

Analytics in Major Junior Hockey



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It's the same game... but different

- Larger spread in performance and skill
- More special teams time
- Higher shooting percentages
- Shorter windows to evaluate players

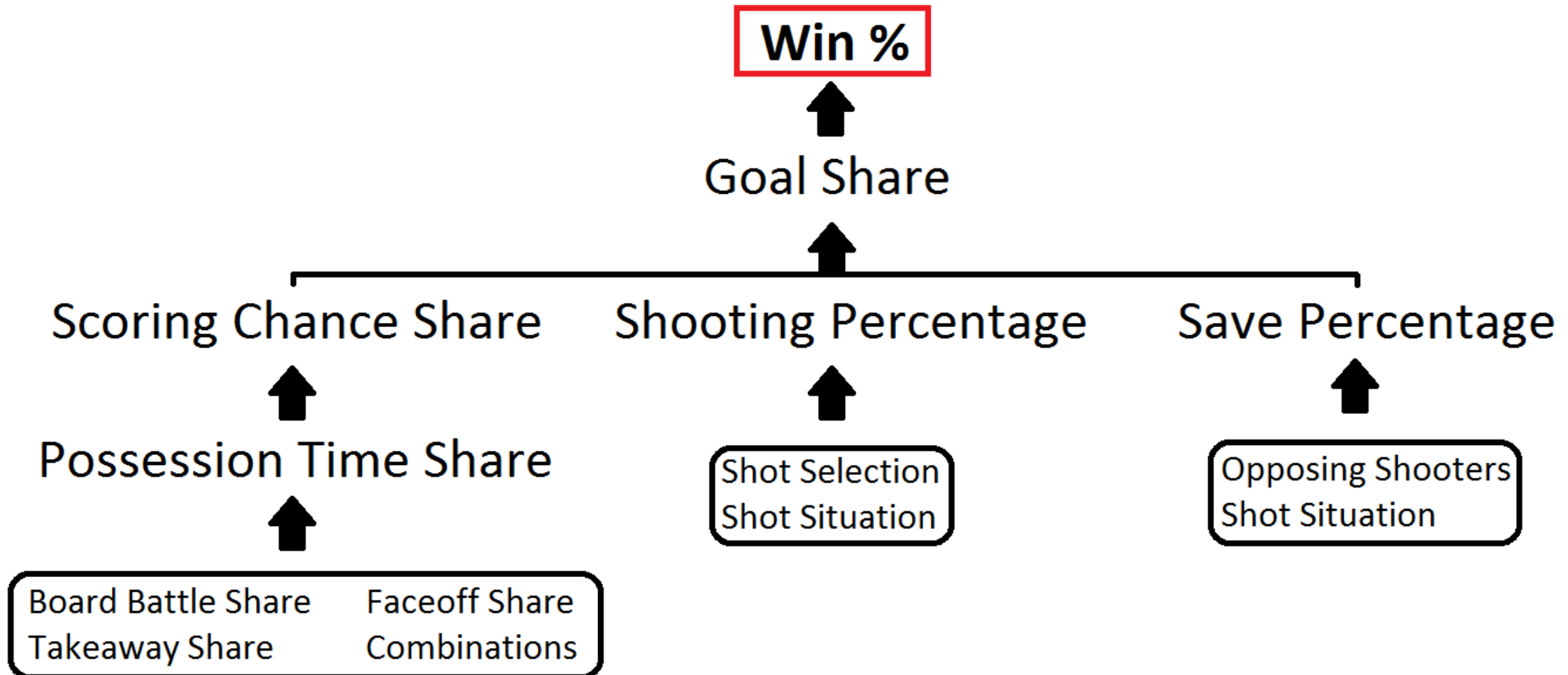
It's the same game... but different

- Only 12 returning players from 2015-16
- All 12 players improved 5v5 SAF%
 - Minimum: +3%
 - Maximum: +12%
 - Average: +6%
 - Coefficient of Determination: 0.63

You need your own data

- Limited data available in the first place
- Many stats can be collected in real time
- Maximize the value of your data points

Prioritize what you track



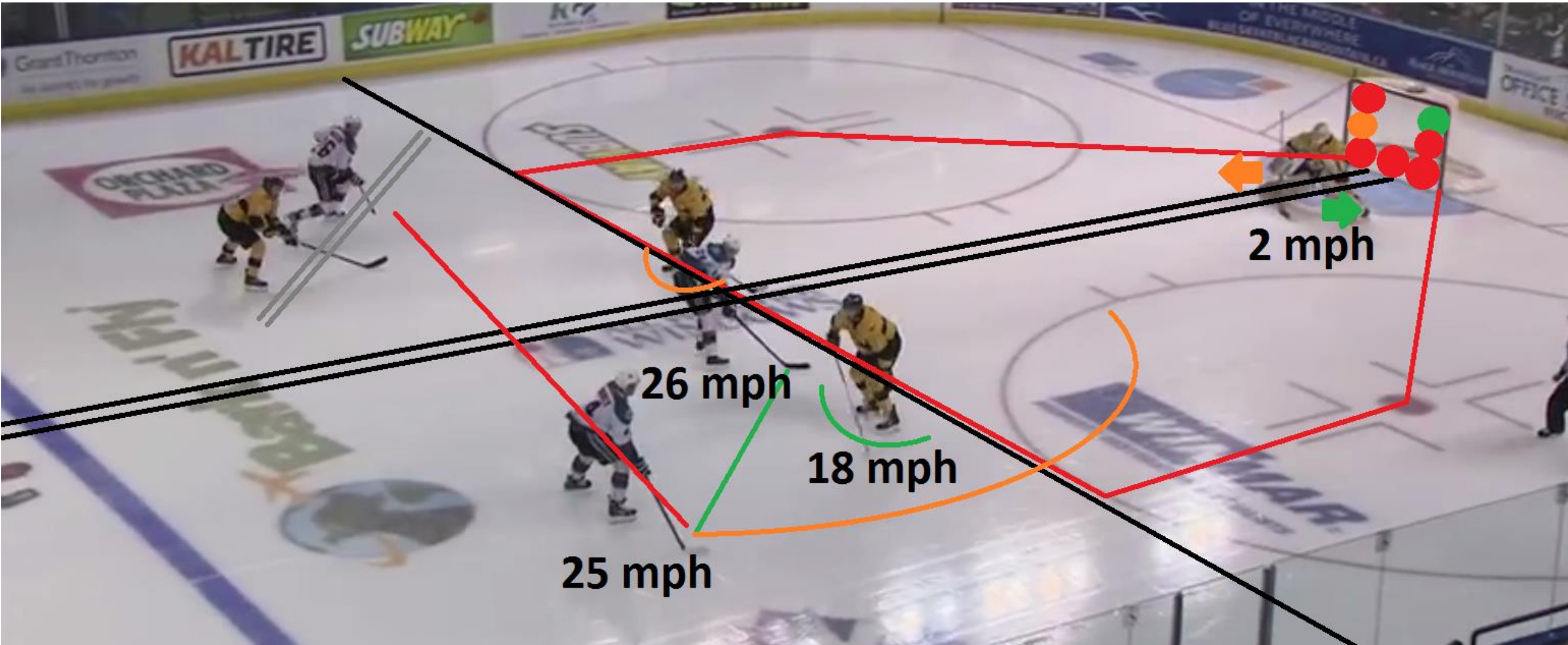
The goal is to maximize $P(\text{win})$

- Player deployment
- Tactical recommendations
- Roster management

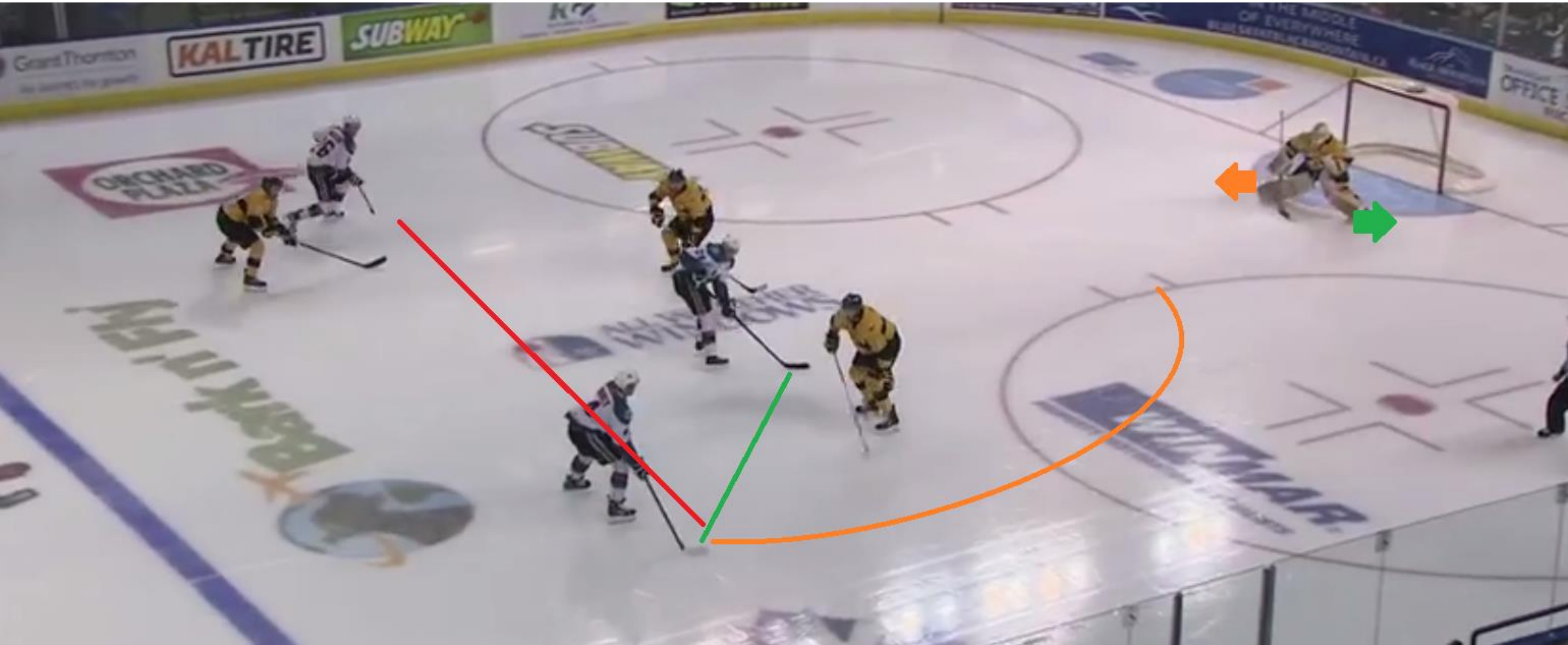
Communication is essential

- Who is the audience?
- How can this be used?
- How can we get the players' attention?

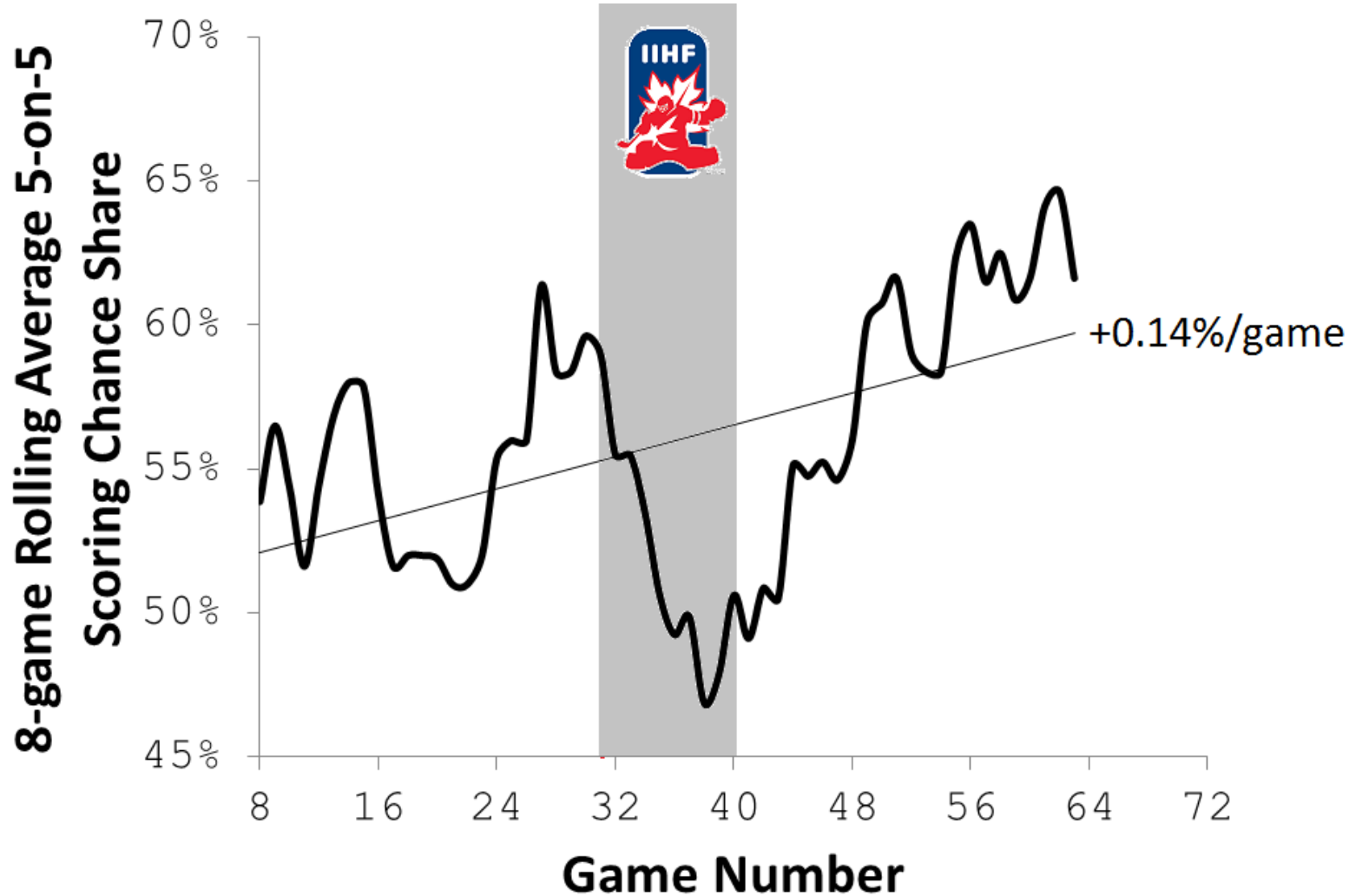
Communication is essential



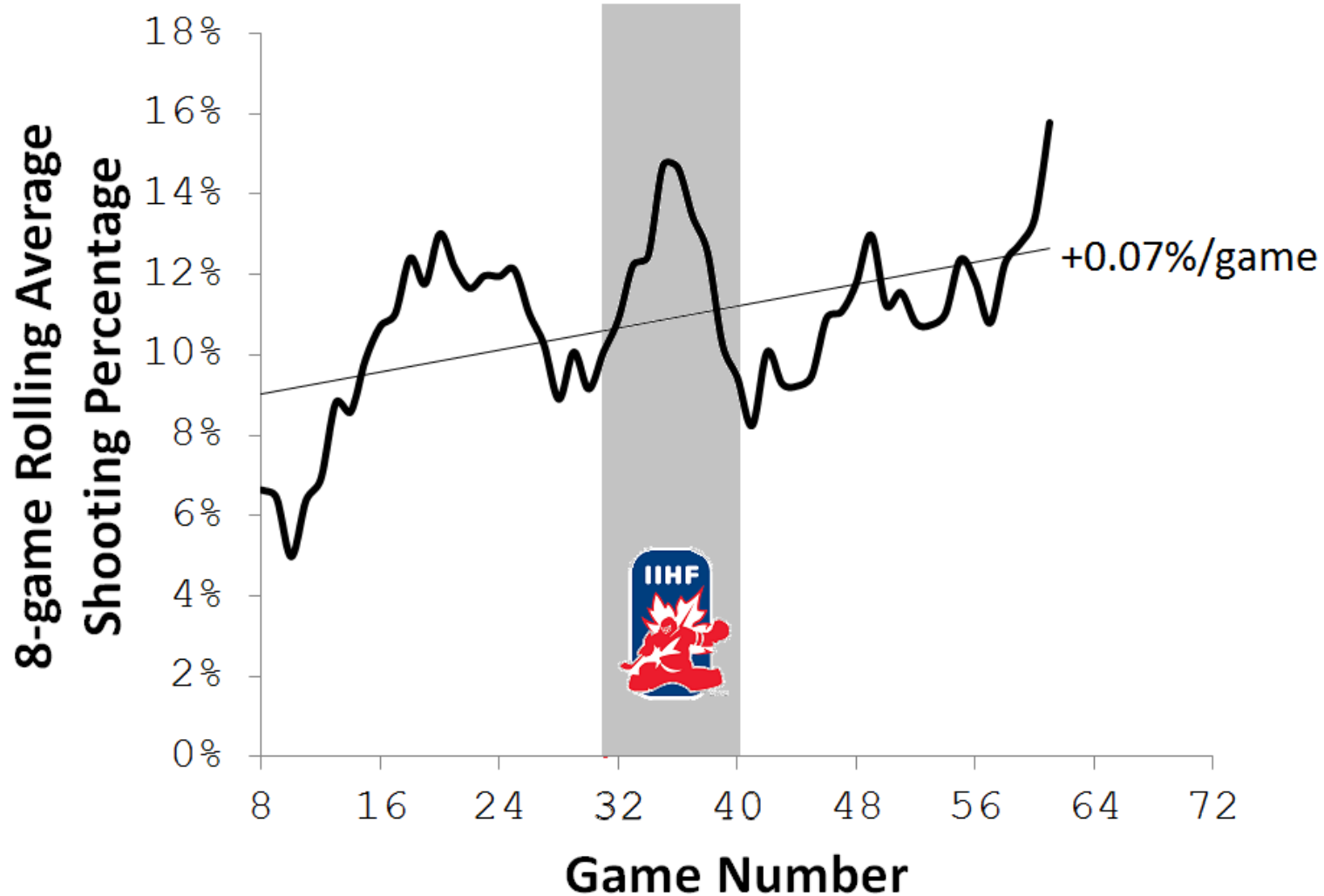
Communication is essential



It's possible to influence 5v5 SCF%



It's also possible to influence SH%



Not every experiment will work

- Some recommendations work more consistently than others
- Some skills did not show repeatability
- You have to try to stay ahead of the game

Thank you for your attention!



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