Adjusted Game Score or AGS is a custom metric, aggregating publicly available and standardized scoring, shot, faceoff, plus/minus, blocked shot, and penalty data into a unified value representing a player's single-game impact.

The metric was created by in 2023 by J.B. Smith and is a work in progress. The formula below is version 0.2

[ Adjusted Game Score ] = [ SCORING ] Goals 0.97125 0.8325 0.555					SHORTHANDED	+	CLOSE GAME	_	OTHER 5 on
[Adjusted Game Score] = [SCORING]				Goals		·		•	
Assist 2 0.62125 0.5325 0.355  CLOSE GAME + OTHER 5 on 5  + [SHOTS] On Net 0.15 0.10 Missed Net 0.10 0.08 Blocked 0.08 0.05  + [FACEOFFS] FO Win 0.075 FO Loss -0.075	[ Adjusted Game Score ]	=	[SCORING]						
CLOSE GAME + OTHER 5 on 5  + [SHOTS] On Net 0.15 0.10 Missed Net 0.10 0.08 Blocked 0.08 0.05  + [FACEOFFS] FO Win 0.075 FO Loss -0.075									
+ [SHOTS] On Net 0.15 0.10 Missed Net 0.10 0.08 Blocked 0.08 0.05  + [FACEOFFS] FO Win 0.075 FO Loss -0.075				A333CZ	0.02123		0.3323		0.555
+ [SHOTS] Missed Net 0.10 0.08 Blocked 0.08 0.05  + [FACEOFFS] FO Win 0.075 FO Loss -0.075					CLOSE GAME	+	OTHER 5 on 5		
Missed Net 0.10 0.08  Blocked 0.08 0.05  + [FACEOFFS] FO Win 0.075  FO Loss -0.075		+	[ OTTOTE ]	On Net	0.15		0.10		
+ [FACEOFFS] FO Win 0.075 FO Loss -0.075			[SHOIS]	Missed Net	0.10		0.08		
+ [FACEOFFS] FO Loss -0.075				Blocked	0.08		0.05		
+ [FACEOFFS] FO Loss -0.075									
FO Loss -0.075		.	[FACEOFFS]	FO Win	0.075				
+ [DEFENSE] Plus / Minus 0.2		+		FO Loss	-0.075				
+ [DEFENSE] Plus/Minus 0.2									
		+	[DEFENSE]	Plus / Minus	0.2				
Defensive Blocked Shots 0.1				ve Blocked Shots	0.1				
BASE * NCAA PP%					BASE	*	NCAA PP%		
[DENIAL THEO] Minor (2 min) 1 ~ 0.25			[DENIAL TIPO]	Minor (2 min)	1		~ 0.25		
- [PENALTIES] Major (5 min) 2.5 ~ 0.25		-	[PENALTIES]	/					

CLOSE GAME is defined by College Hockey News as within 1 goal (up 1, down 1, or tied) in the 1st and 2nd period OR a tied even strength game in the 3rd period.

All data necessary to calculate AGS is available from CHN Box Scores and Advanced Metrics.