StatTrak for Football Statistics Quick Reference

Passing

Att Attempts FD Passing First Downs Cm Completions Sk Sacks Yds Total Passing Yards F **Fumbles** TD Passing Touchdowns FL **Fumbles Lost** Interceptions Int Pen Penalties Lg Longest Pass Xpt Passing Extra Points Bia Big Plays (your decision)

P1, P2, P3, P4, P5 User Named Categories (renamable)

= number of games appeared in G Games Pct Completion Percent = Cm / AttYards per Completion = Yds / Cm Avg Pts Total Points by Passing $= (TD \times 6) + (Xpt \times 2)$ NFL Quarterback Rating = step 1: ((Cm / Att) - .3) / .2 Rtg = step 2: ((Yds / Att) - 3) / 4 = step 3: (TD / Att) / .05 = step 4: (.095 - (Int / Att)) / .04 = step 5: (sum steps 1 to 4) x 100 / 6 = note: steps 1 to 4 can not be < 0 or > 2.375

Receiving

Receptions Rec Big Big Receptions (your decision) Tgt Target (times thrown to) FD Receiving First Downs Yds Total Receiving Yards F **Fumbles** YAC FL **Fumbles Lost** Yards After Catch Receiving Touchdowns Penalties TD Pen Longest Reception Xpt Receiving Extra Points Lg

C1, C2, C3, C4, C5 User Named Categories (renamable)

 $\begin{array}{lll} \textbf{G} & \text{Games} & = \text{number of games appeared in} \\ \textbf{Y@C} & \text{Yards at Catch} & = \text{Yds - YAC} \\ \textbf{Avg} & \text{Yards per Reception} & = \text{Yds / Rec} \\ \textbf{Pts} & \text{Total Receiving Points} & = (\text{TD x 6}) + (\text{Xpt x 2}) \\ \textbf{FD\%} & \text{First Down Percent} & = \text{FD / Rec} \\ \end{array}$

Rushing

Rsh Rushes FD Rushing First Downs Total Rushing Yards Yds F Fumbles YdL Yards Lost FL **Fumbles Lost** TD Rushing Touchdowns Pen Penalties Lg Longest Run Xpt Rushing Extra Points

R1, R2, R3, R4, R5 User Named Categories (renamable)

G Games = number of games appeared in Avg Yards per Carry = Yds / Rsh

Pts Total Rushing Points = $(TD \times 6) + (Xpt \times 2)$

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Defensive

Sol Solo Tackles F Fumbles Recovered
Ast Tackle Assists FC Fumbles Caused

Int Interceptions Sk Sacks

Blk Blocked Passes TD Defensive Touchdowns

Hur Hurried Passes Pen Penalties

D1, D2, D3, D4, D5 User Named Categories (renamable)

G Games = number of games appeared in

Tkl Tackles = Sol + Ast

Kicking

XB Extra Points Blocked

XPt Extra Points Attempted/Made and Percentage

PntPuntsPFCPunts Fair CaughtPBPunts BlockedPTBPunt TouchbacksP20Punts Inside 20PLgLongest PuntFGAll Field Goals Attempted/Made and Percentage

F20 Up to 20 Yard Field Goals Attempted/Made and Percentage 21 to 30 Yard Field Goals Attempted/Made and Percentage

F40 31 to 40 Yard Field Goals Attempted/Made and Percentage
 40+ Yard Field Goals Attempted/Made and Percentage
 FGB Field Goals Blocked FLg Longest Field Goal

K1, K2, K3, K4, K5 User Named Categories (renamable)

G Games = number of games appeared in

PAv Punt Average = Total Punt Yards / Pnt

Return

PRt Punt Returns KRt Kickoff Returns

PFC Punt Returns Fair Caught KFC Kickoff Returns Fair Caught PF Punt Returns Fumbled KF Kickoff Returns Fumbled Punt Returns for TDs **KTD** Kickoff Returns for TDs PTD Longest Punt Return Longest Kickoff Return PLg KLg PYd Punt Return Yards KYd Kickoff Return Yards

T1, T2, T3, T4, T5 User Named Categories (renamable)

G Games = number of games appeared in

PAv Punt Return Average = PYd / PRt KAv Kickoff Return Average = KYd / KRt

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