player\_id – unique identifier for each player

jersey\_no – number that each player wears

team\_id – team the player plays for

games\_played – how many games each player played in the sample

total\_ice\_time – how many hours the player played in the sample

ev\_icetime – how many hours the player played when the strength was 5 versus 5

primary\_assists – when the player records an assist directly before the goal is scored

secondary\_assists – when the player passes to the player, who passes to the goalscorer

(the order of the goal scoring play is secondary assist passes to primary assist, who then passes to the goalscorer)

All columns that start with ev only look at times where this event occurred when the strength was 5 versus 5

ze\_controlled\_entry – when the player enters the offensive zone by skating the puck across the line or by passing to a teammate who receives the puck in the offensive zone

ze\_uncontrolled\_entry – when the player enters the offensive zone without possession, typically when they dump the puck into the zone

ze\_controlled\_exit – when the player exits the defensive zone by skating the puck across the line or by passing to a teammate who receives the puck in the neutral zone

ze\_uncontrolled\_exit – when the player exits the defensive zone without possession, typically when they dump the puck out of the zone, or they make a unsuccessful pass to a teammate in the neutral zone

penalties\_taken – when the player takes a penalty

penalties\_drawn – when the opposing player takes a penalty due to an action taken by the primary player

team\_ev\_shots\_for – when the player’s team takes a shot attempt (broken down into four types: saved, goal, missed net, blocked by opposing team) when the player is on the ice. Used to measure Corsi

team\_ev\_shots\_against – when the opposing team takes a shot attempt (broken down into four types: saved, goal, missed net, blocked by opposing team) when the player is on the ice. Used to measure Corsi