

# PFF PLAY DATA FIELDS

The world's most comprehensive football database!

## ALL FBS AND NFL GAMES

- 175+ play-level fields
- 100+ player-level fields
- Integrate with your video system
- Generate powerful tendency reports
- Give your team up to a full day head start on weekly game prep

## GENERATIONAL & SITUATIONAL

- spot of ball – hash
- play type
- drive number for offense
- play number in current drive
- event at start of drive
- drive result
- field position
- field position at end of play
- field position at drive start and end
- injury on play
- previous play ID
- score differential
- down
- distance
- quarter
- clock
- two minute drill

## OFFENSE

- personnel pkg. basic
- personnel pkg. detail
- personnel “oddities”
- skill player groupings
- player substitutions
- jersey numbers for players on field
- detailed player position codes
- players on LOS
- backfield alignment
- TE alignment
- WR alignment
- detailed offensive formation
- unbalanced lines
- run/pass
- shotgun/pistol/under center
- trick plays
- trick looks
- draws and screens
- option plays
- play action
- QB drop depth
- straight drops vs. roll-outs
- run concept
- intended POA
- actual POA
- number of players in pass pro

## DEFENSE

- personnel packages
- player substitutions
- jersey numbers for players on field
- detailed position codes by player
- basic defensive fronts
- number of down linemen
- players in box
- pass rush players
- players in coverage
- pass blitzes/dogs
- pass stunts
- d-line drops

## SPECIAL TEAMS

- special teams play type
- kicker/punter
- returner
- trick
- trick look
- hang time
- snap time
- get-off time
- kick-off type – deep, squib, onside, etc.
- punt type – rugby or standard
- distance of kick-off/punt/FG
- coordinates for kick/punt impact point
- result of kick/punt
- kicks through the EZ
- result at punt landing point
- resulting field position
- FG/EP result detail
- tackles
- missed tackles
- muffs, fumbles, forced fumbles and recoveries
- player grades
- return yards

## PLAY RESULT – GENERAL

- offense success
- defense success
- offense player grades
- defense player grades
- gross yards gained or lost
- net yards gained or lost
- tackles (PFF determined)
- assists (PFF determined)
- missed tackles and MTs forced
- defensive stops
- penalties – type, yards, player, player caused, and declined
- plays nullified by penalty
- fumbles
- player forcing fumble
- player recovering fumble
- touchdowns

## PASS PLAY RESULTS

- passer
- players running routes
- players in coverage
- press vs. off coverage
- time to attempt
- time in pocket
- pump fake
- vertical and horizontal coordinates of target location
- targeted receiver and where he lined up
- route-type targeted
- catchable pass attempts
- dropped passes
- reason for incompleteness
- yds. in air and yds. after catch
- 1st and 2nd defenders targeted in coverage
- pass breakups
- INTs and dropped INTs

## PASS RUSH RESULTS

- players rushing passer
- players in pass pro
- result of pass rush: hurries, hits or sacks
- time to pressure
- defeated pass blocks
- QB scramble w/direction
- QB moved off of spot
- QB reset
- defender earning pressure
- off players charged with pressure
- unblocked press detail: side, gap and reason
- clean-up and pursuit pressures
- pass rush moves on pressures: inside, outside or bullrush

## RUN PLAY RESULTS

- run concept
- intended and actual POA
- reason for changed POA
- defender making first contact
- defender disrupting POA
- defeated or successful run-blocks – type, direction, detail
- ball-carrier actions – good cuts, good bursts, stiff arms, second effort
- defender actions – TFLs, TFNGs, TFSGs, over-pursuit, poor angle, loss of contain

## AVAILABLE FOR NFL ONLY

- NFL GSIS game, player and play codes
- no huddle
- bunch/stack formations
- receiver splits
- motion and shifts with start and end points
- defender depths to LOS
- RB depths to LOS
- def techniques for box players
- middle of field - open/closed
- coverage schemes
- route detail and depth - all routes run
- double moves, chip routes and check routes
- route combinations
- pass block direction for centers and RBs
- comprehensive ST PP and grading
- vise and gunner detail
- double teams on KO returns
- intended kick return direction
- formation groupings for KO, KO return, FG block and punt return teams