

The SDQL Manual for the NFL

Updated for 2010

*“Study the past, if you would divine the future.”
~ Confucius*

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Using This Manual

This document describes how to use the Sports Data Query Language (SDQL) to perform serious research on the stats and records from past NFL games over the internet. Querying the database is a three-step process.

1. Using a computer go to a website with the SDQL text box.
2. Enter the text of the situation you want to investigate.
3. Click on the query button and wait a couple of seconds.

That's it.

There are no "rules" for using this manual. Some may start from the beginning and methodically go through the entire book line by line. Others may skip around frequently. Either way is fine. Do whatever suits you best.

We do, however, recommend actually performing the sample queries while on line.

It is also useful to regularly read the sports blogs that discuss the SDQL. You can often find very interesting queries posted at these sites and you can find questions and answers others have posted about the use of SDQL. If you have questions about how to perform a query, and would like to get a response from an expert, post it at the official group at:

<http://groups.google.com/group/SportsDataBase>

This site is frequently visited by SDQL masters as well as the authors of the SDQL language.

Users of the SDQL will be able to isolate billions upon billions of interesting situations using simply query text language. It will take a small time investment to learn the simple syntax of the query language, but the result will be the best access to NFL results available.

To investigate how a team performs in a particular situation, all that you have to do is to enter the query text for the situation into the text query box. It's very similar to performing a search on Google. For example, to find out how the Cardinals performed at home in 2009, simply type the following into the SDQL text box, and they click the QUERY button.

1.

While the SDQL is very powerful and can perform advanced queries, it is very useful when investigating simple situations as well.

Using this book to learn the SDQL should be an enjoyable exercise. If anything is boring, not useful, or seems too complicated, just skip it. If you desire, you can always come back to it later.

Finally, don't miss all the great stuff in the appendicies. There are sample NFL trends and systems from professional handicappers who are certified SDQL experts and there is a quiz where you can test your SDQL skills -- answers are included!

An Overview of the Structure of SDQL

In sports, there are two combatants. To distinguish between them, SDQL identifies one of these as the team and the other as the opponent. This allows access to results based on both the performance of the team and the performance of their opponent. With this differentiation you can investigate, for example, how a team performs when they score at least 24 points and how the team performs when their opponent scores at least 24 points.

So, we now have access to both the team and their opponent’s performance parameters. Next, we have to be able to reference a particular game. For example. It is one thing to investigate how an NFL team performs when they score at least 24 points, but it is also interesting to see how they perform the game after scoring at least 24 points.

An SDQL query consists of any number of query phrases strung together using the word ‘and.’ A query phrase usually consists of a game reference and a parameter that are separated by a colon. When there is no game reference, as in the query below, the parameter automatically refers to the team and the game in question.

For example, to see how the Cowboys perform in games in which they scored at least 24 points, use:

1. [query](#)

Since there is no game reference on the parameter ‘points’ it refers to number of points the team scored in this game. When you perform this query, you will see in the game list that the Cowboys scored at least 24 points in all the games. Feel free to “tweak” the SDQL text. For example, to see all the game sin which the Cowboys scored at least 40 points, just change the 24 to 40 and click the query button again.

To see how the Cowboys perform in games in which their opponent scored at least 24 points, use:

2. [query](#)

The prefix o: on the points’ parameter refers it to the team’s opponent.

To see how the Cowboys perform in games AFTER they scored at least 24 points, use:

3. [query](#)

Each one of the above queries has two SDQL phrases. The first defines the team and the second gives a condition. There is no limit to the number of SDQL phrases that can be strung together with the word “and.” That’s it. This is the basic structure of the SDQL. This structure will allow the thorough interrogation and investigation of historical sports data.

Understanding this simple structure is the key to understanding the SDQL. Once you have a grasp of this structure, you will be able to perform your own investigations.

Learning the SDQL by Example

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1.1 The TEAM

We'll start off by giving numerous examples of the queries that can be performed over the internet using the SDQL. The SDQL text in the box below simply asks the computer for the Saints' 2009 results.

1. [query](#)

The computer will return a summary of all the results, as well as a listing of all the games. We can also get the Saints' results at home in 2009 as follows.

2. [query](#)

or on the road.

3. [query](#)

or all the games in which they scored at least 30 points.

4. [query](#)

The symbol >= just means greater than or equal to.

**Perform Your NFL queries at
KillerSports.com/nfl/query**



The only SDQL site with "save trend" capability
The only SDQL site with enhanced query output

What about all the games in which the Saints scored 17 or fewer points and won the game?

The SDQL is:

5. [query](#)

To get a listing of all the games in which the Saints scored at least 14 points in the first quarter, the following SDQL text is used:

6. [query](#)

P1 is the number of points the team scored in the first quarter, similarly, P2 is the number of points the team scored in the second quarter, P3 is the number of points the team scored in the third quarter and P4 is the number of points scored in the fourth quarter.

We can also investigate how they have performed when they don't commit a turnover.

7. [query](#)

The abbreviation TO, as you might have guessed, stands for turnovers.

Similarly, we can look up the Saints' results for games in which they committed at least three turnovers as follows:

8. [query](#)

Or, isolate all the Saints' games when they are off a game in which they committed at least ten penalties.

9. [query](#)

What about when they threw at least two interceptions and lost at least two fumbles? The SDQL text is:

10. [query](#)

Learning the SDQL by Example, continued

4

What about the games in which they passed for at least 250 yards and threw no interceptions? The SDQL is:

11. (query)

INT, as I'm sure you guessed, stands for interceptions and PY is the shortcut for passing yards. Note that, like fumbles, interceptions is an offensive stat.

Recall that there is no limit to the number of parameters that can be linked together using the word "and." For example, to see how the Dolphins have performed when they are off a game in which they had at least 20 first downs, a third down conversion percentage of at least 50% and committed fewer than five penalties, the SDQL text is:

12. (query)

A complete listing of all the SDQL parameters for the NFL can be found in the appendix of this manual and at the bottom of the SDQL query pages on the internet.

Let's continue with the examples. To see all the games in which the Browns failed to get in the end zone on at least three trips inside their opponent's twenty yard line, use:

13. (query)

The shortcut RZF stands for red zone failures.

With the SDQL, it is simple to locate games in which unusual things happened. For example, the following query will list all the games in which a team won despite committing at least five turnovers.

14. (query)

Also, you can find all the games in which a team had a double-digit lead at the end of the third quarter and lost with:

15. (query)

M3, of course, stands for margin after the third quarter.

How about all the times a team won with fewer than 100 passing yards? The query is uncomplicated:

16.

What about all the games in which a team fumbled at least four times and lost none of them? The SDQL text is:

17.

FUM stands for fumbles and FUML stands for fumbles lost.

To see all the games in which a team punted the ball at least ten times, use:

18.

What about all the games in which a team failed to convert a third down?

19.

The shortcut 3DP stands for third down percentage. As mentioned previously, the possibilities are only limited by your imagination.

Now let's query on the opponent's stats and results.

1.2 THE o PREFIX

In all of the examples given in the previous section, the parameters point to the team. That is, the number of times the team punted the ball away, the number of penalties the team had, the number of points the team scored. However, often it is useful to point the parameter to the team's opponent. This is done by using the o prefix, followed by a colon. Perhaps the most useful example of the o:prefix, as far as learning what it means, is to look at how a team has performed vs a particular opponent. For example, to see how the Patriots have done vs the Jets, use:

20.

Note that all the records in the records summary section of the query output file for this query are the records of the Patriots – not the Jets. The reason for this is that the Patriots are the team and the Jets are the opponent. To see the Jets' records against the Patriots use:

21.

Learning the SDQL by Example, continued

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The previous query, of course, gives no new information, but it does illustrate the important difference between the team and the opponent.

To further illustrate this difference, consider the following query, which shows all the games in which the Falcons had at least 24 points scored against them at home:

22. [query](#)

To see the games in which the Falcons allowed at least 250 passing yards on the road, use:

23. [query](#)

To see all the games in which the Falcons shut-out their opponent, use:

24. [query](#)

For comparison, to see all the games in which the Falcons were shut-out, use:

25. [query](#)

For still further comparison, to see all the Falcons' games after they were shut-out, use:

26. [query](#)

To see a listing of all the games in which Lions allowed at least 20 first downs, use:

27. [query](#)

For comparison, to see a listing of all the games in which Lions had at least 20 first downs, use:

28. [query](#)

Continuing, to see a listing of all the games in which both the Lions and their opponent had at least 20 first downs, use:

29. [query](#)

To see a listing of all the games in which the 49ers allowed at least 24 points but won nonetheless, use:

30. [query](#)

To see a listing of all the games in which the Seahawks scored 10 points or less but won nonetheless, the SDQL is:

31. [query](#)

Recall, when a parameter has no prefix, it always points to the team rather than the opponent. In the previous query, the W and the points had no prefix, meaning that they refer to the team. In this case, the Seahawks.

To see a listing of all the games in which the Bills won by a final score of 17-10, use:

32. [query](#)

To allow maximum flexibility and power, the parameters can be compared with each other as well. For example, we can compare the number of total yards the team had to the number of total yards their opponent had. A query that demonstrates this is as follows

33. [query](#)

This will return all the road games in which the Bears had fewer total yards than their opponent but won the game.

Numbers can also be utilized to investigate the degree to which the team was outgained. For example, to see all the games in which the Bears were outgained by at least 100 yards and won, use:

34. [query](#)

The SQDL phrase:

o:TY>=TY+100

means that the opponent's total yards is greater than or equal to the team's total yards plus 100.

CHAPTER 1

Learning the SDQL by Example, continued

8

Multiplication and division can be used as well. To see all the NFL games in which a team had at least double their opponent's yardage but lost, use:

35. [query](#)

As you can see, the possible combinations are only limited by your imagination.

To view the complete listing of games in which a team committed at least eight more penalties than their opponent, use:

36. [query](#)

To view the complete listing of the games in which a team had at least ten more first downs than their opponent and lost at home, use:

37. [query](#)

The parameters being compared don't have to be the same. For example, to view a complete listing of all the games in which the Redskins had more touchdowns than punts, use:

38. [query](#)

The queries can be even a bit ridiculous. To see all the games in which the sum of a team's penalties, turnovers and red zone failures is greater than the number of points they scored, use:

39. [query](#)

It's a pretty meaningless query, but it demonstrates the thoroughness with which the NFL data can be investigated with the SDQL. By the way, three teams won in this situation in 2009.

1.3 THE p PREFIX

Another prefix that is a very useful tool when investigating the performance of NFL teams is p:, which stands for previous. When the p prefix is in front of a parameter, it points to the team's previous game. So, to find out how the Texans perform in their second straight road game, use:

40. [query](#)

To find out how the Broncos perform AFTER a loss as a favorite in which they led by at least a TD after the first quarter:

41. [query](#)

Note that single letter shortcuts such as L, W, F, D, H and A can be combined to save even more typing. That is, p:LF is a further shortcut for (p:F and p:L), which is losing as a favorite in their last game, as shown below.

42. [query](#)

Note that the p: parameter does not cross from season to season. So, a team in their first regular season game has no previous game.

Continuing, to get all the Steelers' results in games AFTER they committed at least ten penalties, punted at least eight times and committed at least three turnovers, use:

43. [query](#)

To allow access to all possible situations of interest, the prefixes can be combined. So, the prefix po: directs the following parameter to the team's previous opponent. For example, to find out the Steelers' results when they are off a loss in which they allowed at least 400 yards of offense, use:

44. [query](#)

To get the results for all the games in which the Steelers committed at least two turnovers in each of their previous three games, the SDQL is:

45. [query](#)

Learning the SDQL by Example, continued

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Recall, when there is no team assigned in a query, the computer returns the results of all the teams combined. So, we can see all the games in which a team committed at least four turnovers in each of their last three games with:

46. [query](#)

With the p prefix, the situation in which a performance parameter is steadily increasing or decreasing can also be queried. For example, to query the situation in which the number of the points the Bengals scored have decreased over each of their two previous games, use:

47. [query](#)

Or, what about when the Colts' number of first downs have increased over each of the past two games?

48. [query](#)

Or, when a team outgained their opponent for three games straight?

49. [query](#)

Steadily increasing or decreasing performance parameters is a virtually untapped area of NFL handicapping. When a team's performance has experienced a continual increase or decrease in performance, we can expect the coaching staff to address the issue during practice.

Moving along, we note that an asterisk can be used as a multiplication sign so we can see, for example, how the Bucs do when they had at least twice as many rushing in their previous game then the game before that using:

50. [query](#)

It is a common error to mix up the prefixes in complicated situations. For example, to see all the games in which a team's opponent scored more than 30 points in their last game, use:

51. [query](#)

The op stands for opponent's previous. To get at the situation in which a team's opponent allowed more than 30 points in their last game, you need:

52. [query](#)

The opo: prefix stands for opponent's previous opponent.

For comparison, the query that gives the situation in which the team's previous opponent scored at least 30 points, use:

53. [query](#)

It can be confusing at times, but it is the simplest way for the SDQL to allow access to all possible situations. If not interested in making these types of queries, simply skip this section. If you are interested in making these types of queries, consider the following situation. The Ravens are off a game Bengals and they are facing the Steelers. The Steelers are off a game vs the Browns. If the Ravens are the team, the opponent is the Steelers, the team's previous opponent is the Bengals and the opponent's previous opponent is the Browns.

1.4 THE P PREFIX

The P: Prefix points the parameter back to the team's previous game vs their current opponent. The P: prefix, unlike the p: prefix will go back to previous seasons.

The P: prefix is primarily used for revenge situations. For example, to see how the Ravens have done when facing a team they lost to the last time they faced them, use:

54. [query](#)

Again the lower case p: prefix points to the team's previous same-season game and the upper case P: prefix points the parameter to the team's previous game vs their current opponent.

To see how the Ravens have done at home when seeking revenge for a loss in which they committed at least two turnovers, use:

55. [query](#)

To see how the Ravens have done at home when seeking revenge for a loss in which they allowed 150+ yards rushing, use:

56. [query](#)

Learning the SDQL by Example, continued

12

To look at the situation in which a team that is at 500 or below on the season and is seeking revenge for a loss to a non-divisional opponent in which they failed on at least three red zone attempts and committed at least two turnovers, use the following SDQL text:

57. **P:RZF>=3 and P:L and P:TO>=2 and NDIV and WP<=50** query

The purpose of these examples is NOT to suggest useful queries that will help when playing fantasy football, handicapping the games for the purpose of betting on them or to provide useful and interesting for sports broadcasters, commentators and bloggers. The purpose is to provide general examples that demonstrate the power, flexibility of the Sports Data Query Language.

1.5 THE n PREFIX

This is the last of the prefixes. It points to the team's next game. It can be used to investigate "look-ahead" and scheduling situations. For example, how do the Jets perform before visiting the Patriots?

58. **team=Jets and no:team=Patriots and n:A** query

The prefix no: stands for next opponent. Note that the Jets' two covers in this situation have come as a big favorite. To eliminate these, add the SDQL phrase: an line>-9 to get a perfect trend -- as follows:

59. **team=Jets and no:team=Patriots and n:A and line>-9** query

The n: prefix is also useful when isolating particular scheduling situations. For example, when a team is at home and their next two games are on the road. The SDQL here is:

60. **H and n:A and nn:A** query

Or, what about the situation when a team is at home vs a non-divisional opponent and they visit a divisional opponent next. The SDQL text for this situation is:

61. **H and DIV and n:NDIV and n:A** query

The shortcut NDIV stands for non-divisional.

The “Search All” Feature

2.1 Search All: Teams

In this section we are going to discuss one of the many powerful features of the SDQL. It allows an exhaustive search of all possible values of a parameter. We’ll start with the “team” parameter.

Let’s say we want to know which team is the best in the league when they are on the road off a loss as a home favorite in which they led at the end of the third quarter. Rather than searching on each team individually and keeping track of each result, simply use the team parameter, but leave it undefined. That is, enter the following in the query text box:

62. query

Leaving the team parameter undefined will instruct the remote computer to perform the query for each team individually and then output a table of the results, ranked from best to worst.

To rank the results by number of wins, click on the W at the top of the first column. To rank the results number of losses, click on the L at the top of the first column. To rank the results by average margin of victory, click on the “marg” at the top of the first column. To rank the results by win percentage, click on the “% win” at the top of the first column.

So, by leaving the team unassigned, the computer simultaneously performs thirty-two queries, one for each NFL team and then outputs the results ranked from best to worst. To see the results and game listing for any team, simply click on the team name in the left-most column.

This easy-to-use feature will quickly become one of the most frequently used as well. For example, let’s say you are interested in which NFL team is the best performing when they are off a loss in which they allowed at least 300 passing yards. To do this simply enter:

63. query

or how about the best performing team when they are off a loss in which they threw at least three interceptions? The SDQL below will do the job.

64. query

What about a compete ranking of all the teams in the league in games that were tied at the end of the third quarter?

65. query

Even simple queries can reveal very interesting information. For example, which NFL team has the best record on Monday?

The “Search All” Feature, continued

14

66. [query](#)

How about Sunday Night Football? The SDQL text is:

67. [query](#)

The snf is, of course, Sunday Night Football. To look at Sunday games that were not on Sunday Night, use:

68. [query](#)

Similarly, to get the results of each of the NFL teams in games in which they led at the end of each of the first three quarters, use:

69. [query](#)

2.2 Search All: “Anything Else”

The “search all” feature can be applied to ANY parameter. For example, to see a grouping of all the Chargers’ games by the number of touchdowns they scored, use:

70. [query](#)

To rank the result by number of TDs they scored, click on the [touchdowns](#) at the top of the right-most column.

Similarly, to get the Jaguars’ records by number of times they punted, use:

71. [query](#)

To get the Bengals’ records broken down by season, use:

72. [query](#)

To get the Vikings’ records broken down by the number of penalties they committed, use:

73. [query](#)

To get the Raiders' home records broken down by their line, use:

74. [query](#)

Recall that any column can be ranked simply by clicking on the appropriate link at the top of the column.

To get the Steelers' records broken down by the number of sacks they had, use:

75. [query](#)

To get the Patriots' records broken down by the number of third down conversions they had in their previous game, use:

76. [query](#)

Note that the 3DM stands for third downs made.

To get the Lions' records broken down by the number of times they fumbled in their previous game, use:

77. [query](#)

To get the Panthers' records broken down by their margin of victory/defeat the last time they faced this opponent, use:

78. [query](#)

Searches on the performance of the entire league as a whole can be performed simply by eliminating the team parameter altogether. Without a team given, the computer performs the search on the entire league as a whole.

To get the combined records of all the NFL teams based on their turnover margin, the SDQL text is simply:

79. [query](#)

To get the records of NFL teams based on the number of points they scored, use:

80. [query](#)

The “Search All” Feature, continued

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To get the league’s records broken down by their time of possession, use:

81. [query](#)

To get the league’s records broken down the difference between their wins and losses in the current season, use:

82. [query](#)

When the phrase “wins - losses” is zero, the team has a record of 500. When the phrase “wins - losses” is one, the team has a record that is one game above 500.

To get the league’s records broken down by their current winning or losing streak, use:

83. [query](#)

A streak of +3 means that the team is on a three-game winning streak -- exactly. A streak of minus -1, means that the team is on a one-game losing streak -- exactly.

To get the league’s records broken down by number of fourth-quarter points they allowed, use:

84. [query](#)

How about the complete record listing for punt differential?

85. [query](#)

This SDQL text will return the SU, ATS and OU records for all punt differentials. That is, when one team punts two more times than their opponent, three more times than their opponent, four more times than their opponent etc.

The possibilities, as you might imagine, are myriad.

You can even perform two searches simultaneously, although the computer might “time-out” if the search involves too many combinations.

The usefulness of a double search is apparent, for example, when looking at the Ravens when they are off a loss as a favorite. All four combinations of the site of the game and the site of the previous game can be searched simultaneously with:

86. [query](#)

Another example could be when searching for the best let-down situations for any team based on the team's previous opponent. So, if you want to find the most interesting situation when a team is off another team, just use:

87. [query](#)

The computer will perform all $32 \times 31 = 992$ possible combinations and rank them from top to bottom -- all in a couple of seconds.

How about a complete listing for every team vs every division since the divisional realignment in 2002?

88. [query](#)

If you have a high-speed internet connection, you can try queries like this one:

89. [query](#)

This query has three "search-alls." It will rank the league's results for all possible combinations of the streak the team is on, the streak the opponent is on and the site.

Advanced Techniques

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3.1 Season-to-date Averaging

Although there are many advanced techniques of the SDQL, we'll only provide one example here. It is the shortcut for the season-to-date average of any parameter. The syntax of the season-to-date average of any parameter is simply

tA(parameter)

That is, a lower case t followed immediately by an upper case A. This stands for team average. Then the parameter is in parentheses. For example, to see the results for all teams that have scored an average of 24+ points per game season to date, use:

90. [query](#)

Or, to see the complete records summary and game listing for all teams that have averaged fewer than one turnover per game season-to-date, use:

91. [query](#)

The o: prefix can be used inside the parentheses. For example, to see how teams have done when they have benefitted from at least two turnovers per game season-to-date, use:

92. [query](#)

The o: prefix can be used outside the parentheses as well. For example, to see how the Bears have performed vs a team that has committed at least two turnovers per game season-to-date, the SDQL text is:

93. [query](#)

As you might have guessed, the oA stands for opponent's average. For completeness, let's address the situation in which the Broncos are facing a team that has benefited from an average of two-plus turnovers per game season-to-date. Here we have to look at the opponent's average turnovers of their opponents. The SDQL is:

94. [query](#)

Shortcuts can be used in the parentheses as well. For example, to see how the Patriots have performed when facing a team that has allowed fewer than 3.5 yards per carry season to date, the SDQL is:

95. `team=Patriots and oA(o:YPRA)<3.5` query

Of course, more than one average can be in the same query. For example, to see the records and game listing for all the games in which a team averaging five-plus yards per carry is visiting a team that has allowed fewer than 4 yards per carry season-to-date, the SDQL is:

96. `A and tA(YPRA) >= 5 and oA(o:YPRA) < 4` query

It is possible to have floating averages as well. For example, you can see how a team has performed when they allowed an average of 300 passing yards per game over their past four games, but we've gone to far already. If you master the material in this manual, you'll be one of the top 100 SDQL queriers in the world. If you so desire, you can become an official SDQL master and be listed as such at the website SDQL.com. For more information, see the ad on the facing page.

No longer is complete access to MLB, NFL and NBA data exclusive to a select few. The supercomputers at SportsDataBase.com are updated each day with the freshest data available. You now have the power to access these data over the internet for FREE.

Enjoy. And tell your friends.

The Parameter Listing

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Below is a list of the most commonly used NFL SDQL parameters. The parameters can be grouped into three general types. The normal long form, the multi-letter shortcut and the single letter shortcut. For example, the long form: passing yards, has a two letter shortcut of PY. For an updated complete listing, go to the query page at KillerSports.com.

The power of SDQL comes from the manner in which these parameters can be combined to produce a tremendous variety of queries that are impossible to perform anywhere else. The sample queries shown with each parameter are very simplistic and are given merely to define the parameter, not to give an example of a useful query. When game references are put on the parameters and the parameters are combined, the true combinatorial power of the Sports Data Query Language can be realized.

3DF -- This is the shortcut for third down failures. The long form is: (third downs attempted - third downs made).

Sample query: **3DF>=10**
Shortcut: **3DF is a shortcut**

3DP -- This is the shortcut for third down conversion percentage. The long form is (third downs made * 100 / third downs attempted). The values for this parameter range from 0 to 100 inclusive.

Sample query: **3DP>=50**
Shortcut: **3DP is a shortcut**

4DF -- This is the shortcut for fourth down failures. That is, when the team turns the ball over on downs. The long form is (fourth downs attempted - fourth downs made).

Sample query: **4DF>=2**
Shortcut: **4DF is a shortcut**

4DP -- This is the shortcut for fourth down conversion percentage in the referenced game. The long form is (fourth downs attempted - fourth downs made).

Sample query: **4DP=100**
Shortcut: **4DP is a shortcut**

ats margin – This is the margin, in points, by which a team covered or failed to cover the spread in the referenced game. For example, when a three-point underdog wins by 4 points their ats margin is +7.

Sample query: **ats margin <= -10**
Shortcut: **none**

ATSL – This indicates that the team failed to cover the spread in the referenced game. The long form is ats margin<0.

Sample query: **ATSL and p:ATSL**
Shortcut: **ATSL is a shortcut**

ATSW – This indicates that the team covered the spread in the referenced game. The long form is `ats margin>0`.

Sample query: **ATSW and p:ATSW**

Shortcut: **ATSW is a shortcut**

ats streak – This is the number of consecutive games that a team covered or failed to cover the spread. Positive ats streaks are consecutive ats wins and negative streaks are consecutive ats losses. These streaks are exact. So, when a team covered their last four games, they are not on a three game ats winning streak.

Sample query: **ats streak <= -3**

Shortcut: **none**

C – This is the shortcut for a conference game. The long form is `t:conference = o:conference`. That is, the team's conference is the same as their opponent's conference. To access non-conference games, use: not C. As a single-letter shortcut, it can be combined with other single-letter shortcuts for convenience. For example, AC means away vs a conference opponent.

Sample query: **HDC**

Shortcut: **C is a shortcut**

completions – This is the number of completed passes for the team in the referenced game.

Sample query: **completions <=10**

Shortcut: **COMP**

conference – This is the conference -- either the AFC or the NFC. It can be useful, for example, to see which conference averages more passing yards per game or how the AFC does at home vs the NFC.

Sample query: **conference = AFC**

Shortcut: **none**

CP – This is the shortcut for completion percentage in the referenced game. The long form for this shortcut is: `(completions * 100 / passes)`.

Sample query: **CP>=70**

Shortcut: **CP is a shortcut**

D – This is the shortcut for dog or underdog. In football, this means that the line is positive. The long way to indicate that the team is a dog is to use: `line>0`.

Sample query: **D and p:D and pp:D**

Shortcut: **D is a shortcut**

date – This is the date in eight-digit format. This is useful for setting a search-from date for a recently emerging trend or system. June 10th 2006 is represented as 20060610.

Sample query: **date>20060610**

Shortcut: **none**

The Parameter Listing, continued

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day – This is the day of the week. The day must be spelled out completely with its first letter capitalized. This is useful to uncover how teams perform on a particular day of the week.

Sample query: **day=Monday**

Shortcut: **none**

DIV – When this is included in the SDQL, the division of the team is the same as the division of their opponent. That is, it is a divisional match-up. The long form for this shortcut is: t:division = o:division.

Sample query: **DIV and H**

Shortcut: **DIV is a shortcut**

division – This is the team's division. For example, the AFC East.

Sample query: **division = AFC North**

Shortcut: **none**

dpa – This stands for Delta Points Allowed in the referenced game. It is the difference between the points the team was expected to allow and the number of points they actually allowed. For example, let's consider a game in which the line was 3 and the total was 45. The favorite is forecast to win this game 24-21 -- right on the number for the side and the total. If the favorite allows 24 points, their dpa is plus 3; they allowed three more points than expected. If the favorite allowed 3 points, their dpa would be minus 18.

Sample query: **dpa >= 7**

Shortcut: **none**

dps – This stands for Delta Points Scored in the referenced game. It is the difference between the points the team was expected to score and the number of points they actually scored. For example, let's consider a game in which the line was 3 and the total was 45. The favorite is forecast to win this game 24-21 -- right on the number for the side and the total. If the favorite scores 31 points, their dps is plus 7; they scored seven more points than expected. If the favorite scored 20 points, their dps would be minus 4.

Sample query: **dps <=-7**

Shortcut: **none**

drives – This is the number of offensive possessions a team has in the referenced game. This does not include a kickoff that they fumbled and lost.

Sample query: **drives <=10**

Shortcut: **none**

F – This is the shortcut for favorite. In the NFL a team is favored when their line is negative. The full text for indicating a favorite is: line < 0.

Sample query: **F**

Shortcut: **F is a shortcut**

field goals – This is the number of successful field goals the team has in the referenced game.

Sample query: **field goals >= 3**

Shortcut: **FG**

field goals attempted – This is number of field goals attempted by the team in the referenced game.

Sample query: **field goals attempted = field goals**

Shortcut: **none**

FDP – This is percentage of offensive plays that a team gained a first down in the referenced game. The long form is: (first downs * 100 / plays).

Sample query: **FDP >= 30**

Shortcut: **FDP is a shortcut**

first downs – This is the number of first downs that the team's offense was awarded in the referenced game. It does not count the first down that they have when they begin a possession.

Sample query: **first downs >= 24**

Shortcut: **FD**

fourth downs attempted – This is number of times a team goes for it on fourth down in the referenced game. This includes fake punts and fake field goals on fourth down.

Sample query: **fourth down attempted >=2**

Shortcut: **4DA**

fourth downs made – This is number of successful fourth down attempts a team has in the referenced game.

Sample query: **fourth downs made = 0**

Shortcut: **4DM**

fumbles – This is the number of times that the team fumbled in the referenced game.

Sample query: **fumbles >= 3**

Shortcut: **FUM**

fumbles lost – This is the number of times that the team fumbled and their opponent recovered in the referenced game.

Sample query: **fumbles lost >= 2**

Shortcut: **FUML**

goal to go attempted – This is the number of times that a team had first and goal in the referenced game.

Sample query: **goal to go attempted > = 2**

Shortcut: **GTGA**

The Parameter Listing, continued

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goal to go made – This is the number of times that a team scored a touchdown from first and goal in the referenced game.

Sample query: **goal to go made > = 2**

Shortcut: **GTGM**

GTGF – This is the number of times that a team failed to score a touchdown from first and goal in the referenced game. The long form for this shortcut is: (goal to go attempted - goal to go made)

Sample query: **GTGF > = 2**

Shortcut: **GTGF is a shortcut**

INC – This is the number of incompleting passes the team had in the referenced game. The long form for this shortcut is: (passes - completions)

Sample query: **INC < 10**

Shortcut: **INC is a shortcut**

interceptions – This is the number of times that a team threw an interception in the referenced game. To query on the situation in which a team intercepted their opponent's pass, use o:interceptions.

Sample query: **interceptions>=2**

Shortcut: **INT**

line – This is the consensus Vegas line for the side in the referenced game.

Sample query: **-7 < line < -3**

Shortcut: **none**

margin – This is the margin by which a team won or lost in the referenced game. It is in units of points. This is a very commonly used parameters and can be used, for example, to uncover how a team performs when they lost their last two games by a field goal or less.

Sample query: **-3 <= p:margin < 0**

Shortcut: **none**

margin after the first -- This is the team's margin at the end of the first quarter in the referenced game. If the margin is 0, the game was tied after the first quarter, If the margin after the first was +3, the team was ahead by three points.

Sample query: **margin after the first = -7**

Shortcut: **M1**

margin at the half -- This is the team's margin at the end of the first half in the referenced game. If the margin is 0, the game was tied at the half, If the margin at the half was -7, the team was losing by a TD.

Sample query: **margin at the half >= 10**

Shortcut: **M2**

margin after the third-- This is the team's margin at the end of the third quarter in the referenced game. If the margin is 0, the game was tied after three quarters. If the margin after the third was -17, the team was trailing by 17 points after three quarters.

Sample query: **margin after the third >= 10**

Shortcut: **M3**

month – This is the month and they are numbered rather than named. This is to facilitate queries involving, say, any game before November. The SDQL for any game before November is: month<11.

Sample query: **month = 12**

Shortcut: **none**

NOTD – This is the shortcut for non-offensive touchdowns in the referenced game. The long form for this shortcut is (touchdowns - passing touchdowns - rushing touchdowns).

Sample query: **NOTD>0**

Shortcut: **NOTD is a shortcut**

ou margin – This is the margin by which the referenced game went over or under the total in the referenced game. Positive OU margins are overs and negative OU margins are unders.

Sample query: **ou margin >= 10**

Shortcut: **none**

ou streak – This is the OU streak that the team is on entering the game in question. Positive streaks are overs and negative streaks are unders. If a team is on an ou streak of +3, it means that they went over in their last three games and did not go over in their game before that -- or they went over in their first three games of the season.

Sample query: **ou streak >= 3**

Shortcut: **none**

overtime – This indicates whether or not the referenced game went into overtime. If it did, the value is 1 and if it did not, its value is zero. So, p:overtime=1 gives all the games in which a team went into overtime in their previous game.

Sample query: **overtime=0**

Shortcut: **OT**

P1– This is the shortcut for the number of points the team scored in the first quarter in the referenced game.

Sample query: **P1 >= 10**

Shortcut: **P1 is a shortcut**

P2– This is the shortcut for the number of points the team scored in the second quarter in the referenced game.

Sample query: **P1 + P2 = 0**

Shortcut: **P2 is a shortcut**

The Parameter Listing, continued

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P3 – This is the shortcut for the number of points the team scored in the third quarter in the referenced game.

Sample query: **P3 >= 14**

Shortcut: **P3 is a shortcut**

P4 – This is the shortcut for the number of points the team scored in the fourth quarter in the referenced game.

Sample query: **P4 = 0**

Shortcut: **P4 is a shortcut**

passes – This is the number of passes thrown by a team in the referenced game. It can be different from pass attempts because a sack counts as a pass attempt, but it does not count for a pass.

Sample query: **passes >= 35**

Shortcut: **none**

passing first downs – This is the number of first downs achieved via the pass in the referenced game.

Sample query: **passing first downs >=10**

Shortcut: **PFD**

passing touchdowns – This is the number of passing touchdowns a team had in the referenced game.

Sample query: **passing touchdowns = 0**

Shortcut: **PTD**

passing yards – This is the number of passing yards a team had in the referenced game.

Sample query: **passing yards < 100**

Shortcut: **PY**

penalties – This is the number of enforced penalties on the team in the referenced game.

Sample query: **penalties >= 10**

Shortcut: **PEN**

penalty first downs – This is the number of times the team was awarded a first down on their opponent's defensive penalty in the referenced game.

Sample query: **penalty first downs >= 3**

Shortcut: **PENFD**

penalty yards – This is the total number of enforced penalty yardage on the team in the referenced game.

Sample query: **penalty yards >= 100**

Shortcut: **PENY**

playoffs – This will allow the search of only regular season results and only playoff results. To search only playoff results, set the `playoffs=1` and to search only regular season results, set `playoffs=0`. The KillerSports.com default is to search on both playoff and regular season results.

Sample query: **playoffs=0**

Shortcut: **none**

plays – This is the number of offensive plays a team had in the referenced game.

Sample query: **plays > 70**

Shortcut: **OFPL**

points – This is the number of points the team scored in the referenced game.

Sample query: **points >= 20**

Shortcut: **none**

punts – This is the number of times a team punted the ball in the referenced game.

Sample query: **punts = 0**

Shortcut: **none**

red zones attempted – This is the number of times a team had a separate possession inside their opponent's twenty yard line in the referenced game.

Sample query: **red zones attempted >=4**

Shortcut: **RZA**

red zones made – This is the number of times a team had a separate possession inside their opponent's twenty yard line and scored a touchdown in the referenced game.

Sample query: **red zones made >=2**

Shortcut: **RZM**

REG – This is a shortcut to tell the computer to only include regular season games. The long form for this shortcut is `(playoffs = 0)`.

Sample query: **REG**

Shortcut: **REG is a shortcut**

rest – This is the number of days rest a team has in the referenced game. If a team plays on consecutive Sundays, they have six days rest.

Sample query: **rest > 6**

Shortcut: **none**

rushes – This is the total number of rushes a team had in the referenced game. It includes quarterback scrambles for positive yardage.

Sample query: **rushes >= 30**

Shortcut: **none**

The Parameter Listing, continued

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rushing first downs – This is the total number times a team rushed the ball for a first down in the referenced game.

Sample query: **rushing first downs >= 10**

Shortcut: **RFD**

rushing touchdowns – This is the total number times a team rushed the ball for a touchdown in the referenced game.

Sample query: **rushing touchdowns = 0**

Shortcut: **RTD**

rushing yards – This is the total number of rushing yards the team had in the referenced game.

Sample query: **rushing yards < 50**

Shortcut: **RY**

RZF – This is the shortcut for the number of times a team was inside their opponent's red zone and did not score a touchdown in the referenced game. The long form for this shortcut is (red zones attempted - red zones made). Note that the value for this parameter is zero if the team had zero trips inside their opponent's red zone.

Sample query: **RZF>=3**

Shortcut: **RZF is a shortcut**

sacks – This is the total number times a team sacked the opposing quarterback in the referenced game. To get the number of times their quarterback was sacked, use o:sacks.

Sample query: **sacks = 0**

Shortcut: **none**

sack yards – This is the total number of yards the team's opponent lost when their quarterback was tackled behind the line of scrimmage in the referenced game.

Sample query: **sack yards >= 50**

Shortcut: **SY**

season – This is simply the season.

Sample query: **season >= 2006**

Shortcut: **none**

site – This commonly used parameter is simply the site of the referenced game.

Sample query: **site = home**

Shortcut: **none**

site streak – This parameter refers to the streak of home games or road games played. If the streak is positive, it is a homestand, and if the streak is negative, it is a road trip. It is much more useful in the NBA and in baseball because there teams play long homestands and go on long road trips. In the NFL, it might be useful to see how teams perform when playing their third straight road game.

Sample query: **site streak = -3**
Shortcut: **none**

snf – When this parameter is set to one, it indicates that the referenced game was played on Sunday Night Football. If it is set to zero, the game was not on Sunday Night Football.

Sample query: **snf=1**
Shortcut: **none**

STDPAPG– This is the team’s season-to-date average pass attempts per game. This can differentiate between a passing team and a rushing team.

Sample query: **STDPAPG >= 30**
Shortcut: **STDPAPG is a shortcut**

STDRAPG– This is the team’s season-to-date average rush attempts per game. This can differentiate between a passing team and a rushing team.

Sample query: **STDRAPG <= 25**
Shortcut: **STDRAPG is a shortcut**

STDRZP – This is the team’s season-to-date red zone percentage.

Sample query: **STDRZP>=50**
Shortcut: **STDRZP is a shortcut**

STDYPPA – This is the team’s season-to-date yards per passing attempt.

Sample query: **STDYPPA > = 8**
Shortcut: **STDYPPA is a shortcut**

STDYPRA – This is the team’s season-to-date yards per rushing attempt.

Sample query: **STDYPRA > = 5**
Shortcut: **STDYPRA is a shortcut**

streak – This is the winning or losing streak the team is on when entering the referenced game. Winning streaks are positive and losing streaks are negative. If a team lost their last three, their streak value is at least minus 3. If they lost exactly their last three, their streak value is exactly minus 3.

Sample query: **streak = -3**
Shortcut: **none**

The Parameter Listing, continued

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surface – This is surface on which the referenced game is played. It has two possible values, artificial and grass.

Sample query: **surface = grass**

Shortcut: **none**

team – This name of the team. The NFL database at Sportsdatabase.com uses the nickname of the team, rather than the city the team is from. This parameter can be used to see how a team performs in virtually any situation.

Sample query: **team = Bears**

Shortcut: **none**

third downs attempted – This is the total number of third downs a team had in the referenced game.

Sample query: **third downs attempted >= 15**

Shortcut: **3DA**

third downs made – This is the total number times a team got a first down on third down in the referenced game. Note that scoring a TD on third down counts as a third down conversion.

Sample query: **third downs made >= 10**

Shortcut: **3DM**

time of possession – This is the time of possession for the team in the referenced game. It is stored in units of seconds to avoid the problematical 32:30 notation. To make it easier to understand the time of possession when it is stored in units of seconds, simply use the asterisk as a multiplier and multiply by 60. For example, to see how a team performs when they have a time of possession of at least 32 minutes, use: **time of possession >= 32*60**. Of course, **time of possession > 1920** is the same thing.

Sample query: **time of possession <= 25*60**

Shortcut: **TOP**

time zone – This is the time zone of the team's home games. The four possible values are E for Eastern, C for Central, M for Mountain and P or Pacific.

Sample query: **time zone = P**

Shortcut: **none**

total – This is the consensus Vegas OU line for the referenced game.

Sample query: **total > 45**

Shortcut: **none**

touchdowns – This is the number of touchdowns a team scored in the referenced game.

Sample query: **touchdowns = 0**

Shortcut: **TD**

turnovers – This is the number of times a team turned the ball over to the opponent via an interception or a fumble in the referenced game.

Sample query: **turnovers >= 3**

Shortcut: **TO**

turnover margin – This is the difference between the number of times a team turned the ball over to the opponent and the number of times that the team's opponent turned the ball over in the referenced game. The math is simply: turnovers - o:turnovers. Note that if a team had MORE turnovers than their opponent then they have a POSITIVE turnover margin.

Sample query: **turnover margin >= 0**

Shortcut: **TOM**

week – This is the week number of the referenced game.

Sample query: **week <= 4**

Shortcut: **none**

wins – This is the number of wins a team a team has in the current season going into the referenced game.

Sample query: **wins = 0**

Shortcut: **none**

WP – This is the win percentage of the team in the current season going into the referenced game.

Sample query: **WP>=50**

Shortcut: **WP is a shortcut**

YPC – This is the shortcut for the team's yards per completion in the referenced game.

Sample query: **YPC >= 10**

Shortcut: **YPC is a shortcut**

YPPL – This is the shortcut for the team's yards per offensive play in the referenced game.

Sample query: **YPPL <= 5**

Shortcut: **YPPL is a shortcut**

YPPT – This is the shortcut for the team's total offensive yards divided by their total points scored in the referenced game.

Sample query: **YPPT >= 25**

Shortcut: **YPPT is a shortcut**

YPPP – This is the shortcut for team's total passing yards divided by their number of passes in the referenced game.

Sample query: **YPPP >= 10**

Shortcut: **YPPP is a shortcut**

Fifty SDQL Queries

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Below we present 50 SDQL queries. The queries start off uncomplicated and get more sophisticated. Your task is to interpret these queries in plain English. The answers are given on the following pages.

1. H and team = Lions
2. A and p:ALF and team = Bears
3. margin = -1 and team = Cardinals
4. p:margin = -1 and team = Cardinals
5. p:L and pp:L and team = Colts
6. TD>3 and team = Browns
7. po:points > 20 and ppo:points > 20 and team=Ravens
8. division = o:division and team = Browns
9. streak >= 3 and team = Dolphins
10. month = 12 and H and team=Packers
11. o:interceptions>3 and team = Vikings and W
12. p:CP<50 and pp:CP<50
13. FG>TD and W
14. team = Cardinals and p:TOP>60*34 and p:H and A
15. HF and p:WAD and team = Texans
16. team=Giants and P:L and PP:L and F
17. p:rushes <25 and p:rushing yards>150 and team = Titans
18. team = Lions and TY > o:TY + 150 and L
19. team = Giants and p:PO=1 and p:margin>3
20. P3=0 and P4=0 and W
21. RFD > PFD and p:margin<0
22. team = Raiders and -3 <= line <= 3
23. team = Bills and p:DIV and 0 < p:margin <= 3
24. team = Dolphins and p:dpa <= -10
25. team = Packers and H and op:A and month > 10

26. p:surface=grass and pp:surface=grass and surface=artificial and team=Seahawks
27. team=Cardinals and p:L and pp:L and p:ATSL and pp:ATSL and H and -3<=line<=3
28. H and p:PENY>95 and p:A and p:line>7 and p:L and date>19981001
29. o:streak<=-3 and H
30. streak>=4 and o:streak<=-4 and site=away and line<=-7
31. team=Dolphins and H and p:A and -3<= p:line <=3
32. team = Chargers and p:line<=-7 and D
33. DIV and p:NDIV and pp:NDIV and H and team=Bengals
34. team=Broncos and HF and p:GTGF > 0
35. team=Dolphins and p:3DP<35 and HF and p:A and season>=2003
36. p:L and p:PENFD>=3 and team=Raiders
37. team=Seahaawks and p:TD>=4 and p:HF
38. p:RZF=0 and team=Bears and AD and date>20021001
39. RZA=0 and W
40. PENY>TY
41. week=2 and YPRA>5.8 and A and p:FUML<2 and line<7
42. STDRAPG<=25 and team=Eagles and HC and season>1995
43. o:STDPAPG>=33 and team=Panthers and A and line>=3
44. streak<=-2 and day=Sunday and p:F and pp:F and -3<line<0 and season>=1994 and (p:H or pp:H)
45. team = Giants and A and oA(turnovers)<1.25
46. AD and wins=o:wins and losses=o:losses and p:AL and NB and REG and 20041001<=date
47. tA(TO) > oA(TO) + 1 and HD and week>=12
48. team=Raiders and H and pP:L and p:L and pP:season=season and p:DIV
49. team=Cowboys and p:passes*1.0-tA(passes)*1.0>8 and 19950917<=date and p:INT<5
50. team=Steelers and AD and Sum(W@team and season and A,N=2)=2 and season>=2000

Fifty SDQL Queries Translated

1. The Lions at home.
2. The Bears on the road in the game after a loss as a road favorite.
3. The Cardinals' games they lost by one point.
4. The Cardinals' games after they lost by one point.
5. The Colts' games in which they lost their last two games.
6. The Browns' games in which they scored more than the touchdowns
7. The Ravens' games in which they allowed more than 20 points in each of their last two games.
8. The Browns' games vs a team in their division.
9. The Dolphins' games in which they won their previous three games.
10. The Packers' games at home in December.
11. The Vikings' games in which they threw more than three interceptions and won.
12. The games in which a team had a completion percentage of less than 50% in each of their last two games.
13. The games in which a team had more field goals than touchdowns and won.
14. The Cardinals' road games in which they are off a home game in which they had at least 34 minutes of possession time.
15. The Texans' games as a home favorite when they are off a win as an away dog.
16. The Giants' games in which they are favored vs a team that beat them the last two times they faced each other.
17. The Titans' games in which they rushed for more than 150 yards in their previous game on fewer than 25 rushes.
18. The Lions games in which they out-gained their opponent by more than 150 yards and lost.
19. The Giants' games in which they are off a playoff game that they won by more than three points.
20. The games in which a team was scoreless in the second half and won.
21. The games in which a team had more rushing first downs than passing first downs and lost.
22. The Raiders' games when the line is within three points of pick'em.
23. The Bills' games in which they were off a 1-3 point win over a divisional opponent.
24. The Dolphins' games in which they held their opponent to at least ten points fewer than expected in their last game.
25. The Packers' games after October in which they are hosting a team that played on the road in their previous game.
26. The Seahawks' games on an artificial surface when they played on grass in each of their last two games.
27. The Cardinals' games at home when their line is within 3 of pick and they lost and failed to cover their last two games.

28. All the games since October 1998 in which the home team is off a road loss as more than a TD dog in which they had more than 95 penalty yards.
29. All the games in which the home team is facing an opponent that lost at least their last three games.
30. All the games in which a road TD+ favorite that has won their last four is facing a team that has lost their last four.
31. The Dolphins' home games in which they are off a road game in which the line was within three of pick.
32. The Chargers' games as an underdog when they were at least a TD favorite in their last game.
33. The Bengals' home games in which they are facing a divisional opponent and their last two opponents have been outside of their division.
34. The Broncos' games as a home favorite in which they failed to get into the end zone from a first and goal in their last game.
35. The Dolphins' games since the start of the 2003 season as a home favorite in which they converted fewer than 35% of their third downs on the road in their last game.
36. The Raiders' games when they are off a loss in which they got at least three first downs via their opponent's penalty.
37. The Seahawks games' in which they scored at least four touchdowns as a home favorite in their previous game.
38. The Bears' games since October 2002 when they were a road dog and they had no red zone failures in their last game.
39. All the games in which the winner had no plays inside their opponent's red zone.
40. All the games in which a team had more penalty yards than yards of offense.
41. All the week 2 games in which a team is on the road, not getting a TD or more and rushed for at least 5.8 yards per carry in their opener and did not lose more than one fumble.
42. All the Eagles' games since 1996 in which they are hosting a conference opponent that has rushed the ball 25 or fewer times per game season to date.
43. The Panthers' games as a 3+ road dog vs a team that has rushed the ball for at least 33 times per game season to date.
44. streak<=-2 and day=Sunday and p:F and pp:F and -3<line<0 and season>=1994 and (p:H or pp:H)
45. The Giants' games when visiting a team that has committed fewer than 1.25 turnovers per game season-to-date.
46. All the away dogs during the regular season since October 2004 that are off an away loss last week and they are facing a team with exactly the same record.
47. All the home dogs from week 12 on that have an average-turnover-per-game figure that is greater than their opponent's by more than one.
48. The Raiders' home games when they got swept by a divisional opponent in their last game.
49. The Cowboys' games since October 17th, 1995 when they are off a game in which they threw more than 8 passes more than their season-to-date average and did not throw 5+ interceptions.
50. The Steelers' games since 2000 as an away dog when they won their last two road games of that season.

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