CODEBOOK

Evaluating the effect of the National Hockey League's 3-on-3 rule on shootout occurrences and home team win probability

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This codebook provides a brief list of the variables used in the data downloaded from the NHL, their types, and a description of each variable to aid in reproducing the results. For questions or to report an error, please open an issue at

https://github.com/rtribush/SportsAnalyticsProject/issues.

Variable Name	Type	Description
teams.home.team.name	character	The name of the home team
teams.away.team.name	character	The name of the away team
periods.startTime	character	When the current period started in the format yyyy-mm-ddT-hh-mm-ssZ. Time is in zulu time
currentPeriod	integer	The current period
hasShootout	logical	TRUE if a game ended in a shootout, otherwise FALSE.
teams.home.goals	integer	The number of goals scored by the home team.
teams.away.goals	integer	The number of goals scored by the away team.
periods.periodType	factor	Either REGULAR if the corresponding period was 1, 2, or 3; otherwise OVERTIME.
game_id	integer	The ID of the game in the format yyyyttnnnn where yyyy is the season, tt denotes what part of the season a game was played in (always regular season in this dataset), and nnnn is the number of the game played.