

Glossary

General Terms:

Measure	Definition
GF	Goals For
GA	Goals Against
SF	Shots For (goals, shots on goal)
SA	Shots Against (goals, shots on goal)
FF	Fenwick For (goals, shots on goal, missed shots)
FA	Fenwick Against (goals, shots on goal, missed shots)
CF	Corsi For (goals, shots on goal, missed shots, blocked shots)
CA	Corsi Against (goals, shots on goal, missed shots, blocked shots)
xGF	Expected Goals For (total goal probability of all Fenwick shots)
xGA	Expected Goals Against (total goal probability of all Fenwick shots)

Strength State	Definition
All	All Situations (shootouts and penalty shots excluded)
EV	Even-Strength (5v5, 4v4, 3v3)
PP	Powerplay (5v4, 5v3, 4v3)
SH	Shorthanded (4v5, 3v5, 3v4)
Ev5/5vE, etc.	Empty Net Situations

Measure	Definition
SD	Standard Deviation
Per 60 (.../60)	Rate version of any specific metric: (metric / toi) * 60

Skater/Team Stats - Standard:

Metric	Definition
iSF	Total individual shots on goal
iFF	Total individual fenwick shots on goal
iCF	Total individual corsi shots on goal
ixG	Total individual expected goals
Sh%	Shooting Percentage: G / iSF
FSh%	Fenwick Shooting Percentage: G / iFF
xFSh%	Expected Fenwick Shooting Percentage: ixG / iFF
iHF	Total individual hits for
iHA	Total individual hits against
GIVE	Total giveaways
TAKE	Total takeaways
iPENT2	Total 2-minute minor penalties taken - includes offsetting and double-minor penalties
iPEND2	Total 2-minute minor penalties drawn - includes offsetting and double-minor penalties
iPEND5	Total 5-minute major penalties taken - includes offsetting penalties
iPENT5	Total 5-minute major penalties drawn - includes offsetting penalties
FOW	Total faceoffs won
FOL	Total faceoffs lost
FO±	Faceoff differential: $FOW - FOL$
TOI/GP	Time on ice per game played
TOI%	Percentage of available team minutes played: $TOI / \text{total team TOI}$
OZS	Offensive zone starts
NZS	Neutral zone starts
DZS	Defensive zone starts
OTF	On-the-fly zone starts
OZS%	Percentage of zone starts in the offensive zone: $OZS / (OZS + NZS + DZS + OTF)$
NZS%	Percentage of zone starts in the neutral zone: $NZS / (OZS + NZS + DZS + OTF)$

Metric	Definition
DZS%	Percentage of zone starts in the defensive zone: $\text{DZS} / (\text{OZS} + \text{NZS} + \text{DZS} + \text{OTF})$
OTF%	Percentage of zone starts that were on-the-fly: $\text{OTF} / (\text{OZS} + \text{NZS} + \text{DZS} + \text{OTF})$
OZF	On-ice faceoffs in the offensive zone
NZF	On-ice faceoffs in the neutral zone
DZF	On-ice faceoffs in the defensive zone
OZF%	Percentage of on-ice faceoffs in the offensive zone: $\text{OZF} / (\text{OZF} + \text{NZF} + \text{DZF})$
NZF%	Percentage of on-ice faceoffs in the neutral zone: $\text{NZF} / (\text{OZF} + \text{NZF} + \text{DZF})$
DZF%	Percentage of on-ice faceoffs in the defensive zone: $\text{DZF} / (\text{OZF} + \text{NZF} + \text{DZF})$
Ice_F	On-ice icings for (more = bad)
Ice_A	On-ice icings against (more = good)
Ice%	Percentage of on-ice icings: $\text{Ice}_A / (\text{Ice}_A + \text{Ice}_F)$

Goalie Stats - Standard:

Metric	Definition
GA	Goals Against
SA	Shots On Goal Against
FA	Fenwick Shots Against
xGA	Expected Goals Against
Sv%	Save Percentage: $1 - (\text{GA} / \text{SA})$
FSv%	Fenwick Save Percentage: $1 - (\text{GA} / \text{FA})$
xFSv%	Expected Fenwick Save Percentage: $1 - (\text{xGA} / \text{FA})$
dFSv%	FSv% - xFSv%
GSAA	Goals Saved Above Average: $(\text{League Sv\%} * \text{SA}) - \text{GA}$
GSAx	Goals Saved Above Expected: $\text{xGA} - \text{GA}$

Team Goal Differential Components:

The data displayed in this table is based on the idea that a team's goal differential can be broken down to four components: Shot Rates, Shot Quality, Shooting, and Goaltending. This was originally developed by Andrew C. Thomas for War-On-Ice.com's WAR model (as explained in the 11-part Road To WAR series (<http://blog.war-on-ice.com/index.html%3Fp=429.html>)). This is also the foundation that corsica.hockey's WAR model (http://corsica.hockey/misc/war_notebook.html) was built on (additionally discussed here (<http://www.corsica.hockey/blog/2017/05/20/the-art-of-war/>)). Our xGAR model is also based on this idea (and inspired by both of the aforementioned WAR models).

This idea can be displayed at a team level by converting the rates, quality, shooting, and goaltending components to a "common currency" (goal values). The below calculations work for each of the strength states currently available (all situations, even-strength, and 5v5) as offense and defense during these strength states is equal.

Metric	Abbreviation	Calculation
Fenwick For per 60 Above Average	FF/60	FF/60 - League FF/60
Fenwick Against per 60 Below Average	FA/60	FA/60 - League FA/60
xG For per Fenwick Shot For Above League FSh%	xGF/FF	(xGF / FF) - League Fsh%
xG Against per Fenwick Shot Against Below League FSh%	xGA/FA	(xGA / FA) - League Fsh%
Rates For per 60 Above Average (Goal Value)	RF/60	((FF * League FSh%) / TOI) * 60
Rates Against per 60 Below Average (Goal Value)	RA/60	((FA * League FSh%) / TOI) * 60
Quality For per 60 Above Average (Goal Value)	QF/60	(((xGF / FF) - League FSh%) * FF) / TOI) * 60
Quality Against per 60 Below Average (Goal Value)	QA/60	(((xGA / FA) - League FSh%) * FA) / TOI) * 60
Shot Rate Differential per 60	R±/60	RF/60 - RA/60
Shot Quality Differential per 60	Q±/60	RF/60 - RA/60
Shooting Goals Above Expected per 60	Sh±/60	((GF - xGF) / TOI) * 60
Goaltending Goals Above Expected per 60	Sv±/60	((xGA - GA) / TOI) * 60

Metric	Abbreviation	Calculation
Goal Differential per 60	G±/60	R±/60 + Q±/60 + Sh±/60 + Sv±/60

Goals Above Average & Replacement (Skaters):

- Goals Above Replacement (GAR, WAR, and SPAR) is a metric that attempts to assign a total value to each player, which represents how much that player contributed to their team in a single number. This single number is comprised of multiple components that are ratings for each area of play within a given sport. Please reference our series on Hockey-Graphs (part 1 (<https://hockey-graphs.com/2019/01/16/wins-above-replacement-history-philosophy-and-objectives-part-1/>), part 2 (<https://hockey-graphs.com/2019/01/17/wins-above-replacement-the-process-part-2/>), part 3 (<https://hockey-graphs.com/2019/01/18/wins-above-replacement-replacement-level-decisions-results-and-final-remarks-part-3/>)) for any and all information about the model found on our site.

Metric	Definition
EVO	Even-Strength Offense Goals Above Average/Replacement (per position)
EVD	Even-Strength Defense Goals Above Average/Replacement (inverted, per position)
PPO	Powerplay Offense Goals Above Average/Replacement (per position)
SHD	Shorthanded Defense Goals Above Average/Replacement (per position)
Take	Penalties Taken Goals Above Average/Replacement (inverted, per position)
Draw	Penalties Drawn Goals Above Average/Replacement (per position)
Off	Total Offense: EVO + PPO
Def	Total Defense: EVD + SHD
Pens	Total Penalty Goals: Take + Draw
GAR	Goals Above Replacement
WAR	Wins Above Replacement
SPAR	Standing Points Above Replacement

Replacement Level (Skaters):

Metric	Definition
Even-Strength Offense (EVO)	Aggregate rate below average of all skaters outside the top 13 F or top 7 D per team per season ('07-'19)
Even-Strength Defense (EVD)	Aggregate rate below average of all skaters outside the top 13 F or top 7 D per team per season ('07-'19)
Powerplay Offense (PPO)	Aggregate rate below average of all skaters outside the top 11 skaters per team per season (per position, '07-'19)
Shorthanded Defense (SHD)	Aggregate rate below average of all skaters outside the top 11 skaters per team per season (per position, '07-'19)
Penalties Taken (Take)	Aggregate rate below average of all skaters outside the top 13 F or top 7 D per team per season (all situations, '07-'19)
Penalties Drawn (Draw)	Aggregate rate below average of all skaters outside the top 13 F or top 7 D per team per season (all situations, '07-'19)

Goals Above Average & Replacement TOI Thresholds*** (Skaters):

Metric	Definition
Even-Strength (EVO & EVD)	60 minutes
Powerplay Offense (PPO)	25 minutes
Shorthanded Defense (EVD)	25 minutes
Penalties (Take + Draw)	None

*** players who fall below these TOI thresholds will be “regressed” to average (0.0)

Goals Above Average & Replacement (Goalies):

Metric	Definition
FA_EV	Total even-strength fenwick shots against
FA_SH	Total shorthanded fenwick shots against
EVD	Even-Strength Defense Goals Above Average/Replacement (inverted)
SHD	Shorthanded Defense Goals Above Average/Replacement (inverted)

Metric	Definition
Take	Penalties Taken Goals Above Average/Replacement (inverted)
Draw	Penalties Drawn Goals Above Average/Replacement
GAA/GAR /WAR/SPAR	EVD + SHD + Take + Draw (converted to WAR/SPAR as necessary)

Penalty Goals:

Metric	Definition
Take Count	Total penalties taken
Draw Count	Total penalties drawn
Take Goals	Total goal value of all penalties taken (inverted)
Draw Goals	Total goal value of all penalties drawn
Take AA	Penalties Taken Goals Above Average (per position, inverted)
Draw AA	Penalties Drawn Goals Above Average (per position)
Pens AA	Take AA + Draw AA

Penalties included are from all strength state situations

The Take Goals and Draw Goals values are score & venue adjusted

The following penalties are removed:

- Offsetting penalties (strength state moves from 5v5 -> 4v4, for example)
- Superfluous penalites (additional game misconducts, unsportsmanlike conducts, etc.)

Goals Per Win / Standing Point:

To convert goals to wins/standing points, we follow the method developed by Dave Laidig at American Soccer Analysis (<https://www.americansocceranalysis.com/home/2019/1/11/points-above-replacement>). A single linear regression is run where team wins per game is the independent variable and team goal differential per game is the dependent variable. The resulting coefficient for team goal differential is used as the goals to win conversion factor. The same process is used for standing points (team standing points per game is substituted for team wins per game).

There are very few observations per season (30/31 teams in a season) so we use a "rolling average" approach to determine the conversion factor. For example, the goals to wins conversion for the

'18-19 season includes the team results from the '16-17, '17-18, and '18-19 seasons. Additionally, each season is weighted in the regression based on recency (in this case '16-17 has a weight of 1, '17-18 has a weight of 2, and '18-19 has a weight of 3). This produces a more stable conversion while maintaining the league environment for the season that is being evaluated.

Here are the goals to win/standing point conversions from '07-08 to '18-19:

season	Goals Per Standing Points	Goals Per Win
07-08	2.872	5.525
08-09	2.872	5.525
09-10	2.872	5.525
10-11	2.922	5.600
11-12	3.093	5.733
12-13	2.908	5.389
13-14	2.820	5.279
14-15	2.754	5.252
15-16	2.696	5.182
16-17	2.745	5.312
17-18	2.683	5.132
18-19	2.850	5.364

Relative to teammate (RelTM)***

- Offense:
 - *player on-ice CF/60 - weighted average of all teammates' on-ice CF/60 (weighted by player TOI% with teammate)*
- Defense:
 - *player on-ice CA/60 - weighted average of all teammates' on-ice CA/60 (weighted by player TOI% with teammate)*

*** This calculation is used for all respective RelTM measures (GF, GA, SF, SA, FF, FA, CF, CA, xGF, xGA)

Regularized Adjusted Plus-Minus (RAPM)

- Stint-level weighted ridge regression. The target variable is a per 60 rate (separate regressions are run using GF60, CF60, and xGF60 as the target variable), the weights are the length of each stint (stint is defined as a period of play where no player substitutions occur), and the predictor variables are:

Variable	Definition
All Skaters - Offense	boolean variable: 1 = skater was on the ice for the stint, 0 = skater was not on the ice for the stint
All Skaters - Defense	boolean variable: 1 = skater was on the ice for the stint, 0 = skater was not on the ice for the stint
All Goalies - Defense	boolean variable: 1 = goalie was on the ice for the stint, 0 = goalie was not on the ice for the stint
Score State	7-level factor variable for CF (home lead of -3 through +3), and 3-level factor variable for GF and xGF (trailing, tied, leading)
Strength State	factor variable equal to the applicable strength states in the regression
Offensive "Zone Start"	boolean variable: 1 = stint included at least one faceoff in the offensive team's offensive zone, 0 = no faceoff in offensive zone
Neutral "Zone Start"	boolean variable: 1 = stint included at least one faceoff in the offensive team's neutral zone, 0 = no faceoff in neutral zone
Defensive "Zone Start"	boolean variable: 1 = stint included at least one faceoff in the offensive team's defensive zone, 0 = no faceoff in defensive zone
Back-to-Back	boolean variable: 1 = offensive team had one night of rest, 0 = offensive team had more than one night of rest

- The skater ratings are the coefficients that result from the regression. These are interpreted as a skater's offensive and defensive contribution (per 60 minutes) to the league scoring rate (Goals, xG, or Corsi).
- Please reference our full explainer found on Hockey-Graphs (<https://hockey-graphs.com/2019/01/14/reviving-regularized-adjusted-plus-minus-for-hockey/>) for more information about this metric.

RAPM Charts

The RAPM Charts use the RAPM metrics we feel are most reliable for skater evaluation. These include:

- Offense:
 - Goals For per 60
 - xG For per 60
 - Corsi For per 60
- Defense:
 - xG Against per 60
 - Corsi Against per 60

The respective RAPM ratings used in the RAPM Charts are centered and scaled around the positional mean (Forwards/Defensemen) of the selected timeframe using Z-Scores (https://en.wikipedia.org/wiki/Standard_score). This is done so each RAPM rating can be viewed on the same “level” as the others. Using Z-Scores we can look at how a player has performed relative to all other players at the same position over the selected timeframe.

*** Note: The GA/60 ratings that result from the Goals RAPM regressions are inherently influenced by the goaltender behind the skater and are problematic for defensive evaluation. They are not included in these charts for this reason.

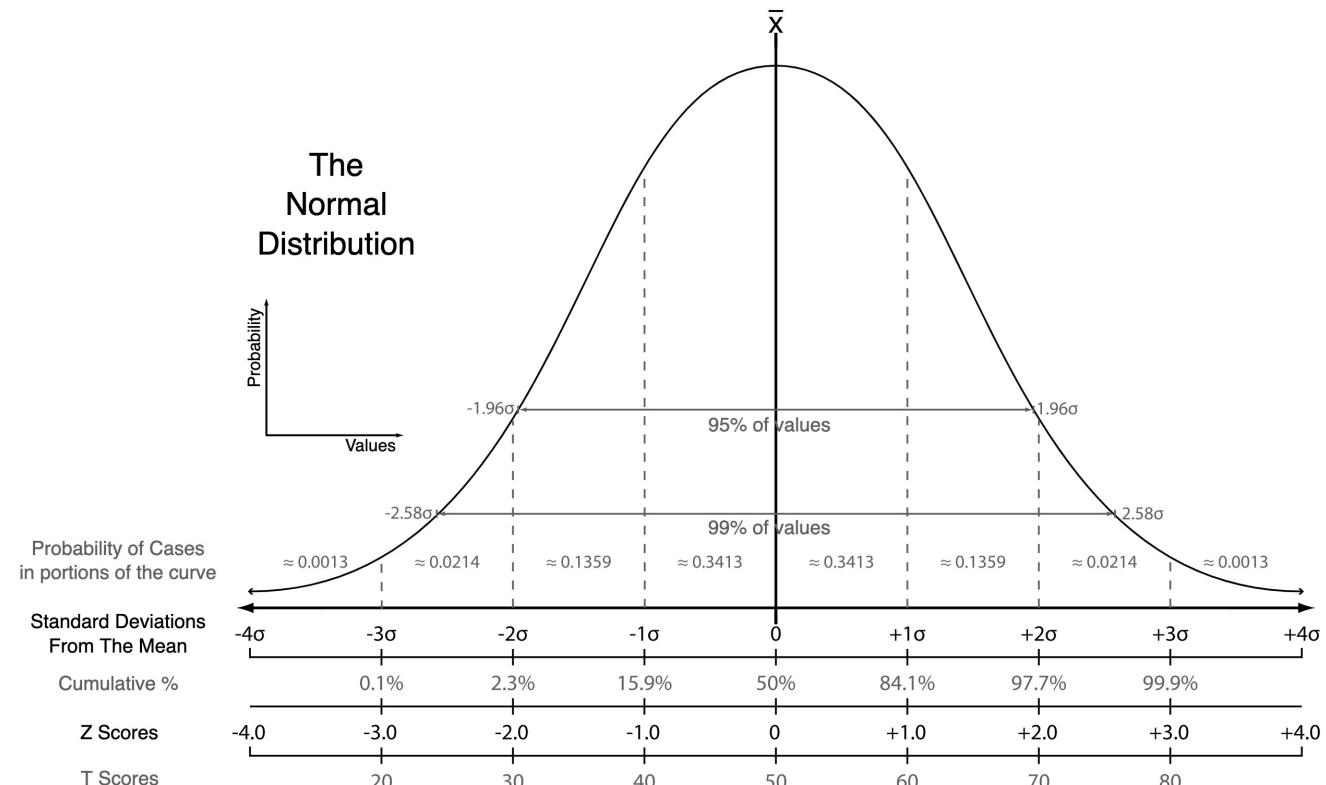


Image Source (https://commons.wikimedia.org/wiki/File:The_Normal_Distribution.svg)

Skater Similarity Scores

The similarity scores found on the site are determined by calculating a weighted euclidean distance between one player and all other players who:

- Play the same position (Forward / Defenseman)
- Are +/- 2 years of the player's age.

The following metrics are used for determining the similarity of two players:

- All Situations:
 - GP , Take GAR , Draw GAR , SPAR , xSPAR
- Even-Strength:
 - EV TOI , EV TOI/GP , EV Zone % (OZS / (OZS + NZS + DZS + OTF))
 - EVO GAR , xGAR EV RF , xGAR EV QF , xGAR EV Shoot , RAPM EV GF60 , RAPM EV CF60 , RAPM EV xGF60
 - EVD GAR , xGAR EV RA , xGAR EV QA , RAPM EV CA60 , RAPM EV xGA60
- Powerplay:
 - PP TOI , PP TOI/GP , PP Zone % (OZS / (OZS + NZS + DZS + OTF))
 - PPO GAR , xGAR PP RF , xGAR PP QF , xGAR PP Shoot , RAPM PP GF60 , RAPM PP CF60 , RAPM PP xGF60
- Shorthanded:
 - SH TOI , SH TOI/GP , SH Zone % (OZS / (OZS + NZS + DZS + OTF))
 - SHD GAR , xGAR SH RA , xGAR SH QA , RAPM SH CA60 , RAPM SH xGA60

All 3-year and 6-year periods available for each player are summed and converted to Z-Scores (https://en.wikipedia.org/wiki/Standard_score) (around the positional mean of the respective summed datasets).

We weight the metrics in each strength state by the percent of league TOI that strength state makes up:

- All Sit: 100%
- EV: 80%
- PP: 10%
- SH: 10%

The final calculation looks like this:

```
sqrt(
  (Player GP - Comp GP)^2 * 1.0 + ...
  (Player EV TOI - Comp EV TOI)^2 * 0.8 + ...
  (Player PP TOI - Comp PP TOI)^2 * 0.1 + ...
  (Player SH TOI - Comp SH TOI)^2 * 0.1 + ...
)
```

The resulting distance measures are then re-scaled to be displayed from 0% - 100% using the following calculation (where the min and max are taken from the entire respective 3-year and 6-year

datasets):

- $(x - \min(x)) / (\max(x) - \min(x))$
-

Contract Projections

These projections are modeled using data that CapFriendly (<https://www.capfriendly.com/>) has graciously made available to us. In addition, we've used metrics available on our site along with biographical/draft information from the NHL. The final numbers that you see are the outputs of two separate models that work in tandem. The first model is built to predict the length of a given player's future contract (term). A contract can be anywhere from 1 to 8 years in length. Our dataset does include contracts from the past that were longer than 8 years, but these have been adjusted to 8 years in the model for continuity. The second model is built to predict a given player's salary cap % (a contract's % of the cap ceiling excluding bonuses). Predicting this percentage allows us to control for the change in the NHL's salary cap year over year. For our term model, we used Random Forest. For our cap % model, we used Cubist.

Both of these models use a weighting system that takes into account up to the prior 3 years a given player played in the NHL. If a player signs an in-season extension, we determine prior years based on whether they signed before or after February 15 within a given year. (Before: the prior year is the prior season. After: the current season stats are used). Each prior year is weighted as follows, where "n" represents "now":

Term:

- n-1: 11
- n-2: 2
- n-3: 1
- (78.6%, 14.3%, 7.1%)

Cap %:

- n-1: 6
- n-2: 3
- n-3: 2
- (54.5%, 27.3%, 18.2%)

These weights were determined based on a lengthy cross-validation grid-search process (25 total sets of weights). In addition, other tests were performed on the 3 sets of weights that performed best in cross-validation for each model to determine the most robust system. If a player has less than 3 total seasons in the NHL, we weight differently. For two-year players, the n-1 and n-2 weights are used. For one-year players, we use only the season they played previously. A note: this model is designed with NHL players in mind. If a player does not have NHL data (i.e. they have not played in the NHL - ELC, KHL, etc.), then they are excluded from these projections.

The following features were included in both models to varying degrees:

- Position, Age Tier, Contract Status (UFA/RFA), Signing Period, Signed with Prior Team (yes/no),
- Years since Draft, Shooting Hand, Draft Round, Max Possible Contract (age),
- TOI (All Situations), TOI %,
- Goals, Primary Assists, Game Score (Dom L's original formula (<https://hockey-graphs.com/2016/07/13/measuring-single-game-productivity-an-introduction-to-game-score/>)),
- iCF, iXG,
- Giveaways, Takeaways,
- 5v5 GF Differential, 5v5 CF Differential,
- Term, iPEND2, iPENT2 (Cap % model only)

As mentioned, these two models work in tandem with one another - a given contract's length (term) is included in the cap % model. This allows us to project the total contract value for any length between 1 and 8 years. Predicting term is a multiclass classification problem - there are 8 possible outcomes. This model assigns probabilities (between 0 and 1) for all 8 years, where the term with the highest probability becomes our "expected" term. The cap % model is built using the "known" term for a given contract, and we predict cap % for every player for every possible term (1-8 years). The cap % associated with the highest probability from the term model is chosen. The dollar amount displayed is based on the salary cap input by the user (we've set this to \$84MM). The final value comes from multiplying a given player's cap % by the total salary cap (a 10% player in an \$84MM cap league = a \$8.4MM total cap hit).

We've also added some new features this year that not only add flexibility overall, but also significantly improve each model's respective performance: Signing Period (or the "Period" column) and "Signs With". Signing period works like how it sounds: at what point in the year was a given contract signed? For this feature, we arrived at three "periods" within the year that a given contract can be signed - both of these features significantly contribute to both expected term and cap %. For display purposes, we've set this as "July", but the other periods are available for you to look at via the "Signing Period" dropdown.

- Period 1: July (free agency)
- Period 2: August 1st - October 11th (free agency holdout)
- Period 3: October 12th - June 30th (in-season extension)

"Signs With" is a binary feature that accounts for whether a player signed a given contract with the team that they most recently played for (yes / no) - for projected contracts, this takes the form of "if a player signs with their previous team or with a new team, what do we expect their projected contract to look like?". For display purposes, we've set the dropdown so all UFAs sign with a new team and all RFAs sign with their previous team. However, you can look at both options for UFAs and RFAs. It's important to keep in mind that RFAs who sign with a different team are rare cases; the model doesn't have a lot of prior data to work with here, so please take these projections with a grain of salt. **A NOTE: we are NOT predicting whether a given player will sign with their prior team or with a new team. We are simply allowing users to view both scenarios, for all players.**

While this does a good job accounting for 8-year contracts overall (please reference Rule 50.8, subsection (b) (iv) of the CBA), it doesn't do this perfectly. Alex Pietrangelo, as of this writing, is still projected to sign an 8-year deal with a different team, which is impossible. For now, we've chosen to leave this as is since it's somewhat telling of just how "valuable" the model(s) think he is based on historical signings. But please keep in mind: he can't sign an 8-year deal with a different team, nor can any other player.

Finally, we've made projections for all active players available as well (anyone who played more than

1 game in the '19-20 season) - the “Free Agent” dropdown. Looking at non-free agents, however, can be a bit strange since this assumes that any and all players could sign a new contract at any given time. This isn't really how it works and is unrealistic. Even more important here is that players who recently (within the last 3 years) signed a contract will likely be quite close to their previously signed contract since both models were trained using those same recent contracts. While both models are significantly weighted towards the most recent season, the “biographical” features will be the same, and recent players' metrics will be similar overall. It's best to disregard projections here for players who signed a contract within the last 3 years, or at the very least, understand that their results are going to be biased (close to their previous contract).

Score Adjustments

All on-ice and relative to teammate metrics (EV, PP & SH - Skaters and Teams) are score adjusted using the method developed by Micah Blake McCurdy (<http://www.hockeyviz.com/txt/senstats>).

— 5v5 —

Goals:

Home Score State	Home Weight	Away Weight
Trailing	0.938	1.071
Tied	0.945	1.061
Leading	0.988	1.012

Expected Goals:

Home Score State	Home Weight	Away Weight
Trailing	0.923	1.091
Tied	0.954	1.051
Leading	0.991	1.010

Shots on Goal:

Home Lead State	Home Weight	Away Weight
-3 or worse	0.862	1.191

Home Lead State	Home Weight	Away Weight
-2	0.890	1.141
-1	0.915	1.102
0	0.972	1.029
+1	1.037	0.966
+2	1.077	0.933
+3 or better	1.104	0.914

Fenwick Shots:

Home Lead State	Home Weight	Away Weight
-3 or worse	0.859	1.197
-2	0.881	1.155
-1	0.909	1.111
0	0.968	1.034
+1	1.037	0.966
+2	1.078	0.933
+3 or better	1.109	0.911

Corsi Shots:

Home Lead State	Home Weight	Away Weight
-3 or worse	0.843	1.230
-2	0.866	1.182
-1	0.899	1.127
0	0.970	1.032
+1	1.053	0.952
+2	1.105	0.913
+3 or better	1.140	0.891

— 4v4 —

Goals:

Home Score State	Home Weight	Away Weight

Home Score State	Home Weight	Away Weight
Adjustment	0.929	1.082

Expected Goals:

Home Score State	Home Weight	Away Weight
Adjustment	0.951	1.055

Shots on Goal:

Home Lead State	Home Weight	Away Weight
Trailing	0.939	1.070
Tied	0.969	1.033
Leading	1.029	0.973

Fenwick Shots:

Home Lead State	Home Weight	Away Weight
-3 or worse	0.933	1.077
-2	0.931	1.079
-1	0.938	1.071
0	0.973	1.029
+1	1.027	0.975
+2	1.040	0.963
+3 or better	1.060	0.947

Corsi Shots:

Home Lead State	Home Weight	Away Weight
-3 or worse	0.890	1.141
-2	0.914	1.103
-1	0.923	1.091
0	0.977	1.024
+1	1.043	0.960
+2	1.050	0.954
+3 or better	1.089	0.925

— 3v3 —

Goals:

Home Score State	Home Weight	Away Weight
Adjustment	1.033	0.969

Expected Goals:

Home Score State	Home Weight	Away Weight
Adjustment	1.006	0.994

Shots on Goal:

Home Lead State	Home Weight	Away Weight
Adjustment	0.991	1.009

Fenwick Shots:

Home Lead State	Home Weight	Away Weight
Adjustment	1.001	0.999

Corsi Shots:

Home Lead State	Home Weight	Away Weight
Adjustment	0.99	1.01

— 5v4 / 4v5*** —

Goals:

Home Score State	Home Weight	Away Weight
Trailing	0.860	1.183
Tied	0.933	1.077
Leading	0.980	1.006

Expected Goals:

Home Score State	Home Weight	Away Weight
Trailing	0.844	1.226
Tied	0.912	1.107
Leading	1.006	9.994

Shots on Goal:

Home Score State	Home Weight	Away Weight
Trailing	0.844	1.226
Tied	0.930	1.081
Leading	1.046	0.958

Fenwick Shots:

Home Score State	Home Weight	Away Weight
Trailing	0.843	1.229
Tied	0.926	1.087
Leading	1.039	0.964

Corsi Shots:

Home Score State	Home Weight	Away Weight
Trailing	0.841	1.233
Tied	0.930	1.082
Leading	1.052	0.953

*** Home & Away weights are reversed for shorthanded goals, xG, shots, fenwick, and corsi against

— 5v3 / 3v5*** —*Goals:*

Home Score State	Home Weight	Away Weight
Trailing	0.840	1.234
Tied	0.927	1.085

Home Score State	Home Weight	Away Weight
Leading	0.935	1.075

Expected Goals:

Home Score State	Home Weight	Away Weight
Trailing	0.801	1.330
Tied	0.896	1.131
Leading	0.913	1.105

Shots on Goal:

Home Score State	Home Weight	Away Weight
Trailing	0.799	1.336
Tied	0.915	1.102
Leading	0.949	1.057

Fenwick Shots:

Home Score State	Home Weight	Away Weight
Trailing	0.798	1.340
Tied	0.906	1.115
Leading	0.932	1.078

Corsi Shots:

Home Score State	Home Weight	Away Weight
Trailing	0.798	1.338
Tied	0.903	1.121
Leading	0.954	1.051

*** Home & Away weights are reversed for shorthanded goals, xG, shots, fenwick, and corsi against

— 4v3 / 3v4*** —

Goals:

Home Score State	Home Weight	Away Weight
Trailing	0.769	1.429
Tied	0.923	1.091
Leading	0.883	1.153

Expected Goals:

Home Score State	Home Weight	Away Weight
Trailing	0.820	1.282
Tied	0.912	1.106
Leading	0.898	1.129

Shots on Goal:

Home Score State	Home Weight	Away Weight
Trailing	0.839	1.238
Tied	0.913	1.105
Leading	0.975	1.026

Fenwick Shots:

Home Score State	Home Weight	Away Weight
Trailing	0.814	1.297
Tied	0.921	1.093
Leading	0.941	1.066

Corsi Shots:

Home Score State	Home Weight	Away Weight
Trailing	0.841	1.234
Tied	0.925	1.088
Leading	0.953	1.052

*** Home & Away weights are reversed for shorthanded goals, xG, shots, fenwick, and corsi against

[Penalty Goals](#)

Home Score State	Home Weight	Away Weight
Trailing	1.172	0.872
Tied	1.053	0.952
Leading	0.958	1.045

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