforced at, yard line placed at, distance, caused a safety, nullified play

--Penalty description=string: name of penalty

--team penalized=string: three character code of team penalized

--penalized player uniform number=int: Uniform number of player who committed the penalty listed in the first field. Will be on team listed in second field.

--penalized player name=string: Name of player who committed the penalty listed in the first field. Will be on team listed in second field.

--status of penalty=string: Can be one of the following values: Accepted, Declined, Offsetting, Superseded

--second penalty description: name of second penalty. Usually there will only be a second penalty in the same record if the penalties are offsetting, otherwise multiple penalty records will be sent.

--second team penalized=string: three character code of team committing second penalty

--penalized player uniform number=int: Uniform number of player who committed the penalty listed in the sixth field. Will be on team listed in seventh field.

--penalized player name=string: Name of player who committed the penalty listed in the sixth field. Will be on team listed in seventh field.

--status of penalty 2=string: Can be one of the following values: Accepted, Declined, Offsetting, Superseded

--yard line enforced at=string: Yard line penalty is enforced at, including team code

--placed at=string: Yard line at end of play, including penalty yards

--distance=int: Number of yards penalized

--caused a safety=boolean: Y if the yards lost by penalty on the offense resulted in a safety, else N

--nullified play=boolean: Y if the play was nullified by a penalty occurring on this play, else N. Non-penalty processes will not count for statistical purposes if the play was nullified by a penalty.