



**GSIS Cumulative Game Stats
File Documentation (STAT,
STATXML and STATXMLALL)
Version 1.14**

National Football League

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Overview

The cumulative game statistics reports are a collection of summary statistics sent out after a play has been entered in the NFL's Game Statistics and Information System (GSIS). They provide cumulative information for a wide variety of game statistics. There are three versions of this report. There is a comma-delimited file, an XML file for a specific play, and an XML file containing all the plays of the game.

The document node for the XML files is named "CumulativeStatisticsFile", and they are encoded as UTF-8 files. The comma-delimited file is encoded as a plain text file. All of the files are available in compressed and uncompressed versions for every file. The compressed versions have a .zip suffix added to the original file name, and are compressed using the standard ZIP compression scheme.

The file name for this report is of the format:

<HOME CLUB CODE>.<FILE TYPE>.<FILE NUMBER>

Ex: ATL.STATXML.4

The Home Club Code is the three character club code for the home team. The file type of the comma-delimited text file is STAT. The file type of the XML file is STATXML. The file type of the XML file containing all of the plays in the game as Play nodes is STATXMLALL. The file number is a monotonically increasing integer.

While most of the file consists of cumulative information, there are some elements that are specific to the play that was last changed. These will be documented as being play-specific. The STATXML file will only have play-specific information for one play per file. The STAT file does not include the play-specific information found in the STATXML file. The STAT and STATXML files contain identical statistical information.

STATXMLALL

A second version of the cumulative statistics XML file contains all the plays for the game, sorted in order that they occurred in the game. It also contains all the play statistics that have been awarded, but these are not guaranteed to be sorted. The STATXMLALL file is only produced after the game has ended.

The file name for the cumulative play version of this report is of the format:

<HOME CLUB CODE>.STATXMLALL.<FILE NUMBER>

Ex: ATL.STATXMLALL.4

The .STATXMLALL file can grow to be quite sizable by the end of the game, sometimes reaching over 200KB. Users with bandwidth constraints should consider obtaining the compressed version of this file, and decompressing it locally.

XML Nodes

Header Node

The header node is present in every file. Information in this record reflects the state of the game at the time the file was produced, and so has the most current information about the game. This is the first line in the CSV file, and it always starts with 14,0,1,""31"" in that file. Those four fields are present for backwards compatibility only.

CumeStatHeader XML Example:

```
<CumeStatHeader Week="1" Game_Date="01/12/2002" Home_Team="RAIDER" Down="4" Distance="1"
YardLine="OAK 1" Quarter="GAME CLOSED" GameClock="00:04" PossessionTeam="NYJ" HomeScore="38"
VisitorScore="24" GameRefresh="N" Attendance="61503" GameKey="18003" FileNumber="245" Phase="Final"
PlayReview="False" PlayReviewPlayId="1959" HomeClubCode="OAK" VisitorClubCode="NYJ"
StartTimeOfDay="14:24:03" GMTOffset="-5" Season="2001" SeasonType="Post" />
```

CumeStatHeader CSV Example:

```
14,0,1,"31",1,01/12/2002,RAIDER,"4",1,"OAK 1",GAME CLOSED,00:04,"NYJ",38,24,N,61503,
18003,245,Final,False,1959,OAK,NYJ,14:24:03,-5
```

| Attribute Name | Data Type | Description |
|------------------|-----------|--|
| Week | Integer | Week number this game is a part of |
| Game_Date | Date | Date the game was scheduled to be played, in mm/dd/yyyy format |
| Home_Team | String | Six character code for the home team |
| Down | String | a quoted string containing the current down. This field will be null if the game is over. |
| Distance | integer | number of yards required to obtain a first down, or if it is half time or the game is over, a zero |
| YardLine | String | Current yardline where the ball is spotted |
| Quarter | String | contains 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 |
| GameClock | String | Last entered game clock time. |
| PossessionTeam | string | a quoted string containing the 3 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 |
| HomeScore | Integer | Current score for the home team |
| VisitorScore | Integer | Current score for the visiting team |
| GameRefresh | Boolean | Y if the game should be deleted. If this flag is set, every play in the game will be resent 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. |
| Attendance | Integer | Paid attendance for the game |
| GameKey | Long | Unique identifier for this game in GSIS |
| FileNumber | Integer | The set number this file is a part of. Same as the filename in the filename. |
| Phase | String | Similar to the quarter attribute, provides information about the current quarter. Possible values are: 1-8 (quarter number), Pregame, Halftime, final overtime, Final, Suspended. |
| PlayReview | Boolean | Indicates that the current play is currently under review by the referee. Values may be "True" or "False". |
| PlayReviewPlayId | Long | Indicates the PlayId of the play that is currently under review. |
| HomeClubCode | String | 3 character code for the Home Team |
| VisitorClubCode | String | 3 character code for the Visiting Team |
| StartTimeOfDay | String | The start time of the last entered play, in HH:MM:SS format, military time. The value listed is for GMT time. |

| | | |
|------------|---------|---|
| GMTOffset | Integer | The local time zone offset from GMT time. |
| Season | Integer | NFL season that includes the game |
| SeasonType | String | Indicates if game is a preseason, regular season, or post season game. Possible values: Pre, Reg, Post |

Score Node

The Score node is present in every file. It provides a detailed breakdown of the scoring in the game. The CSV record number is 01, and the record type is [SCORE].

Score XML Example:

```
<Score VisitingTeam="Jets" VisitorScoreQ1="0" VisitorScoreQ2="3" VisitorScoreQ3="7" VisitorScoreQ4="14"
VisitorScoreOT="0" VisitorScore="24" HomeTeam="Raiders" HomeScoreQ1="6" HomeScoreQ2="10"
HomeScoreQ3="0" HomeScoreQ4="22" HomeScoreOT="0" HomeScore="38" />
```

Score CSV Example:

```
01,[SCORE],Jets,0,3,7,14,0,24,Raiders,6,10,0,22,0,38
```

| Attribute Name | Data Type | Description |
|----------------|-----------|--|
| VisitingTeam | String | Team name of the visiting team |
| VisitorScoreQ1 | Integer | Number of points scored by the visiting team in the first quarter |
| VisitorScoreQ2 | Integer | Number of points scored by the visiting team in the second quarter |
| VisitorScoreQ3 | Integer | Number of points scored by the visiting team in the third quarter |
| VisitorScoreQ4 | Integer | Number of points scored by the visiting team in the fourth quarter |
| VisitorScoreOT | Integer | Number of points scored by the visiting team in overtime |
| VisitorScore | integer | Total number of points scored by the visiting team |
| HomeTeam | String | Team name of the home team |
| HomeScoreQ1 | Integer | Number of points scored by the home team in the first quarter |
| HomeScoreQ2 | Integer | Number of points scored by the home team in the second quarter |
| HomeScoreQ3 | Integer | Number of points scored by the home team in the third quarter |
| HomeScoreQ4 | Integer | Number of points scored by the home team in the fourth quarter |
| HomeScoreOT | Integer | Number of points scored by the home team in overtime |
| HomeScore | integer | Total number of points scored by the home team |

First_Downs Node

The First_Downs node is present in every file. It provides a detailed breakdown of the number of first downs earned by each team. The CSV record number is 02, and the record type is [FIRST_DOWNS].

First_Downs XML Example:

```
<First_Downs VisitingTeam="Jets" VisitorRushingFirstDowns="8" VisitorPassingFirstDowns="11"
VisitorPenaltyFirstDowns="4" VisitorTotalFirstDowns="23" HomeTeam="Raiders" HomeRushingFirstDowns="8"
HomePassingFirstDowns="15" HomePenaltyFirstDowns="0" TotalFirstDowns="23" />
```

First_Downs CSV Example:

```
02,[FIRST_DOWNS],Jets,8,11,4,23,Raiders,8,15,0,23
```

| Attribute Name | Data Type | Description |
|--------------------------|-----------|---|
| VisitingTeam | String | Team name of the visiting team |
| VisitorRushingFirstDowns | Integer | Number of rushing first downs earned by the visiting team |

| | | |
|--------------------------|---------|---|
| VisitorPassingFirstDowns | Integer | Number of passing first downs earned by the visiting team |
| VisitorPenaltyFirstDowns | Integer | Number of penalty first downs earned by the visiting team |
| VisitorTotalFirstDowns | Integer | Number of first downs earned by the visiting team |
| HomeTeam | String | Team name of the home team |
| HomeRushingFirstDowns | Integer | Number of rushing first downs earned by the home team |
| HomePassingFirstDowns | Integer | Number of passing first downs earned by the home team |
| HomePenaltyFirstDowns | Integer | Number of penalty first downs earned by the home team |
| TotalFirstDowns | Integer | Number of first downs earned by the home team |

RUSHING Node

The RUSHING node is present in every file. It provides team rushing statistics for both teams. The CSV record number is 03, and the record type is [RUSHING].

RUSHING XML Example:

```
<RUSHING VisitingTeam="Jets" VisitorRushingPlays="22" VisitorRushingYards="136" VisitorRushingAverage="6.2"
VisitorRushingTDs="0" VisitorRushingTacklesForLoss="2" VisitorRushingTacklesForLossYards="-3"
HomeTeam="Raiders" HomeRushingPlays="31" HomeRushingYards="215" HomeRushingAverage="6.9"
HomeRushingTDs="2" HomeRushingTacklesForLoss="1" HomeRushingTacklesForLossYards="-1" />
```

RUSHING CSV Example:

```
03, [RUSHING], Jets , 22, 136, 6.2, 0, 2, -3, Raiders , 31,
215, 6.9, 2, 1, -1
```

| Attribute Name | Data Type | Description |
|-----------------------------------|-----------|--|
| VisitingTeam | String | Team name of the visiting team |
| VisitorRushingPlays | Integer | Number of rushing plays by the visiting team |
| VisitorRushingYards | Integer | Number of rushing yards earned by the visiting team |
| VisitorRushingAverage | Float | Average number of yards per rushing play by the visiting team |
| VisitorRushingTDs | Integer | Number of rushing touchdowns earned by the visiting team |
| VisitorRushingTacklesForLoss | Integer | Number of rushing plays for negative yardage by the visiting team |
| VisitorRushingTacklesForLossYards | Integer | Number of yards lost on rushes for negative yardage by the visiting team |
| HomeTeam | String | Team name of the home team |
| HomeRushingPlays | Integer | Number of rushing plays by the home team |
| HomeRushingYards | Integer | Number of rushing yards earned by the home team |
| HomeRushingAverage | Float | Average number of yards per rushing play by the home team |
| HomeRushingTDs | Integer | Number of rushing touchdowns earned by the home team |
| HomeRushingTacklesForLoss | Integer | Number of rushing plays for negative yardage by the home team |
| HomeRushingTacklesForLossYards | Integer | Number of yards lost on rushes for negative yardage by the home team |

PASSING Node

The Passing node is present in every file. It provides team passing statistics for both teams. The CSV record number is 04, and the record type is [PASSING].

PASSING XML Example:

```
<PASSING VisitingTeam="Jets" VisitingPassAttempts="41" VisitingPassCompletions="27"
VisitingCompletionPct="65.9" VisitingPassYards="274" VisitingPassYardsPerAttempt="6.5"
VisitingPassTimesSacked="1" VisitingPassSackYardsLost="3" VisitingPassTDs="3" VisitingPassInterceptions="0"
HomeTeam="Raiders" HomePassAttempts="29" HomePassCompletions="23" HomePassCompletionPct="79.3"
HomePassYards="287" HomePassYardsPerAttempt="9.6" HomePassTimesSacked="1"
HomePassSackYardsLost="7" HomePassTDs="2" HomePassInterceptions="0" />
```

PASSING CSV Example:

```
04,[PASSING],Jets,41,27,65.9,274,6.5,1,3,3,0,Raiders
,29,23,79.3,287,9.6,1,7,2,0
```

| Attribute Name | Data Type | Description |
|-----------------------------|-----------|--|
| VisitingTeam | String | Team name of the visiting team |
| VisitingPassAttempts | Integer | Number of passing plays by the visiting team |
| VisitingPassCompletions | Integer | Number of passing yards earned by the visiting team |
| VisitingCompletionPct | Float | Percentage of pass attempts completed by the visiting team |
| VisitingPassYards | Integer | Number of passing yards earned by the visiting team |
| VisitingPassYardsPerAttempt | Float | Average number of yards gained per pass attempt by the visiting team |
| VisitingPassTimesSacked | Integer | Number of times the visiting team was sacked |
| VisitingPassSackYardsLost | Integer | Number of yards lost by the visiting team because of sacks |
| VisitingPassTDs | Integer | Number of passes completed for touchdowns by the visiting team |
| VisitingPassInterceptions | Integer | Number of passes thrown for interceptions by the visiting team |
| HomeTeam | String | Team name of the home team |
| HomePassAttempts | Integer | Number of passing plays by the home team |
| HomePassCompletions | Integer | Number of passing yards earned by the home team |
| HomeCompletionPct | Float | Percentage of pass attempts completed by the home team |
| HomePassYards | Integer | Number of passing yards earned by the home team |
| HomePassYardsPerAttempt | Float | Average number of yards gained per pass attempt by the home team |
| HomePassTimesSacked | Integer | Number of times the home team was sacked |
| HomePassSackYardsLost | Integer | Number of yards lost by the home team because of sacks |
| HomePassTDs | Integer | Number of passes completed for touchdowns by the home team |
| HomePassInterceptions | Integer | Number of passes thrown for interceptions by the home team |

Team Statistics Nodes

The VisitorTeamStats node is present in every file. It provides team statistics for the visiting team. There is a matching node called HomeTeamStats, which has the same elements as the VisitorTeamStats node, but has information pertaining to the home team. For the visiting team's record, the CSV number is 05, and the record type is [CURR_VIS]. For the home team's record, the CSV number is 06, and the record type is [CURR_HOM].

Examples:

```
<VisitorTeamStats VisitingTeam="Jets" RushingPlays="22" RushingYards="136" RushingFirstDowns="8"
RushingTDs="0" PassingAttempts="41" PassingCompletions="27" PassingYards="274" PassingFirstDowns="11"
PassingTDs="3" Penalties="0" PenaltyYards="0" FirstDownsByPenalty="4" TDsFromReturns="0" LostFumbles="2"
Interceptions="0" Turnovers="2" TotalYards="410" TotalFirstDowns="23" TotalTouchdowns="3" TotalPlays="64"
Q1Score="0" Q2Score="3" Q3Score="7" Q4Score="14" OTScore="0" TotalScore="24" TimeOfPossession="28:40"
```


Fumbles="2" TwoPointAttemptsPassing="0" TwoPointSuccessesPassing="0" TwoPointAttemptsRushing="0" TwoPointSuccessesRushing="0" TotalExtraPointAttempts="3" TotalExtraPointSuccesses="3" ExtraPointKickingAttempts="3" ExtraPointKickingSuccesses="3" ExtraPointKickingBlocked="0" Kickoffs="5" KickoffsInEndZone="0" KickoffsTouchbacks="0" KickoffsReturned="8" KickoffsReturnYards="210" InterceptionsReturned="0" InterceptionsReturnYards="0" TotalReturnYardageNotIncludingKickoffs="0" Safeties="0" TouchdownsPuntReturns="0" TouchdownsKickoffReturns="0" TouchdownsInterceptionReturns="0" TouchdownsFumbleReturns="0" TouchdownsAllOther="0" GoalToGoAttempts="2" GoalToGoSuccesses="1" RedZoneAttempts="4" RedZoneSuccesses="3" DefensiveTwoPointConversions="0" OnePointSafeties="0" TwoPointSuccessesReturns="0" />

<HomeTeamStats HomeTeam="Raiders" RushingPlays="31" RushingYards="215" RushingFirstDowns="8" RushingTDs="2" PassingAttempts="29" PassingCompletions="23" PassingYards="287" PassingFirstDowns="15" PassingTDs="2" Penalties="5" PenaltyYards="76" FirstDownsByPenalty="0" TDsFromReturns="0" LostFumbles="0" Interceptions="0" Turnovers="0" TotalYards="502" TotalFirstDowns="23" TotalTouchdowns="4" TotalPlays="61" Q1Score="6" Q2Score="10" Q3Score="0" Q4Score="22" OTScore="0" TotalScore="38" TimeOfPossession="31:20" Fumbles="0" TwoPointAttemptsPassing="0" TwoPointSuccessesPassing="0" TwoPointAttemptsRushing="1" TwoPointSuccessesRushing="1" TotalExtraPointAttempts="4" TotalExtraPointSuccesses="4" ExtraPointKickingAttempts="3" ExtraPointKickingSuccesses="3" ExtraPointKickingBlocked="0" Kickoffs="8" KickoffsInEndZone="0" KickoffsTouchbacks="0" KickoffsReturned="5" KickoffsReturnYards="91" InterceptionsReturned="0" InterceptionsReturnYards="0" TotalReturnYardageNotIncludingKickoffs="0" Safeties="0" TouchdownsPuntReturns="0" TouchdownsKickoffReturns="0" TouchdownsInterceptionReturns="0" TouchdownsFumbleReturns="0" TouchdownsAllOther="0" GoalToGoAttempts="2" GoalToGoSuccesses="2" RedZoneAttempts="3" RedZoneSuccesses="2" DefensiveTwoPointConversions="0" OnePointSafeties="0" TwoPointSuccessesReturns="0" />

05, [CURR_VIS], Jets , 22, 136, 8, 0, 41, 27, 274, 11, 3, 0, 0, 4, 0, 2, 0, 2, 410, 23, 3, 64, 0, 3, 7, 14, 0, 24, 28:40, 2, 0, 0, 0, 3, 3, 3, 3, 0, 5, 0, 0, 8, 210, 0, 0, 0, 0, 0, 0, 2, 1, 4, 3, 0, 0, 0

06, [CURR_HOM], Raiders , 31, 215, 8, 2, 29, 23, 287, 15, 2, 5, 76, 0, 0, 0, 0, 0, 502, 23, 4, 61, 6, 10, 0, 22, 0, 38, 31:20, 0, 0, 0, 0, 1, 1, 4, 4, 3, 3, 0, 8, 0, 0, 5, 91, 0, 0, 0, 0, 0, 0, 2, 2, 3, 2, 0, 0, 0

| Attribute Name | Data Type | Description |
|-------------------------|-----------|---|
| VisitingTeam [HomeTeam] | String | Team name of the visiting team |
| RushingPlays | Integer | Number of rushing plays for the team |
| RushingYards | Integer | Number of rushing yards earned by the team |
| RushingFirstDowns | Integer | Number of first downs earned after a rushing play |
| RushingTDs | Integer | Number of rushes resulting in a touchdown |
| PassingAttempts | Integer | Number of passes thrown by the team |
| PassingCompletions | Integer | Number of passes caught by the team |
| PassingYards | Integer | Number of passing yards earned by the team |
| PassingFirstDowns | Integer | Number of first downs earned after a passing play |
| PassingTDs | Integer | Number of passes resulting in a touchdown |
| Penalties | Integer | Number of penalties assessed against the team. Only accepted penalties are included in this number. |
| PenaltyYards | Integer | Number of yards lost because of penalties |
| FirstDownsByPenalty | Integer | Number of first downs earned by penalties |
| TdsFromReturns | Integer | Number of touchdowns scored after kickoff, punt, fumble, and interception returns |
| LostFumbles | Integer | Number of fumbles lost by the team |
| Interceptions | Integer | Number of passes thrown for interceptions |
| Turnovers | Integer | Total number of turnovers committed by the team (lost fumbles + interceptions) |
| TotalYards | Integer | Number of yards gained by the team's offense |
| TotalFirstDowns | Integer | Number of first downs earned by the team |

| | | |
|--|---------|--|
| TotalTouchdowns | Integer | Number of touchdowns scored by the team |
| TotalPlays | Integer | Number of plays by the offense |
| Q1Score | Integer | Number of points scored by the team in the first quarter |
| Q2Score | Integer | Number of points scored by the team in the second quarter |
| Q3Score | Integer | Number of points scored by the team in the third quarter |
| Q4Score | Integer | Number of points scored by the team in the fourth quarter |
| OTScore | Integer | Number of points scored by the team in overtime |
| TotalScore | Integer | Number of points scored by the team |
| TimeOfPossession | String | Total time of possession by the offense |
| Fumbles | Integer | Number of times the team fumbled the ball |
| TwoPointAttemptsPassing | Integer | Number of two point passing attempts |
| TwoPointSuccessesPassing | Integer | Number of successful two point conversions by passing |
| TwoPointAttemptsRushing | Integer | Number of two point rushing attempts |
| TwoPointSuccessesRushing | Integer | Number of successful two point conversions by rushing |
| TotalExtraPointAttempts | Integer | Number of one and two point attempts |
| TotalExtraPointSuccesses | Integer | Number of successful one and two point conversions |
| ExtraPointKickingAttempts | Integer | Number of kicking extra point attempts |
| ExtraPointKickingSuccesses | Integer | Number of successful kicking extra points |
| ExtraPointKickingBlocked | Integer | Number of kicking extra points that were blocked |
| Kickoffs | Integer | Number of times the team kicked off |
| KickoffsInEndZone | Integer | Number of kickoffs that reached the opponent's end zone |
| KickoffsTouchbacks | Integer | Number of kickoffs that resulted in a touchback |
| KickoffsReturned | Integer | Number of kickoffs the team attempted to return |
| KickoffsReturnYards | Integer | Number of yards gained by the team on kickoff returns |
| InterceptionsReturned | Integer | Number of interceptions caught by the team |
| InterceptionsReturnYards | Integer | Number of yards gained by the team after an interception |
| TotalReturnYardageNotIncludingKickoffs | Integer | Number of return yards gained by the team, excluding kickoff returns |
| Safeties | Integer | Number of safeties scored by the team |
| TouchdownsPuntReturns | Integer | Number of touchdowns scored after a punt return |
| TouchdownsKickoffReturns | Integer | Number of touchdowns scored after a kickoff return |
| TouchdownsInterceptionReturns | Integer | Number of touchdowns scored after an interception return |
| TouchdownsFumbleReturns | Integer | Number of touchdowns scored after a fumble return |
| TouchdownsAllOther | Integer | Number of touchdowns scored after any other type of play |
| GoalToGoAttempts | Integer | Number of drives where the team had a goal to go chance |
| GoalToGoSuccesses | Integer | Number of goal to go chances that were converted to a touchdown |
| RedZoneAttempts | Integer | Number of drives where the team was inside the opponent's 20 yard line |
| RedZoneSuccesses | Integer | Number of red zone chances that were converted to a touchdown |
| DefensiveTwoPointConversions | Integer | Number of successful defensive two point conversions. XML only |
| OnePointSafeties | Integer | Number of one point safeties scored by the team. XML only |
| TwoPointSuccessesReturns | Integer | Number of successful two point conversions by fumble return or interception return |

AVG_GAIN Node

The AVG_GAIN node is present in every file. It provides the average gain per offensive play for each team. The CSV number for this record is 07, and the record type is [AVG_GAIN].

AVG_GAIN XML Example:

```
<AVG_GAIN VisitingTeam="Jets" VisitorTotalPlays="64" VisitorAvgGain="6.4" HomeTeam="Raiders"
HomeTotalPlays="61" HomeAvgGain="8.2" />
```

AVG_GAIN CSV Example:

```
07,[AVG_GAIN],Jets,64,6.4,Raiders,61,8.2
```

| Attribute Name | Data Type | Description |
|-------------------|-----------|--|
| VisitingTeam | String | Team name of the visiting team |
| VisitorTotalPlays | Integer | Number of plays for the visiting team's offense |
| VisitorAvgGain | Float | Average number of yards gained by the visiting team per offensive play |
| HomeTeam | String | Team name of the home team |
| HomeTotalPlays | Integer | Number of plays for the home team's offense |
| HomeAvgGain | Float | Average number of yards gained by the home team per offensive play |

Down and Distance

The D&D_AUTO record is present in every comma-delimited file. It's not included in the XML files (for the XML files, use the information provided in the Play node instead). It provides a string description of the current down and distance. The CSV number for this record is 08, and the record type is [D&D_AUTO].

Example:

```
08,[D&D_AUTO],NYJ,New York Jets,4th and 1,Ball on OAK 1
```

| Attribute Name | Data Type | Description |
|-----------------|-----------|--|
| DownandDistance | String | Description of the current down and distance |

Passing Player Nodes

The VPLAYER_PASS and HPLAYER_PASS nodes provide information about individual player passing performances. There is one VPLAYER_PASS node for each visiting player with one or more passing statistics, and one HPLAYER_PASS node for each home player with one or more passing statistics. If there are no visiting players with a passing statistic, no VPLAYER_PASS nodes will be present in the file. If there are no home players with a passing statistic, no HPLAYER_PASS nodes will be present in the file. For the visiting team's record, the CSV number is 14, and the record type is [VPLAYER_PASS]. For the home team's record, the CSV number is 23, and the record type is [HPLAYER_PASS].

Examples:

```
<VPLAYER_PASS JerseyNumber="16" Player="V.Testaverde" Attempts="41" Completions="27"
CompletionPct="65.9" Yards="277" YardsPerAttempt="6.8" TimesSacked="1" SackYardsLost="3" Touchdowns="3"
Long="29" Rating="109.5" LongestTouchdownPass="17" PlayerID="00-0016193" />
```

```
<HPLAYER_PASS JerseyNumber="12" Player="R. Gannon" Attempts="29" Completions="23"
CompletionPct="79.3" Yards="294" YardsPerAttempt="10.1" TimesSacked="1" SackYardsLost="7" Touchdowns="2"
Long="47" Rating="131.9" LongestTouchdownPass="21" PlayerID="00-0005741" />
```

```
14,[VPLAYER_PASS],16,V.Testaverde,41,27,65.9,277,6.8,1,3,3,29,109.5,17
```

23, [HPLAYER_PASS], 12, R. Gannon, 29, 23, 79.3, 294, 10.1, 1, 7, 2, 47, 131.9, 21

| Attribute Name | Data Type | Description |
|----------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Attempts | Integer | Number of passes thrown by the player |
| Completions | Integer | Number of passes thrown for a completion by the player |
| CompletionPct | Float | Percentage of pass attempts resulting in a completion |
| Yards | Integer | Number of passing yards earned by the player |
| YardsPerAttempt | Float | Average number of yards gained per passing attempt |
| TimesSacked | Integer | Number of times the player was sacked |
| SackYardsLost | Integer | Number of yards lost from sacks |
| Touchdowns | Integer | Number of passes completed for a touchdown |
| Long | Integer | Length of the longest pass completion |
| Interceptions | Integer | Number of passes thrown for an interception |
| Rating | Float | Quarterback performance rating |
| LongestTouchdownPass | Integer | Length of the longest pass thrown for a touchdown |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination. |

Receiving Player Nodes

The VPLAYER_RECV and HPLAYER_RECV nodes provide information about individual player receiving performances. There is one VPLAYER_RECV node for each visiting player with one or more receiving statistics, and one HPLAYER_RECV node for each home player with one or more receiving statistics. If there are no visiting players with a receiving statistic, no VPLAYER_RECV nodes will be present in the file. If there are no home players with a receiving statistic, no HPLAYER_RECV nodes will be present in the file. For the visiting team's record, the CSV number is 15, and the record type is [VPLAYER_RECV]. For the home team's record, the CSV number is 24, and the record type is [HPLAYER_RECV].

Examples:

```
<VPLAYER_RECV JerseyNumber="87" Player="L.Coles" Receptions="8" Yards="123" Average="15.4" Long="29" Touchdowns="0" LongestTouchdownReception="0" PassTarget="11" YardsAfterCatch="31" PlayerID="00-0018958" />
```

```
<HPLAYER_RECV JerseyNumber="40" Player="J. Ritchie" Receptions="1" Yards="11" Average="11" Long="11" Touchdowns="0" LongestTouchdownReception="0" PassTarget="2" YardsAfterCatch="0" PlayerID="00-0013773" />
```

15, [VPLAYER_RECV], 87, L.Coles, 8, 123, 15.4, 29, 0, 0, 11

24, [HPLAYER_RECV], 40, J. Ritchie, 1, 11, 11, 11, 0, 0, 2

| Attribute Name | Data Type | Description |
|----------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Receptions | Integer | Number of passes caught by the player |

| | | |
|---------------------------|---------|--|
| Yards | Integer | Number of receiving yards earned by the player |
| Average | Float | Average number of yards gained per reception |
| Long | Integer | Length of the longest pass reception |
| Touchdowns | Integer | Number of passes received for a touchdown |
| LongestTouchdownReception | Integer | Length of the longest pass caught for a touchdown |
| PassTarget | Integer | Number of times the player was targeted for an incomplete pass or interception + the number of receptions he had |
| YardsAfterCatch | Integer | Yardage from where the ball was caught until the player's action was over |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination. |

Rushing Player Nodes

The VPLAYER_RUSH and HPLAYER_RUSH nodes provide information about individual player rushing performances. There is one VPLAYER_RUSH node for each visiting player with one or more rushing statistics, and one HPLAYER_RUSH node for each home player with one or more rushing statistics. If there are no visiting players with a rushing statistic, no VPLAYER_RUSH nodes will be present in the file. If there are no home players with a rushing statistic, no HPLAYER_RUSH nodes will be present in the file. For the visiting team's record, the CSV number is 16, and the record type is [VPLAYER_RUSH]. For the home team's record, the CSV number is 25, and the record type is [HPLAYER_RUSH].

Examples:

```
<VPLAYER_RUSH JerseyNumber="28" Player="C.Martin" Attempts="16" Yards="106" Average="6.6" Long="22" Touchdowns="0" LongestTouchdownRush="0" PlayerID="00-0010442" />
```

```
<HPLAYER_RUSH JerseyNumber="47" Player="T. Wheatley" Attempts="11" Yards="37" Average="3.4" Long="16" Touchdowns="0" LongestTouchdownRush="0" PlayerID="00-0017486" />
```

```
16, [VPLAYER_RUSH], 28 , C.Martin , 16, 106, 6.6, 22, 0, 0
```

```
25, [HPLAYER_RUSH], 47 , T. Wheatley , 11, 37, 3.4, 16, 0, 0
```

| Attribute Name | Data Type | Description |
|----------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Attempts | Integer | Number of rushing attempts for the player |
| Yards | Integer | Number of rushing yards earned by the player |
| Average | Float | Average number of yards gained per rush |
| Long | Integer | Length of the longest rush |
| Touchdowns | Integer | Number of rushes for a touchdown |
| LongestTouchdownRush | Integer | Length of the longest rush for a touchdown |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination. |

FieldGoals Node

The FieldGoals node is present in every file. It provides the team field goal statistics for each team. The CSV number for this record is 29, and the record type is [FG].

FieldGoals XML Example:

```
<FieldGoals VisitingTeam="Jets" VisitorFGAttempts="3" VisitorFGMade="1" HomeTeam="Raiders"
HomeFGAttempts="3" HomeFGMade="3" VisitorFGBlocked="1" HomeFGBlocked="0" />
```

FieldGoals CSV Example:

```
29, [FG], Jets , 3, 1, Raiders , 3, 3, 1, 0
```

| Attribute Name | Data Type | Description |
|-------------------|-----------|--|
| VisitingTeam | String | Team name of the visiting team |
| VisitorFGAttempts | Integer | Number of field goals attempted by the visiting team |
| VisitorFGMade | Integer | Number of field goals kicked by the visiting team |
| HomeTeam | String | Team name of the home team |
| HomeFGAttempts | Integer | Number of field goals attempted by the home team |
| HomeFGMade | Integer | Number of field goals kicked by the home team |
| VisitorFGBlocked | Integer | Number of field goals had blocked by the visiting team |
| HomeFGBlocked | Integer | Number of field goals had blocked by the home team |

Punts Node

The Punts node is present in every file. It provides the team punting statistics for each team. The CSV number for this record is 32, and the record type is [PUNTS].

Punts XML Example:

```
<Punts VisitingTeam="Jets" VisitorPunts="1" VisitorPuntYards="24" VisitorGrossPuntAvg="24"
VisitorBlockedPunts="0" VisitorNetPuntAvg="24" HomeTeam="Raiders" HomePunts="2" HomePuntYards="89"
HomeGrossPuntAvg="44.5" HomeBlockedPunts="0" HomeNetPuntAvg="24.5" VisitorPuntTouchbacks="0"
HomePuntReturnYards="0" HomePuntTouchbacks="2" VisitorPuntReturnYards="0" VisitorPuntReturns="0"
HomePuntReturns="0" />
```

FieldGoals CSV Example:

```
32, [PUNTS], Jets , 1, 24, 24, 0, 24, Raiders , 2, 89,
44.5, 0, 24.5, 0, 0, 2, 0, 0, 0
```

| Attribute Name | Data Type | Description |
|------------------------|-----------|--|
| VisitingTeam | String | Team name of the visiting team |
| VisitorPunts | Integer | Number of punts kicked by the visiting team |
| VisitorPuntYards | Integer | Number of punt yards earned by the visiting team |
| VisitorGrossPuntAvg | Float | Average number of punt yards per punt by the visiting team |
| VisitorBlockedPunts | Integer | Number of blocked punts for the visiting team |
| VisitorNetPuntAvg | Float | Net punting average for the visiting team |
| HomeTeam | String | Team name of the home team |
| HomePunts | Integer | Number of punts kicked by the home team |
| HomePuntYards | Integer | Number of punt yards earned by the home team |
| HomeGrossPuntAvg | Float | Average number of punt yards per punt by the home team |
| HomeBlockedPunts | Integer | Number of blocked punts for the home team |
| HomeNetPuntAvg | Float | Net punting average for the home team |
| VisitorPuntTouchbacks | Integer | Number of punts kicked for a touchback for the visiting team |
| HomePuntReturnYards | Integer | Number of return yards on punts kicked by the visiting team |
| HomePuntTouchbacks | Integer | Number of punts kicked for a touchback for the home team |
| VisitorPuntReturnYards | Integer | Number of return yards on punts kicked by the home team |
| VisitorPuntReturns | Integer | Number of punts returned by the visiting team |

| | | |
|-----------------|---------|---|
| HomePuntReturns | Integer | Number of punts returned by the home team |
|-----------------|---------|---|

Quarter

The QTR record is present in every comma-delimited file. It's not included in the XML files (for the XML files, use the information provided in the Header node instead). It provides a string description of the current quarter. The CSV number for this record is 33, and the record type is [QTR].

Example:

33, [QTR], GAME CLOSED

| Attribute Name | Data Type | Description |
|----------------|-----------|--------------------------|
| Quarter | String | Full name of the quarter |

ScoringSummary Nodes

The ScoringSummary nodes provide textual information about scoring plays. There is one ScoringSummary node for each scoring play, however, extra points are included with the touchdown scoring play. The scoring play description provided in the ScoringSummary node matches the description found on the game summary page of the gamebook. The CSV number for this record is 34, and the record type is [SCORESUM <Sequence number of the score>]. Example CSV record types include [SCORESUM01], [SCORESUM08], and [SCORESUM15].

ScoringSummary XML Example:

```
<ScoringSummary Sequence="15" ScoringTeam="Packer" Quarter="2" ClockTime="1130"
PlayDescription="B.Harris 90 yd. kickoff return (kick blocked) (0-0, 0:30)" VisitorScore="30" HomeScore="30"
ScoreType="T" ScoringPlayID="1778" PATPlayID="1813" ScoringClubCode="GB" />
```

ScoringSummary CSV Example:

34, [SCORESUM03], Jets , 2,1245 , 'J.Hall 45 yd. Field Goal (6-21, 2:59) ', 3, 6

| Attribute Name | Data Type | Description |
|-----------------|-----------|---|
| Sequence | Integer | The sort order of this record in relation to other ScoringSummary nodes |
| ScoringTeam | String | Six character club code of the team that scored on the play this record is for |
| Quarter | Integer | Quarter the scoring play occurred. Note: this value is valid only at the time the file was produced, and may change at a later date. It's recommended that you do not use this value, and instead calculate the quarter from the information found in the Play nodes. |
| ClockTime | String | Time remaining in the quarter when the scoring play started |
| PlayDescription | String | Scoring play description. The number of plays in the drive, yards gained in the drive, and the drive time of possession are appended to the play description. |
| VisitorScore | Integer | Score for the visiting team at the end of this play |
| HomeScore | Integer | Score for the home team at the end of this play |
| ScoreType | String | F if a field goal, T if a touchdown, S if a safety |
| ScoringPlayID | Integer | The GSIS PlayID that represents the scoring play |
| PATPlayID | Integer | On a touchdown, the GSIS PlayID that represents the Try play. This will be included even if the try is unsuccessful. For safeties and field goals the value of this field will be zero. |
| ScoringClubCode | String | 3 character code for the team that scored |

Kicking Extra Point Player Nodes

The VPLAYER_PAT and HPLAYER_PAT nodes provide information about individual player extra point kicking performances. There is one VPLAYER_PAT node for each visiting player with one or more extra point attempts, and one HPLAYER_PAT node for each home player with one or more extra point attempts. If there are no visiting players with an extra point attempt, no VPLAYER_PAT nodes will be present in the file. If there are no home players with an extra point attempt, no HPLAYER_PAT nodes will be present in the file. For the visiting team's record, the CSV number is 35, and the record type is [VPLAYER_PAT]. For the home team's record, the CSV number is 36, and the record type is [HPLAYER_PAT].

Examples:

```
<VPLAYER_PAT JerseyNumber="09" Player="J.Hall" PATAttempts="3" PATsMade="3" PATsBlocked="0"
PlayerID="00-0006662" />
```

```
<HPLAYER_PAT JerseyNumber="11" Player="S. Janikowski" PATAttempts="3" PATsMade="3" PATsBlocked="0"
PlayerID="00-0019646" />
```

```
35, [VPLAYER_PAT], 09 , J.Hall , 3, 3, 0
36, [HPLAYER_PAT], 11 , S. Janikowski , 3, 3, 0
```

| Attribute Name | Data Type | Description |
|----------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| PATAttempts | Integer | Number of kicking extra points attempted by the player |
| PATsMade | Integer | Number of kicking extra points scored by the player |
| PATsBlocked | Integer | Number of extra points kicked by the player that were blocked by the opposing team's defense |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination. |

Field Goal Player Nodes

The VPLAYER_FG and HPLAYER_FG nodes provide information about individual player field goal statistics. There is one VPLAYER_FG node for each visiting player with one or more field goal attempts, and one HPLAYER_FG node for each home player with one or more field goal attempts. If there are no visiting players with a field goal attempt, no VPLAYER_FG nodes will be present in the file. If there are no home players with a field goal attempt, no HPLAYER_FG nodes will be present in the file. For the visiting team's record, the CSV number is 37, and the record type is [VPLAYER_FG]. For the home team's record, the CSV number is 38, and the record type is [HPLAYER_FG].

Examples:

```
<VPLAYER_FG JerseyNumber="09" Player="J.Hall" FieldGoalAttempts="2" FieldGoalsMade="1"
FieldGoalsBlocked="1" TotalFieldGoalYards="45" AvgFieldGoalLength="22.5" LongestMadeFieldGoal="45"
PlayerID="00-0006662" />
```

```
<HPLAYER_FG JerseyNumber="11" Player="S. Janikowski" FieldGoalAttempts="3" FieldGoalsMade="3"
FieldGoalsBlocked="0" TotalFieldGoalYards="107" AvgFieldGoalLength="35.7" LongestMadeFieldGoal="45"
PlayerID="00-0019646" />
```

```
37, [VPLAYER_FG], 09 , J.Hall , 2, 1, 1, 45, 22.5, 45
38, [HPLAYER_FG], 11 , S. Janikowski , 3, 3, 0, 107, 35.7, 45
```


| Attribute Name | Data Type | Description |
|----------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| FieldGoalAttempts | Integer | Number of field goals attempted by the player |
| FieldGoalsMade | Integer | Number of field goals scored by the player |
| FieldGoalsBlocked | Integer | Number of field goals kicked by the player that were blocked by the opposing team's defense |
| TotalFieldGoalYards | Integer | Sum of all field goal yards, including both made and missed field goals |
| AvgFieldGoalLength | Float | Total made field goal yards divided by the number of field goal attempts, both made and missed, but excluding blocked field goals |
| LongestMadeFieldGoal | Integer | Length of the longest successful field goal kicked by the player |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination. |

Punting Player Nodes

The VPLAYER_PUNT and HPLAYER_PUNT nodes provide information about individual player punting statistics. There is one VPLAYER_PUNT node for each visiting player with one or more punt attempts, and one HPLAYER_PUNT node for each home player with one or more punt attempts. If there are no visiting players with a punt attempt, no VPLAYER_PUNT nodes will be present in the file. If there are no home players with a punt attempt, no HPLAYER_PUNT nodes will be present in the file. For the visiting team's record, the CSV number is 39, and the record type is [VPLAYER_PUNT]. For the home team's record, the CSV number is 40, and the record type is [HPLAYER_PUNT].

Examples:

```
<VPLAYER_PUNT JerseyNumber="07" Player="T.Tupa" Punts="1" PuntYards="24" GrossAvgPuntLength="24" BlockedPunts="0" Longest="24" Touchbacks="0" Inside20="1" NetPuntingAverage="24" ReturnYards="0" PlayerID="00-0016683" />
```

```
<HPLAYER_PUNT JerseyNumber="09" Player="S. Lechler" Punts="2" PuntYards="89" GrossAvgPuntLength="44.5" BlockedPunts="0" Longest="49" Touchbacks="2" Inside20="0" NetPuntingAverage="24.5" ReturnYards="0" PlayerID="00-0019714" />
```

```
39, [VPLAYER_PUNT], 07, T.Tupa, 1, 24, 24, 0, 24, 0, 1, 24, 0
```

```
40, [HPLAYER_PUNT], 09, S. Lechler, 2, 89, 44.5, 0, 49, 2, 0, 24.5, 0
```

| Attribute Name | Data Type | Description |
|--------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Punts | Integer | Number of punts attempted by the player |
| PuntYards | Integer | Sum of the punt yards on all punts by the player |
| GrossAvgPuntLength | Float | Sum of all punt yards divided by all punts by the player |
| BlockedPunts | Integer | Number of punts kicked by the player that were blocked by the opposing team |
| Longest | Integer | Length of the longest punt kicked by the player |
| Touchbacks | Integer | Number of punts kicked by the player that were brought back as touchbacks |
| Inside20 | Integer | Number of punts that were kicked inside the opponent's 20 yard |

| | | |
|-------------------|---------|---|
| | | line |
| NetPuntingAverage | Float | The punter's net punting average |
| ReturnYards | Integer | Sum of all return yards by the opposing team on punts kicked by the player |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination. |

Third Down Conversion Efficiency Nodes

The V3RDDOWN_EFF and H3RDDOWN_EFF nodes are present in every file. They provide team third down conversion efficiency information. For the visiting team's record, the CSV number is 41, and the record type is [V3RDDOWN_EFF]. For the home team's record, the CSV number is 42, and the record type is [H3RDDOWN_EFF].

Examples:

```
<V3RDDOWN_EFF VisitingTeam="Bills" ThirdDownAttempts="14" ThirdDownConversions="5"/>
```

```
<H3RDDOWN_EFF HomeTeam="Chargers" ThirdDownAttempts="11" ThirdDownConversions="3"/>
```

```
41, [V3RDDOWN_EFF], Jets , 11, 3
```

```
42, [H3RDDOWN_EFF], Raiders , 11, 6
```

| Attribute Name | Data Type | Description |
|-------------------------|-----------|--|
| VisitingTeam [HomeTeam] | String | Team name the conversion efficiency statistic is for |
| ThirdDownAttempts | Integer | Number of third down attempts for the team |
| ThirdDownConversions | Integer | Number of third downs successfully converted by the team |

Fourth Down Conversion Efficiency Nodes

The V4THDOWN_EFF and H4THDOWN_EFF nodes are present in every file. They provide team fourth down conversion efficiency information. For the visiting team's record, the CSV number is 43, and the record type is [V4THDOWN_EFF]. For the home team's record, the CSV number is 44, and the record type is [H4THDOWN_EFF].

Examples:

```
<V4THDOWN_EFF VisitingTeam="Bills" FourthDownAttempts="1" FourthDownConversions="1"/>
```

```
<H4THDOWN_EFF HomeTeam="Chargers" FourthDownAttempts="0" FourthDownConversions="0"/>
```

```
43, [V4THDOWN_EFF], Jets , 3, 3
```

```
44, [H4THDOWN_EFF], Raiders , 0, 0
```

| Attribute Name | Data Type | Description |
|-------------------------|-----------|---|
| VisitingTeam [HomeTeam] | String | Team name the conversion efficiency statistic is for |
| FourthDownAttempts | Integer | Number of fourth down attempts for the team |
| FourthDownConversions | Integer | Number of fourth downs successfully converted by the team |

Kickoff Return Player Nodes

The VPLAYER_KICKRET and HPLAYER_KICKRET nodes provide information about individual player kickoff return performances. There is one VPLAYER_KICKRET node for each visiting player with one or more kickoff return statistics, and one HPLAYER_KICKRET node for each home player with one or more kickoff return statistics. If there are no visiting players with a kickoff return statistic, no

VPLAYER_KICKRET nodes will be present in the file. If there are no home players with a kickoff return statistic, no HPLAYER_KICKRET nodes will be present in the file. For the visiting team's record, the CSV number is 45, and the record type is [VPLAYER_KICKRET]. For the home team's record, the CSV number is 46, and the record type is [HPLAYER_KICKRET].

Examples:

```
<VPLAYER_KICKRET JerseyNumber="26" Player="C.Morton" Number="5" Yards="154" Average="30.8" Touchdowns="0" Longest="46" FairCatches="0" LongestTouchdownKickoffReturn="0" PlayerID="00-0019590" />
```

```
<HPLAYER_KICKRET JerseyNumber="28" Player="R. Jordan" Number="1" Yards="16" Average="16" Touchdowns="0" Longest="16" FairCatches="0" LongestTouchdownKickoffReturn="0" PlayerID="00-0008921" />
```

```
45, [VPLAYER_KICKRET], 26, C.Morton, 5, 154, 30.8, 0, 46, 0, 0,
```

```
46, [HPLAYER_KICKRET], 28, R. Jordan, 1, 16, 16, 0, 16, 0, 0,
```

| Attribute Name | Data Type | Description |
|-------------------------------|-----------|---|
| JerseyNumber | String | Uniform number of the player the node is for. This can be "00" sometimes, when the statistic is not for a player. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. The "[TOUCHBACK]" and "[OUT OF BOUNDS]" entries that occasionally appear are special cases, with only the Number attribute having a nonzero value, and represent team kickoff return statistics. |
| Number | Integer | Number of kickoff returns for the player |
| Yards | Integer | Number of kickoff return yards earned by the player |
| Average | Float | Average number of yards gained per kickoff return. Exists only when the number of kickoff returns is greater than zero. |
| Touchdowns | Integer | Number of kickoff returns for a touchdown |
| Longest | Integer | Length of the longest kickoff return |
| FairCatches | Integer | Number of fair catches by the player |
| LongestTouchdownKickoffReturn | Integer | Length of the longest kickoff return for a touchdown |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Punt Return Player Nodes

The VPLAYER_PUNTRET and HPLAYER_PUNTRET nodes provide information about individual player punt return performances. There is one VPLAYER_PUNTRET node for each visiting player with one or more punt return statistics, and one HPLAYER_PUNTRET node for each home player with one or more punt return statistics. If there are no visiting players with a punt return statistic, no VPLAYER_PUNTRET nodes will be present in the file. If there are no home players with a punt return statistic, no HPLAYER_PUNTRET nodes will be present in the file. For the visiting team's record, the CSV number is 47, and the record type is [VPLAYER_PUNTRET]. For the home team's record, the CSV number is 48, and the record type is [HPLAYER_PUNTRET].

Examples:

```
<VPLAYER_PUNTRET JerseyNumber="00" Player="[TOUCHBACK]" Number="2" Yards="0" Average="0" Touchdowns="0" Longest="0" FairCatches="0" LongestTouchdownPuntReturn="0" />
```

<HPLAYER_PUNTRET JerseyNumber="81" Player="T. Brown" Number="0" Yards="0" Touchdowns="0" Longest="0" FairCatches="1" LongestTouchdownPuntReturn="0" PlayerID="00-0002058" />

47, [VPLAYER_PUNTRET], 00, [TOUCHBACK], 2, 0, 0, 0, 0, 0, 0,

48, [HPLAYER_PUNTRET], 81, T. Brown, 0, 0, 0.0, 0, 0, 1, 0,

| Attribute Name | Data Type | Description |
|----------------------------|-----------|---|
| JerseyNumber | String | Uniform number of the player the node is for. This can be "00" sometimes, when the statistic is not for a player. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. The "[TOUCHBACK]", "[OUT OF BOUNDS]", and "[DOWNED]" entries that occasionally appear are special cases, with only the Number attribute having a nonzero value, and represent team punt return statistics. |
| Number | Integer | Number of punt returns for the player |
| Yards | Integer | Number of punt return yards earned by the player |
| Average | Float | Average number of yards gained per punt return. Exists only when the number of punt returns is greater than zero. |
| Touchdowns | Integer | Number of punts returned for a touchdown |
| Longest | Integer | Length of the longest punt return |
| FairCatches | Integer | Number of fair catches by the player |
| LongestTouchdownPuntReturn | Integer | Length of the longest punt return for a touchdown |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

TIMEOUT Node

The TIMEOUT node is present in every file. It provides the number of timeouts used by each team in the current half only. The CSV number for this record is 49, and the record type is [TIMEOUT].

TIMEOUT XML Example:

<TIMEOUT VisitingTeam="Titans" VisitingTeamTimeoutsUsed="1" HomeTeam="Jaguars" HomeTeamTimeoutsUsed="3" VisitingTeamTimeoutsRemaining="2" HomeTeamTimeoutsRemaining="0" />

TIMEOUT CSV Example

49, [TIMEOUT], Jets, 3, Raiders, 0, 0, 3

| Attribute Name | Data Type | Description |
|-------------------------------|-----------|--|
| VisitingTeam | String | Team name of the visiting team |
| VisitingTeamTimeoutsUsed | Integer | Number of timeouts used in the current half by the visiting team |
| HomeTeam | String | Team name of the home team |
| HomeTeamTimeoutsUsed | Integer | Number of timeouts used in the current half by the home team |
| VisitingTeamTimeoutsRemaining | Integer | Number of timeouts the visiting team has remaining |
| HomeTeamTimeoutsRemaining | Integer | Number of timeouts the home team has remaining |

Defensive Player Nodes

The VPLAYER_DEFENSIVE and HPLAYER_DEFENSIVE nodes provide information about individual player defensive performances. There is one VPLAYER_DEFENSIVE node for each visiting player with one or more defensive statistics, and one HPLAYER_DEFENSIVE node for each home player with one or more defensive statistics. If there are no visiting players with a defensive statistic, no VPLAYER_DEFENSIVE nodes will be present in the file. If there are no home players with a defensive statistic, no HPLAYER_DEFENSIVE nodes will be present in the file. For the visiting team's record, the CSV number is 50, and the record type is [VPLAYER_DEFENSE]. For the home team's record, the CSV number is 51, and the record type is [HPLAYER_DEFENSE].

Examples:

```
<VPLAYER_DEFENSE JerseyNumber="55" Player="M.Jones" Tackles="7" Assists="1" Combined="8" Sacks="1"
SackYards="7" Interceptions="0" PassDefences="0" ForcedFumbles="0" FumbleRecoveries="0"
SpecialTeamsTackles="0" SpecialTeamsAssists="0" SpecialTeamsForcedFumbles="0"
SpecialTeamsFumbleRecoveries="0" SpecialTeamsBlocks="0" MiscellaneousTackles="0" MiscellaneousAssists="0"
MiscellaneousForcedFumbles="0" MiscellaneousFumbleRecoveries="0" QuarterbackHits="0" TacklesForALoss="2"
PlayerID="00-0008819" />
```

```
<HPLAYER_DEFENSE JerseyNumber="33" Player="A. Dorsett" Tackles="8" Assists="1" Combined="9" Sacks="0"
SackYards="0" Interceptions="0" PassDefences="0" ForcedFumbles="0" FumbleRecoveries="0"
SpecialTeamsTackles="0" SpecialTeamsAssists="0" SpecialTeamsForcedFumbles="0"
SpecialTeamsFumbleRecoveries="0" SpecialTeamsBlocks="1" MiscellaneousTackles="0" MiscellaneousAssists="0"
MiscellaneousForcedFumbles="0" MiscellaneousFumbleRecoveries="0" QuarterbackHits="0" TacklesForALoss="0"
Safeties="0" TacklesForALossYards="0" PlayerID="00-0004440" />
```

```
50, [VPLAYER_DEFENSE], 55, M. Jones, 7, 1, 8, 1, 7, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 2
51, [HPLAYER_DEFENSE], 33, A. Dorsett, 8, 1, 9, 0, 0, 0, 0, 0,
0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0
```

| Attribute Name | Data Type | Description |
|------------------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Tackles | Integer | Number of tackles credited to the player |
| Assists | Integer | Number of assists earned by the player |
| Combined | Integer | Tackles + Assists |
| Sacks | Float | Number of sacks earned by the player |
| SackYards | Float | Sum of sack yards earned by the player |
| Interceptions | Integer | Number of interceptions caught by the player |
| PassDefences | Integer | Number of pass defenses credited to the player |
| ForcedFumbles | Integer | Number of forced fumbles credited to the player |
| FumbleRecoveries | Integer | Number of fumbles recovered by the player |
| SpecialTeamsTackles | Integer | Number of tackles on special teams plays by the player |
| SpecialTeamsAssists | Integer | Number of assists on special teams plays by the player |
| SpecialTeamsForcedFumbles | Integer | Number of forced fumbles on special teams plays by the player |
| SpecialTeamsFumbleRecoveries | Integer | Number of fumble recoveries on special teams plays by the player |
| SpecialTeamsBlocks | Integer | Number of kicks blocked by the player |
| MiscellaneousTackles | Integer | Number of tackles credited to the player when his team started with possession of the ball |

| | | |
|-------------------------------|---------|--|
| MiscellaneousAssists | Integer | Number of assists credited to the player when his team started with possession of the ball |
| MiscellaneousForcedFumbles | Integer | Number of forced fumbles credited to the player when his team started with possession of the ball |
| MiscellaneousFumbleRecoveries | Integer | Number of fumble recoveries credited to the player when his team started with possession of the ball |
| QuarterbackHits | Integer | Number of times the player was credited with knocking the quarterback to the ground |
| TacklesForALoss | Float | Number of tackles credited to the player that resulted in the offense losing yardage from the original line of scrimmage. |
| Safeties | Integer | Number of safeties credited to the player. NFL only. |
| TacklesForALossYards | Float | Number of yards lost by the offense on plays where the defender was credited with a tackle for a loss |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Two Point Conversion Passing Player Nodes

The VPLAYER_2PTPASS and HPLAYER_2PTPASS nodes provide information about individual players who have passed on a two point conversion. There is one VPLAYER_2PTPASS node for each visiting player with one or more pass attempts on a two point conversion, and one HPLAYER_2PTPASS node for each home player with one or more pass attempts on a two point conversion. If there are no visiting players with a two point pass attempt, no VPLAYER_2PTPASS nodes will be present in the file. If there are no home players with a two point pass attempt, no HPLAYER_2PTPASS nodes will be present in the file. For the visiting team's record, the CSV number is 52, and the record type is [VPLAYER_2PTPASS]. For the home team's record, the CSV number is 53, and the record type is [HPLAYER_2PTPASS].

Examples:

```
<VPLAYER_2PTPASS JerseyNumber="11" Player="R.Johnson" TwoPointPassAttempts="1"
TwoPointPassSuccesses="0" PlayerID="00-0008612"/>
```

```
<HPLAYER_2PTPASS JerseyNumber="07" Player="D.Flutie" TwoPointPassAttempts="1" TwoPointPassSuccesses
="1" PlayerID="00-0005363"/>
```

```
52, [VPLAYER_2PTPASS], 11 , R.Johnson , 1, 0
```

```
53, [HPLAYER_2PTPASS], 07 , D.Flutie , 1, 1
```

| Attribute Name | Data Type | Description |
|-----------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| TwoPointPassAttempts | Integer | Number of pass attempts on a two point conversion for the player |
| TwoPointPassSuccesses | Integer | Number of successful two point pass attempts by the player |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Two Point Conversion Receiving Player Nodes

The VPLAYER_2PTRECV and HPLAYER_2PTRECV nodes provide information about individual players who have received a pass on a two point conversion. There is one VPLAYER_2PTRECV node for each visiting player with one or more receptions on a two point conversion, and one HPLAYER_2PTRECV node for each home player with one or more receptions on a two point conversion. If there are no visiting players with a reception on a two point conversion, no VPLAYER_2PTRECV nodes will be present in the file. If there are no home players with a reception on a two point conversion, no HPLAYER_2PTRECV nodes will be present in the file. For the visiting team's record, the CSV number is 54, and the record type is [VPLAYER_2PTRECV]. For the home team's record, the CSV number is 55, and the record type is [HPLAYER_2PTRECV].

Examples:

```
<VPLAYER_2PTRECV JerseyNumber="81" Player="P.Price" TwoPointReceptionAttempts="1"
TwoPointReceptionSuccesses="0" PlayerID="00-0013232"/>
```

```
<HPLAYER_2PTRECV JerseyNumber="85" Player="T.Dwight" TwoPointReceptionAttempts="1"
TwoPointReceptionSuccesses="1" PlayerID="00-0004673"/>
```

```
54, [VPLAYER_2PTRECV], 81 , P.Price , 1, 0
```

```
55, [HPLAYER_2PTRECV], 85 , T.Dwight , 1, 1
```

| Attribute Name | Data Type | Description |
|----------------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| TwoPointReceptionAttempts | Integer | Number of receptions on failed plus the number of receptions on successful two point conversions for the player |
| TwoPointReceptionSuccesses | Integer | Number of receptions on successful two point conversions by the player |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Two Point Conversion Rushing Player Nodes

The VPLAYER_2PTRUSH and HPLAYER_2PTRUSH nodes provide information about individual players who have rushed on a two point conversion. There is one VPLAYER_2PTRUSH node for each visiting player with one or more rushing attempts on a two point conversion, and one HPLAYER_2PTRUSH node for each home player with one or more rushing attempts on a two point conversion. If there are no visiting players with a two point rushing attempt, no VPLAYER_2PTRUSH nodes will be present in the file. If there are no home players with a two point rushing attempt, no HPLAYER_2PTRUSH nodes will be present in the file. For the visiting team's record, the CSV number is 56, and the record type is [VPLAYER_2PTRUSH]. For the home team's record, the CSV number is 57, and the record type is [HPLAYER_2PTRUSH].

Examples:

```
<VPLAYER_2PTRUSH JerseyNumber="11" Player="R.Johnson" TwoPointRushingAttempts="1"
TwoPointRushingSuccesses="0" PlayerID="00-0008612"/>
```

```
<HPLAYER_2PTRUSH JerseyNumber="21" Player="L.Tomlinson" TwoPointRushingAttempts="1"
TwoPointRushingSuccesses="1" PlayerID="00-0020536"/>
```

56, [VPLAYER_2PTRUSH], 11 , R. Johnson , 1, 0
 57, [HPLAYER_2PTRUSH], 25 , C. Garner , 1, 1

| Attribute Name | Data Type | Description |
|--------------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| TwoPointRushingAttempts | Integer | Number of rushing attempts on a two point conversion for the player |
| TwoPointRushingSuccesses | Integer | Number of successful two point rushing attempts by the player |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Defensive Two Point Conversion Player Nodes

The VPLAYER_2PTDEFENSE and HPLAYER_2PTDEFENSE nodes provide information about individual players who have converted a two point defensive extra point try after the offense failed to score. There is one VPLAYER_2PTDEFENSE node for each visiting player with one or more two point conversion attempts, and one HPLAYER_2PTDEFENSE node for each home player with one or more two point conversion attempts. If there are no visiting players who have attempted a defensive conversion, no VPLAYER_2PTDEFENSE nodes will be present in the file. If there are no home players who have attempted a defensive two point conversion, no HPLAYER_2PTDEFENSE nodes will be present in the file. For the visiting team's record, the CSV number is 66, and the record type is [VPLAYER_2PTDEFENSE]. For the home team's record, the CSV number is 67, and the record type is [HPLAYER_2PTDEFENSE].

Examples:

<VPLAYER_2PTDEFENSE JerseyNumber="11" Player="R.Johnson" TwoPointDefensiveAttempts="1" TwoPointDefensiveSuccesses="0" PlayerID="00-0008612"/>

<HPLAYER_2PTDEFENSE JerseyNumber="21" Player="L.Tomlinson" TwoPointDefensiveAttempts="1" TwoPointDefensiveSuccesses="1" PlayerID="00-0020536"/>

66, [VPLAYER_2PTDEFENSE], 11 , R. Johnson , 1, 0
 67, [HPLAYER_2PTDEFENSE], 25 , C. Garner , 1, 1

| Attribute Name | Data Type | Description |
|----------------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| TwoPointDefensiveAttempts | Integer | Number of defensive two point conversion attempts for the player |
| TwoPointDefensiveSuccesses | Integer | Number of successful defensive two point conversion attempts by the player |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Interception Return Player Nodes

The VPLAYER_INTERCEPTION and HPLAYER_INTERCEPTION nodes provide information about individual players who have returned an interception. There is one VPLAYER_INTERCEPTION node for each visiting player with one or more interception returns, and one HPLAYER_INTERCEPTION node for each home player with one or more interception returns. If there are no visiting players with an interception return, no VPLAYER_INTERCEPTION nodes will be present in the file. If there are no home players with an interception return, no HPLAYER_INTERCEPTION nodes will be present in the file. For the visiting team's record, the CSV number is 58, and the record type is [VPLAYER_INTERCEPTION]. For the home team's record, the CSV number is 59, and the record type is [HPLAYER_INTERCEPTION].

Examples:

```
<VPLAYER_INTERCEPTION JerseyNumber="31" Player="Z.Bronson" Number="1" Yards="51" Long="51" Touchdowns="0" LongestTouchdown="0" PlayerID="00-001816"/>
```

```
<HPLAYER_INTERCEPTION JerseyNumber="31" Player="J.Perry" Number="1" Yards="37" Long="37" Touchdowns="1" LongestTouchdown="37" PlayerID="00-0012813"/>
```

```
58, [VPLAYER_INTERCEPTION], 34 , D.Jackson , 1, 9, 9, 0, 0
```

```
59, [HPLAYER_INTERCEPTION], 43 , D.Moore , 2, 59, 59, 1, 59
```

| Attribute Name | Data Type | Description |
|------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Number | Integer | Number of interception returns for the player |
| Yards | Integer | Sum of yards gained on interception returns by the player |
| Long | Integer | Length of the longest interception return |
| Touchdowns | Integer | Number of interceptions returned for a touchdown |
| LongestTouchdown | Integer | Length of the longest interception return returned for a touchdown |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Fumble Player Nodes

The VPLAYER_FUMBLE and HPLAYER_FUMBLE nodes provide information about individual players who have a fumble statistic. There is one VPLAYER_FUMBLE node for each visiting player with one or more fumble statistics, and one HPLAYER_FUMBLE node for each home player with one or more fumble statistics. If there are no visiting players with a fumble statistic, no VPLAYER_FUMBLE nodes will be present in the file. If there are no home players with a fumble statistic, no HPLAYER_FUMBLE nodes will be present in the file. For the visiting team's record, the CSV number is 60, and the record type is [VPLAYER_FUMBLE]. For the home team's record, the CSV number is 61, and the record type is [HPLAYER_FUMBLE].

Examples:

```
<VPLAYER_FUMBLE JerseyNumber="28" Player="C.Martin" Fumbles="1" OwnFumbleRecoveries="0" OwnFumbleRecoveryYards="0" ForcedFumbles="0" OwnFumbleRecoveryTouchdowns="0" OpponentFumbleRecoveries="0" OpponentFumbleRecoveryYards="0" OpponentFumbleRecoveryTouchdowns="0" FumbleOutOfBounds="0" FumblesLost="0" RecoveredInEndZoneForTD="0" PlayerID="00-0010442" />
```

```
<HPLAYER_FUMBLE JerseyNumber="90" Player="G. Jackson" Fumbles="0" OwnFumbleRecoveries="0"
OwnFumbleRecoveryYards="0" ForcedFumbles="0" OwnFumbleRecoveryTouchdowns="0"
OpponentFumbleRecoveries="1" OpponentFumbleRecoveryYards="0" OpponentFumbleRecoveryTouchdowns="0"
FumbleOutOfBounds="0" FumblesLost="0" RecoveredInEndZoneForTD="0" PlayerID="00-0008124" />
```

```
60, [VPLAYER_FUMBLE], 28, C. Martin, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
```

```
61, [HPLAYER_FUMBLE], 90, G. Jackson, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0
```

| Attribute Name | Data Type | Description |
|----------------------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Fumbles | Integer | Number of fumbles for the player |
| OwnFumbleRecoveries | Integer | Number of his own fumbles that a player recovered |
| OwnFumbleRecoveryYards | Integer | Sum of yards gained his own fumble recoveries by the player |
| ForcedFumbles | Integer | Number of fumbles the player caused |
| OwnFumbleRecoveryTouchdowns | Integer | Number of his own fumble recoveries a player returned for a touchdown |
| OpponentFumbleRecoveries | Integer | Number of his opposing team's fumbles a player recovered |
| OpponentFumbleRecoveryYards | Integer | Number of yards gained returning his opponent's fumbles |
| OpponentFumbleRecoveryTouchdowns | Integer | Number of touchdowns scored returning his opponent's fumbles |
| FumbleOutOfBounds | Integer | Number of fumbles by a player where the ball went out of bounds |
| FumblesLost | Integer | Number of fumbles by a player recovered by the opposing team |
| RecoveredInEndZoneForTD | Integer | Number of fumbles recovered in the opponent's end zone for a 0 yard return and a touchdown. |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Miscellaneous Return Player Nodes

The VPLAYER_MISCRETURN and HPLAYER_MISCRETURN nodes provide information about individual players who have returned a blocked field goal, a blocked punt, or a missed field goal. There is one VPLAYER_MISCRETURN node for each visiting player with one or more of these kinds of returns, and one HPLAYER_MISCRETURN node for each home player with one or more of these kinds of returns. If there are no visiting players with a miscellaneous return, no VPLAYER_MISCRETURN nodes will be present in the file. If there are no home players with a miscellaneous return, no HPLAYER_MISCRETURN nodes will be present in the file. For the visiting team's record, the CSV number is 62, and the record type is [VPLAYER_MISCRETURN]. For the home team's record, the CSV number is 63, and the record type is [HPLAYER_MISCRETURN].

Examples:

```
< VPLAYER_MISCRETURN JerseyNumber="30" Player="A.Midget" Number="1" Yards="101" Long="101"
Touchdowns="1" LongestTouchdown="101" BlockedFGTD="0" BlockedPuntTD="0" FGReturnTD="1"
RecoveredInEndZoneForTD="0" PlayerID="00-0018962" />
```

```
< HPLAYER_MISCRETURN JerseyNumber="71" Player="T.Claridge" Number="1" Yards="90" Long="90"
Touchdowns="1" LongestTouchdown="90" BlockedFGTD="0" BlockedPuntTD="1" FGReturnTD="0"
RecoveredInEndZoneForTD="0" PlayerID="00-0018955" />
```

```
62, [VPLAYER_MISCRETURN], 30 , A.Midget , 1, 101, 101, 1, 101, 0,
0, 1
63, [HPLAYER_MISCRETURN], 71 , T.Claridge , 1, 90, 90, 1, 90, 0,
1, 0
```

| Attribute Name | Data Type | Description |
|--------------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Number | Integer | Number of returns for the player |
| Yards | Integer | Sum of yards gained on returns of blocked kicks by the player |
| Long | Integer | Length of the longest blocked kick return |
| Touchdowns | Integer | Number of miscellaneous returns returned for a touchdown. This is equal to the sum of the values in the BlockedFGTD, BlockedPuntTD, and FGReturnTD fields. |
| LongestTouchdown | Integer | Length of the longest return of a blocked kick returned for a touchdown |
| BlockedFGTD | Integer | Number of miscellaneous returns for touchdowns that were the result of a blocked field goal recovery. |
| BlockedPuntTD | Integer | Number of miscellaneous returns for touchdowns that were the result of a blocked punt recovery. |
| FGReturnTD | Integer | Number of miscellaneous returns for touchdowns that were the result of a return of a missed field goal. |
| RecoveredInEndZoneFor TD | Integer | Number of blocked punts and blocked field goals recovered in the opponent's end zone for a 0 yard return and a touchdown. |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Kickoff Player Nodes

The VPLAYER_KICKOFF and HPLAYER_KICKOFF nodes provide information about individual players who have kicked a free kick. There is one VPLAYER_KICKOFF node for each visiting player with one or more kickoffs, and one HPLAYER_KICKOFF node for each home player with one or more kickoffs. There is one VPLAYER_KICKOFF node for each visiting player with one or more kickoff statistics, and one HPLAYER_KICKOFF node for each home player with one or more kickoff statistics. If there are no visiting players with a kickoff statistic, no VPLAYER_KICKOFF nodes will be present in the file. If there are no home players with a kickoff statistic, no HPLAYER_KICKOFF nodes will be present in the file. For the visiting team's record, the CSV number is 64, and the record type is [VPLAYER_KICKOFF]. For the home team's record, the CSV number is 65, and the record type is [HPLAYER_KICKOFF]. These nodes are not present for games before the 2006 season.

Examples:

```
<VPLAYER_KICKOFF JerseyNumber="04" Player="D.Brien" Kickoffs="3" Yards="129" Touchbacks="0"
Inside20="0" KickoffsOutOfBounds="0" KickoffToEndZone="0" ReturnYards="28" PlayerID="00-0001759" />
```

```
<HPLAYER_KICKOFF JerseyNumber="22" Player="G.McBurrows" Kickoffs="4" Yards="227" Touchbacks="0"
Inside20="2" KickoffsOutOfBounds="1" KickoffToEndZone="0" ReturnYards="15" PlayerID="00-0010646" />
```

```
64, [VPLAYER_KICKOFF], 04 , D.Brien , 3, 129, 0, 0, 0, 28
```

```
65, [HPLAYER_KICKOFF], 22 , G.McBurrows , 4, 227, 0, 2, 1, 15
```

| Attribute Name | Data Type | Description |
|---------------------|-----------|--|
| JerseyNumber | String | Uniform number of the player the node is for. |
| Player | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| Kickoffs | Integer | Number of kickoffs for the player |
| Yards | Integer | Sum of yards on the kickoffs by the player |
| Touchbacks | Integer | Number of kickoffs that resulted in a touchback |
| Inside20 | Integer | Number of kickoffs that ended inside the opponent's 20 yardline |
| KickoffsOutOfBounds | Integer | Number of kickoffs that went out of bounds |
| KickoffToEndZone | Integer | Number of kickoffs that reached the opponent's end zone. This is only for calculating the length of the kick, the kick doesn't have to end in a touchback. |
| ReturnYards | Integer | Sum of the yards returned by the opponent on the player's kickoffs. |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |

Drive Nodes

Drive nodes are present only after the first play of the game has been entered. There is one node for each drive in the game, including the current drive. Drive nodes are not available in the comma-delimited version of this report.

Example:

```
<Drive Sequence="20" Club="PHI" QuarterStarted="4" StartTime="12:53" YardLineStarted="PHI 35" PlayCount="5"
YardsGained="19" YardsByPenalty="0" YardLineEnded="TB 46" TimeOfPossession="3:34" Inside20="False"
HowStartedDescription="Punt" HowEndedDescription="Punt" PlaySeqStarted="2842" PlaySeqEnded="2987"
EndedWithScore="False" EndTime="09:19" FirstDowns="1" />
```

| Attribute Name | Data Type | Description |
|-----------------------|-----------|--|
| Sequence | Integer | The sort order of this node in relation to other Drive nodes |
| Club | String | Three character club code for the possession team on this drive |
| QuarterStarted | Integer | Quarter the drive began |
| StartTime | String | Time remaining in the quarter this drive began |
| YardLineStarted | String | Yard line the drive started |
| PlayCount | Integer | Number of plays in the drive |
| YardsGained | Integer | Number of yards gained in the drive |
| YardsByPenalty | Integer | Number of yards gained by penalty |
| YardLineEnded | String | Yard line the drive ended |
| TimeOfPossession | String | Length of time the club had possession of the ball |
| Inside20 | Boolean | True if the drive crossed the opponent's 20 yard line, otherwise False |
| HowStartedDescription | String | Can be one of the following values: Touchdown Safety Field Goal |

| | | |
|---------------------|---------|--|
| | | Missed FG Blocked FG Blocked FG, Downs Blocked FG, Safety Punt Blocked Punt Blocked Punt, Downs Blocked Punt, Safety Downs Interception Fumble Fumble, Safety Muffed FG Muffed Punt Muffed Kickoff Kickoff Own Kickoff Onside Kick Kickoff, No Play End of Half End of Game UNKNOWN |
| HowEndedDescription | String | How the drive ended. Possible values for this attribute are the same as the HowStartedDescription. |
| PlaySeqStarted | Float | Play sequence number of the play that started this drive |
| PlaySeqEnded | Float | Play sequence number of the play that ended this drive |
| EndedWithScore | Boolean | True if the possession team scored on the drive, otherwise false |
| EndTime | String | Time remaining on the game clock when the drive ended |
| FirstDowns | Integer | Number of first downs earned on the drive |

GameWeather Node

The GameWeather node is only present when the game setup play in GSIS is modified. It provides summary information of the weather conditions at the start of the game. The weather node is not available in the comma-delimited version of this report.

Example:

`<GameWeather Weather="Temp: 82° F, Humidity: 55%, Wind: SW 10 mph"/>`

| Attribute Name | Data Type | Description |
|----------------|-----------|---|
| Weather | String | Weather conditions at the start of the game |

GameAttributes Node

The GameAttributes node is only present when the game setup play in GSIS is modified. It provides detailed information about the venue and the officials. The GameAttributes node is not available in the comma-delimited version of this report.

Example:

```
<GameAttributes HomeHeadCoach="Marvin Lewis" VisitorHeadCoach="Bill Belichick" Stadium="Paul Brown Stadium" Attendance="66,113" Referee="Boger, Jerome (23)" Umpire="DeFelice, Garth (53)" HeadLinesman="Bergman, Jerry (91)" LineJudge="Bergman, Jeff (32)" FieldJudge="Steenon, Scott (88)" SideJudge="Larrew, Joe (73)" BackJudge="Waggoner, Bob (25)" ReplayOfficial="Dick Creed"/>
```

| Attribute Name | Data Type | Description |
|------------------|-----------|--|
| HomeHeadCoach | String | Name of the home team's head coach |
| VisitorHeadCoach | String | Name of the visiting team's head coach |
| Stadium | String | Name of the stadium |
| Attendance | String | Listed attendance |
| Referee | String | Name of the referee |
| Umpire | String | Name of the umpire |
| HeadLinesman | String | Name of the head linesman |
| LineJudge | String | Name of the line judge |
| FieldJudge | String | Name of the field judge |
| SideJudge | String | Name of the SideJudge |
| BackJudge | String | Name of the back judge |
| ReplayOfficial | String | Name of the replay official |

CoinToss Node

The CoinToss node is only present when either the game setup play in GSIS is modified or the end of half play is modified. It provides summary information of the weather conditions at the start of the game. The cointoss node is not available in the comma-delimited version of this report.

Example:

```
<CoinToss ClubWonCoinToss="NE" WinningChoice="Receive" LosingChoice="South" BeforeQuarter="1"/>
```

| Attribute Name | Data Type | Description |
|-----------------|-----------|---|
| ClubWonCoinToss | String | Club code that won the toss, or for halftime, is making the first selection |
| WinningChoice | String | Choice of the first selection |
| LosingChoice | String | Choice of the second selection |
| BeforeQuarter | Integer | Quarter before the kickoff the coin toss node affects |

GameInformation Node

The GameInformation node is only present in the .STATXMLALL version of this report. It provides some basic scheduling information about the game for applications that don't have the NFL schedule preloaded.

Example:

```
<GameInformation Season="1999" SeasonType="Reg"/>
```

| Attribute Name | Data Type | Description |
|----------------|-----------|--|
| Season | Integer | NFL season the game took place |
| SeasonType | String | Season type the game took place. Can be either Pre, Reg, or Post, for preseason, regular season, post season respectively. |

Play Node

Every XML file contains a Play node containing information about the play that was most recently added or updated in GSIS. Unlike the other nodes in the STATXML file, information in this node is not cumulative. The .STATXMLALL file contains one play node for each play in the game.

Example:

```
<Play PlayID="3545" PlayDeleted="0" PlaySeq="3545" Down="1" YardsToGo="10" YardLine="TB 18"
ClockTime="01:59" EndClockTime="" PossessionTeam="TB" IsScoringPlay="False" EndQuarterPlay="0"
PlayDescription="(1:59) (Shotgun) B.Johnson to TB 9 for -9 yards. FUMBLES, and recovers at TB 9.
B.Johnson to TB 22 for 13 yards. B.Johnson pass to W.Dunn to TB 22 for no gain (T.Hauck)."
PlayDescriptionWithJerseyNumbers="(1:59) (Shotgun) 14-B.Johnson to TB 9 for -9 yards. FUMBLES, and
recovers at TB 9. 14-B.Johnson to TB 22 for 13 yards. 14-B.Johnson pass to 28-W.Dunn to TB 22 for no gain
(45-T.Hauck)." DrivePlayCount="5" DriveNetYards="31" DriveTimeOfPossession="2:08" PrePlayByPlay="TB 1-10
TB 18" IsGoalToGo="False" PlayType="2" NextPlayType="2" NextPlaysGoalToGo="0" Quarter="4"
TimeOfDay="19:34:26" SpecialTeamsPlay="0" STPlayType="0"/>
```

| Attribute Name | Data Type | Description |
|----------------------------------|--------------|---|
| PlayID | Long integer | Unique value identifying this play within GSIS. Future updates to this play will have the same PlayID value. Once assigned, this value never changes for a particular play. PlayIDs are unique only to a specific game. |
| PlayDeleted | Boolean | 0 if the play was not deleted, otherwise -1. If the play was deleted in GSIS, all information relating to this play should be deleted. |
| PlaySeq | Float | Sort order of this play. Plays can be ordered by the PlaySeq value in ascending order. This value can change if the user reorders the plays within GSIS. |
| Down | Integer | Down at the start of the play |
| YardsToGo | Integer | Number of yards needed for a first down |
| YardLine | String | Starting yard line of the play |
| ClockTime | String | Time remaining at the start of the play |
| EndClockTime | String | Time remaining in the quarter at the end of the play |
| PossessionTeam | String | Three character club code of the possession team at the start of the play |
| IsScoringPlay | Boolean | True if the play was a scoring play, otherwise False |
| EndQuarterPlay | Boolean | 1 if the play was an End Quarter or End Game play, otherwise 0 |
| PlayDescription | String | The play description for the play |
| PlayDescriptionWithJerseyNumbers | String | The play description for the play, with each player's jersey number prefixed to his name. |
| DrivePlayCount | Integer | The number of plays in the drive that includes this play |
| DriveNetYards | Integer | The number of yards gained in the drive that includes this play |
| DriveTimeOfPossession | String | Length of time the team had possession in the drive that includes this play |
| PrePlayByPlay | String | Contains the down, distance and yardline at the start of the play in text format |
| IsGoalToGo | Boolean | True if at the start of the play the possession team had Goal to Go, otherwise False |
| PlayType | Integer | GSIS play type, can be one of the following values: NULL = 0 Game = 1 |

| | | |
|---------------------|---------|--|
| | | PlayFromScrimmage = 2 Timeout = 4 FairCatchKick = 16 Try = 26 FreeKick = 32 EndQuarter = 42 Comment = 60 EndGame = 66 |
| NextPlayType | Integer | Default play type of the next play, can be one of the values allowed for PlayType |
| NextPlayIsGoalToGo | Boolean | 0 if the next play is not in a GoalToGo situation, else -1 |
| Quarter | Integer | Quarter number this play started in |
| PRComment | String | Comment about the play from the club's PR staff, usually about individual or team records set on a particular play |
| TimeOfDay | String | Clock time of day at the stadium when the play started. This is the calendar clock time, not the game clock time. |
| SpecialTeamsPlay | Boolean | -1 if GSIS considers this a Special Teams play, 0 if GSIS does not consider this a Special Teams play. |
| STPlayType | Integer | 0 if GSIS does not consider this a Special Teams play, otherwise: Punt = 3, Field Goal = 4, Kickoff = 5, XPKick = 6 |
| PlayClock | Integer | Time remaining on the play clock when the ball was snapped. Play clock times of 0 aren't recorded. |
| DriveSequenceNumber | Integer | The sequence number of the drive the play is a part of. This attribute may not exist for some plays (such as the game setup play). This is the same number as the sequence attribute of the Drive node. This number is guaranteed to be valid only at the time the file was created. Drives inserted at a subsequent date above the play will shift the play's DriveSequenceNumber. You should reset each play's DriveSequenceNumber with the values found in the statxmlall file. |

Play Stat Node

Plays that have statistics awarded will have one XML PlayStat node for each statistic awarded.

Examples:

```
<PlayStat PlayID="1456" ClubCode="CHI" UniformNumber="" Yards="" StatID="6"/>
<PlayStat PlayID="3545" ClubCode="TB" PlayerName="W.Dunn" PlayerID="00-0004640" UniformNumber="28"
Yards="0" StatID="21" />
```

| Attribute Name | Data Type | Description |
|----------------|--------------|---|
| PlayID | Long integer | PlayID of the play this play statistic is associated with |
| ClubCode | String | Three character club code of the team this statistic is for |
| PlayerName | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. If the statistic is a team statistic, this attribute will not exist. |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only |

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| | | exists when the node is for a player. |
| UniformNumber | String | Jersey number of the player the statistic is for, or null if the statistic is a team statistic |
| Yards | Float | If the statistic has a yards component, the number of yards associated with the statistic |
| StatID | Integer | GSIS Statistic ID for the statistic |

Play Stat Nullified Node

Plays either partially or fully modified by a penalty will have PlayStatNullified nodes for the stats that would have been awarded if the play did not have a penalty. There will be one XML PlayStatNullified node for each such statistic. A play can have both PlayStat and PlayStatNullified nodes.

Examples:

```
<PlayStatNullified PlayID="463" ClubCode="TB" PlayerName="M.Pittman" PlayerID="00-0013013"
UniformNumber="32" Yards="3" StatID="10" />
```

| Attribute Name | Data Type | Description |
|----------------|--------------|---|
| PlayID | Long integer | PlayID of the play this play statistic is associated with |
| ClubCode | String | Three character club code of the team this statistic is for |
| PlayerName | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. If the statistic is a team statistic, this attribute will not exist. |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique only for a particular team/game combination, and only exists when the node is for a player. |
| UniformNumber | String | Jersey number of the player the statistic is for, or null if the statistic is a team statistic |
| Yards | Float | If the statistic has a yards component, the number of yards associated with the statistic |
| StatID | Integer | GSIS Statistic ID for the statistic |

Injury Node

Plays where players were injured will have one XML Injury node for each player injury recorded in the play by play.

Examples:

```
<Injury PlayID="1519" ClubCode="MIN" UniformNumber="21" PlayerName="M.Williams" PlayerID="00-0017892"
ReturnStatus="" />
<Injury PlayID="1519" ClubCode="MIN" UniformNumber="73" PlayerName="B.Crawford" PlayerID="00-0020440"
ReturnStatus="Doubtful" />
```

| Attribute Name | Data Type | Description |
|----------------|--------------|--|
| PlayID | Long integer | PlayID of the play this injury is associated with |
| ClubCode | String | Three character club code of the injured player's team |
| UniformNumber | String | Jersey number of the injured player |
| PlayerName | String | Short name of the player the node is for. This is usually the first character of the player's first name, followed by his last name. |
| PlayerID | String | GSIS player ID. This number is guaranteed to be unique |

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| | | only for a particular team/game combination |
| ReturnStatus | String | Optional. Can be one of the following values: Probable Questionable Doubtful Out |

Spotlight Node

The spotlight node are intended for stadium display boards that don't maintain full game state information and want current information for players whose stats have changed on the latest play. It's not comprehensive, players receiving lateral yardage aren't included for example. The nodes are ordered, passer/rusher/punter will be listed first, followed by receivers/returners, followed by defenders. Statxml file only. Not included in the StatXMLAll file.

If a player throws a pass or is sacked on the play a VPLAYER_PASS or HPLAYER_PASS child node will be created.

If a player has a rushing attempt on the play a VPLAYER_RUSH or HPLAYER_RUSH child node will be created.

If a player is the target of a pass on the play a VPLAYER_RECV or HPLAYER_RECV child node will be created.

If a player punts the ball on the play a VPLAYER_PUNT or HPLAYER_PUNT child node will be created.

If a player returns a punt on the play a VPLAYER_PUNTRET or HPLAYER_PUNTRET child node will be created.

If a player kicks off a VPLAYER_KICKOFF or HPLAYER_KICKOFF child node will be created.

If a player returns a kickoff on the play a VPLAYER_KICKRET or HPLAYER_KICKRET child node will be created.

If a player gets credit for a tackle, assist, blocked kick, or pass defense a VPLAYER_DEFENSE or HPLAYER_DEFENSE child node will be created.

Each player node is a child of the top level Spotlight node:

```
<Spotlight>
  <VPLAYER_RUSH JerseyNumber="26" Player="M.Crawford-Harris" Attempts="4"
    Yards="28" Average="7" Long="18" Touchdowns="0" LongestTouchdownRush="0"
    PlayerID="61519" />
  <HPLAYER_DEFENSE JerseyNumber="37" Player="R.Mullins" Tackles="3" Assists="5"
    Combined="8" Sacks="0" SackYards="0" Interceptions="0" PassDefences="0"
    ForcedFumbles="0" FumbleRecoveries="0" SpecialTeamsTackles="0"
    SpecialTeamsAssists="0" SpecialTeamsForcedFumbles="0"
    SpecialTeamsFumbleRecoveries="0" MiscellaneousTackles="0" MiscellaneousAssists="0"
    MiscellaneousForcedFumbles="0" MiscellaneousFumbleRecoveries="0" QuarterbackHits="0"
    TacklesForALoss="1" Safeties="0" TacklesForALossYards="4" PlayerID="63826" />
</Spotlight>
```

Safety Nodes

Team totals for number of safeties scored. Not included in the CSV file.

```
<SAFETIES HomeSafetiesTotal="1" VisitorSafetiesTotal="0" HomeSafetiesTeam="1"
VisitorSafetiesTeam="0" HomeSafetiesPlayer="0" VisitorSafetiesPlayer="0"/>
```

| Attribute Name | Data Type | Description |
|-----------------------|--------------|--|
| HomeSafetiesTotal | Long integer | Total number of safeties scored by the home team |
| VisitorSafetiesTotal | Long integer | Total number of safeties scored by the visitor team |
| HomeSafetiesTeam | Long integer | Total number of safeties scored by the home team not credited to a defensive player |
| VisitorSafetiesTeam | Long integer | Total number of safeties scored by the visitor team not credited to a defensive player |
| HomeSafetiesPlayer | Long integer | Total number of safeties scored by the home team credited to a defensive player |
| VisitorSafetiesPlayer | Long integer | Total number of safeties scored by the visitor team credited to a defensive player |

DOCUMENT CHANGE HISTORY

| Version | Date | Description |
|---------|-----------|--|
| 1.0 | 2000 | Document Created |
| 1.1 | 4/10/2002 | <ol style="list-style-type: none"> 1) Added documentation for the .STATXMLALL cumulative play file. Instead of containing play information for the most recently completed play, this file will always contain a complete list of all plays and play stats. 2) Attendance added as an attribute of the Header node. 3) Changed how the AvgFieldGoalLength attribute was calculated for the Field Goal Player Nodes VPLAYER_FG and HPLAYER_FG. 4) Added PRComment as an attribute of the Play node. |
| 1.2 | 5/21/2002 | <ol style="list-style-type: none"> 1) Added PlayReview and PlayReviewPlayID attributes of the Header node. 2) Added TimeOfDay to the Play node. |
| 1.2 | 7/15/2002 | <ol style="list-style-type: none"> 1) Added documentation for two attributes in the Punts node that were inadvertently left out. |
| 1.3 | 4/3/2003 | <ol style="list-style-type: none"> 1) The TotalTDs attribute of the Visitor Team Statistics node was renamed to TotalTouchdowns, to make it consistent with the Home Team Statistics node. 2) TDsFromReturns attribute of the Team Statistics nodes now includes touchdowns resulting from fumble returns. 3) Gamekey, FileNumber, Phase, PlayReview, and PlayReviewPlayID attributes of the CumeStatHeader node shifted in position 4) HomeClubCode and VisitorClubCode attributes added to the CumeStatHeader node 5) Pre and Post Season week numbers will now be the actual week numbers, not an offset, in the Week attribute of the CumeStatHeader node 6) The Fumbles attribute of the team statistics node was shifted in position. 7) The VisitorFGBlocked attribute of the FieldGoals node was shifted in position. 8) The VisitorPuntTouchbacks, HomePuntReturnYards, HomePuntTouchbacks, and VisitorPuntReturnYards attributes of the Punts node were shifted in position. |

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| | | <p>9) The LongestMadeFieldGoal attribute of the field goal player node was shifted in position.</p> <p>10) The Touchdowns attribute of the punt return player node was shifted in position</p> |
| 1.3 | 7/22/2003 | 1) Added PlayDescriptionWithJerseyNumbers attribute to the Play node. |
| 1.4 | 4/12/2004 | <p>1) Added VisitingTeamTimeoutsRemaining and HomeTeamTimeoutsRemaining attributes to the Timeout node.</p> <p>2) Added the Miscellaneous Returns node.</p> <p>3) Added the SpecialTeamsPlay attribute to the Play node.</p> |
| 1.5 | 4/21/2005 | <p>1) Added StartTimeOfDay and GMTOffset attributes to the Header node. These attributes are in all three versions of the file.</p> <p>2) Added the GameInformation node.</p> <p>3) Added the Injury node.</p> <p>4) Added the STPlayType attribute to the Play node.</p> |
| 1.6 | 4/25/2006 | <p>1) Added the QuarterbackHits attribute to the HPLAYER_DEFENSE and VPLAYER_DEFENSE nodes.</p> <p>2) Added the VPLAYER_KICKOFF and HPLAYER_KICKOFF nodes.</p> |
| 1.7 | 4/6/2007 | 1) Added the ScoreType, ScoringPlayID, and PATPlayID attributes to the ScoringSummary XML node. |
| 1.8 | 4/17/2008 | <p>1. Added the Season and SeasonType attributes to the CumeStatHeader node.</p> <p>2. Added the BlockedFGTD, BlockedPuntTD, and FGReturnTD attributes to the VPLAYER_MISCRETURN and HPLAYER_MISCRETURN nodes. Clarified the description of the Touchdowns attribute in the VPLAYER_MISCRETURN and HPLAYER_MISCRETURN nodes.</p> <p>3. Added the TacklesForALoss attribute to the VPLAYER_DEFENSE and HPLAYER_DEFENSE nodes.</p> |
| 1.9 | 5/5/2009 | <p>1. Added FumblesLost to the VPLAYER_FUMBLE and HPLAYER_FUMBLE records.</p> <p>2. Added PassTarget to the VPLAYER_RECV and HPLAYER_RECV records.</p> <p>3. Added the PlayStatNullified record.</p> |
| 1.9 | 5/6/2010 | <p>1. Added ScoringClubCode attribute to the ScoringSummary node.</p> <p>2. Added the RecoveredInEndZoneForTD attribute to the VPLAYER_FUMBLE, HPLAYER_FUMBLE, VPLAYER_MISCRETURN and HPLAYER_MISCRETURN nodes</p> <p>3. Added YardsAfterCatch to the VPLAYER_RECV and HPLAYER_RECV records.</p> |
| 1.10 | 4/20/2012 | <p>1. Added PlayClock to the Play node.</p> <p>2. Changed data type of the TacklesForALoss attribute of the HPLAYER_DEFENSE and VPLAYER_DEFENSE nodes from an Integer to a Float.</p> |
| 1.11 | 4/29/2013 | <p>1. Added Spotlight player documentation</p> <p>2. Added SAFETIES node</p> <p>3. Added Safeties attribute to the HPLAYER_DEFENSE and VPLAYER_DEFENSE nodes.</p> |
| | 5/8/2013 | 4. Added TacklesForALossYards attribute to the HPLAYER_DEFENSE and VPLAYER_DEFENSE nodes |
| | 6/5/2013 | 5. Renamed all the spotlight player nodes to original name of node. The |

| | | |
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| | | nodes are created as children of new Spotlight node. |
| 1.12 | 3/19/2014 | <ol style="list-style-type: none"> 1. Added DriveSequenceNumber to Play node. 2. Added Suspended as a valid Phase to the header node. |
| 1.14 | 6/8/2015 | <ol style="list-style-type: none"> 1. Added VPLAYER_2PTDEFENSE and HPLAYER_2PTDEFENSE nodes. 2. Added DefensiveTwoPointConversions, OnePointSafeties, and TwoPointSuccessesReturns attributes to the HomeTeamStats and VisitorTeamStats nodes 3. Added the GameAttributes node. 4. Added the CoinToss node. |