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

Win %

Goal Share

Scoring Chance Share
Possession Time Share

Shooting Percentage
Shot Selection
Shot Situation

Save Percentage
Opposing Shooters
Shot Situation

Board Battle Share
Faceoff Share
Takeaway Share
Combinations
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
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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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