

GSIS

Roster ASCII File Layout

2002-2003 Season

Current File Version: 3.0
As of: April 9, 2002

The roster report lists player rosters for both teams for a particular game. The file name of the roster report includes the three character code for the home team, and the file is placed into a directory named after the date of the game. The file is backwardly compatible with the SuperStat roster report. The report will be produced by GSIS after the game has been closed by the data entry operators, and when the game is closed after post game changes.

The roster report is a fixed-length ASCII record. The last line of the roster file includes 106 end of file characters, which should be ignored by programs reading this file.

Roster file fields:

Field Name	Field Type	Description
Season	4 characters, numeric	Season the game took place
Game type	1 character, text	Type of game played, as a code: T for postseason games, R for regular season games, P for preseason games
Week number	2 characters, numeric	Season week number the game was played
Club Name	6 characters, text	Club player played for
Uniform Number	3 characters, text	Uniform number player wore
Short Name	18 characters, text	First initial followed by last name of player. Middle initial may exist to prevent duplicates.
Position	5 characters, text	Position(s) player played during game
Code	1 character, text	Player status for game: P: player was a substitution, X: Active, but did not play, I: Injured, did not play, N: Not active, R: Injured reserve, S: Started
PCMS ID	10 characters, numeric	PCMS ID of player. Field not exported to business partners (for internal NFL use only).

Changes in Version 3.0:

- 1) Changed uniform number from a 2-character string to a 3- character string. This field will be left aligned. If the uniform number is a 1 digit number (i.e., "7"), there will be a leading "0" before the number followed by a trailing <SPACE>.