



“Normally, a Grade AA shot does not equal a Grade A shot, does not equal a Grade B shot in relative scoring opportunity”

HOCKEY ANALYTICS – SHOTS AND GOALS MEASURES AND DATA COLLECTION/REPORTS FORMS

Why measure any of the following against all opposition and against teams over 500 winning %?

- **Team Shots For And Against Averages By Team and Player** – scoring goals obviously starts with shots so if the team and players average more total shots than the other team, we should win. Right? Not necessarily. There are many aspects of a shot that increases the likelihood of a goal ... speed of the shot, how close to the goalie was the shot taken, where on the net was the shot, the quick or slow release of the shot, was the goalie forced to move in the net before the shot was taken, was the shot screened or deflected? Generally speaking analytic studies have found the further away from the net a shot is taken the more likely it is not to score. Now, to dig deeper, how many shots just inside their blueline say result in goals off of deflections and rebounds and screens in your league. Find out and measure the results over time using the forms provided in this website in order to improve your team’s performance.

Nevertheless measuring average total team and player shots is one high level indication of team and player success (see game form to collect shot location data below to get more detail)

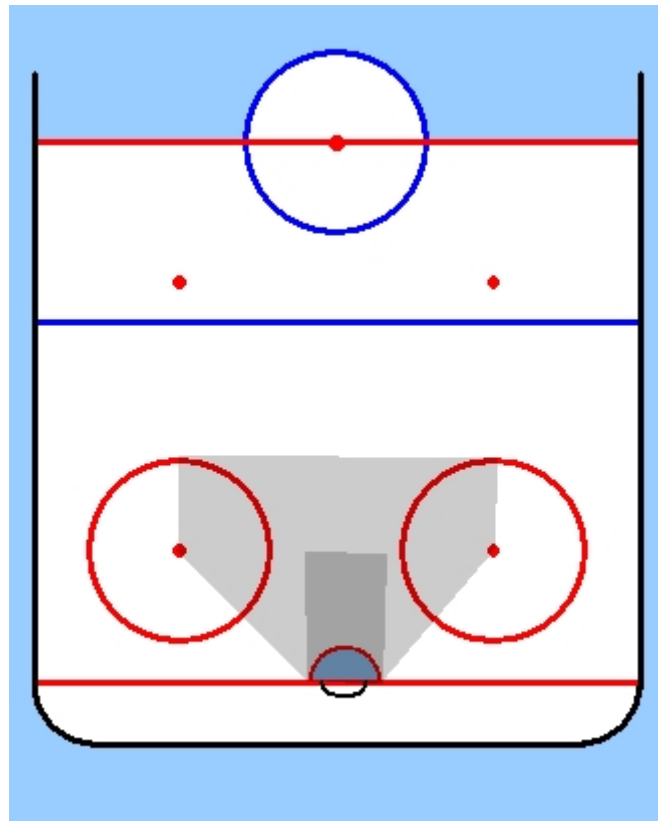
- **Shot Attempts (“SAT” or “CORSI”) By Team and Player** – some analytics folks for years have touted Shot Attempts (SAT) or CORSI (shots on net + shots that missed the net + blocked shots) as an indicator of team or player success as the team/player had to be in the Offensive Zone with puck possession to execute any of these, so, if one team’s SAT or CORSI is higher than the opposition’s the higher SAT – CORSI team should win. My issue with this logic is greater puck possession in the offensive zone enabling a blocked or missed net shot, or an on the net shot does not necessarily lead to more actual scoring or more quality shots on net, a greater % of which do score.

Therefore I think there are better measures of a team’s likely success in scoring more goals than the other team other than just being there in the offensive shot capable of executing many poor quality shots

Example: Team A has 25 on net shots + 20 blocked shots + 15 missed net shots = 60 CORSI or SAT shots. Team B has 40 on net shots + 5 missed net shots + 10 blocked shots = 55 shots. Team A has a superior CORSI or SAT 60 - 55, but TEAM B likely has 15 more quality shots than Team A with 15 more on net shots. And frankly this may not be the case. We still have to drill down more to determine at least some of the criteria for a quality shot, one of which is shot location. See below



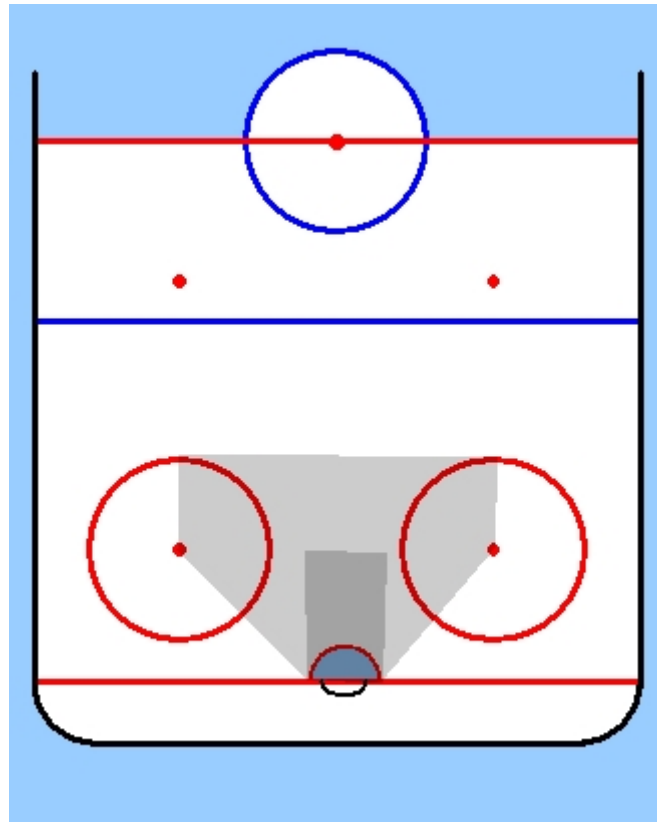
- **FENWICK By Team and Player** – same with FENWICK (shots on net + shots that missed the net)
- **Team and Player Grade “A” Shots For and Against Averages** – What is a Grade “A” shot? Any shot from the light grey shaded area below. Generally, shots within that area are statistically better quality or dangerous shots than shots outside of that area, but not always.



- **Team and Player Dangerous Grade “A” Shots For and Against Averages** – even if a shot comes from the Grade A area it is not necessarily a “dangerous” shot: for example a weak backhand that is easily handled by the goalie. “Dangerous” is not easily defined and is subjective but suffice to say it’s a shot you believe when you see it that it had a very good chance of going in, and in fact includes shots that did go in. Other dangerous shots would include breakaways, a properly executed 2 on 1, or 3 on 1 with a cross ice pass and quick release shot to an open net corner, a screened shot, cross ice one timers and so on. You define “dangerous” the way you want to, but if you are saying “got away with that one, or great save, or how did that not go in”, mark that one up with an * as “dangerous”.



- **Team and Player Grade “AA” Shots For And Against Averages** - What is a Grade “AA” shot? Any shot from the dark grey shaded area below:



- **Team and Player Dangerous Grade “AA” Shots For And Against Averages** – same criteria for these shots as for Grade A shots except because the shooter is closer these shots tend to go in more on a % basis than Grade A shots.
- **Team and Player Grade “B” Shots For and Against Averages** - What is a Grade “B” shot? Any shot from the white area below:



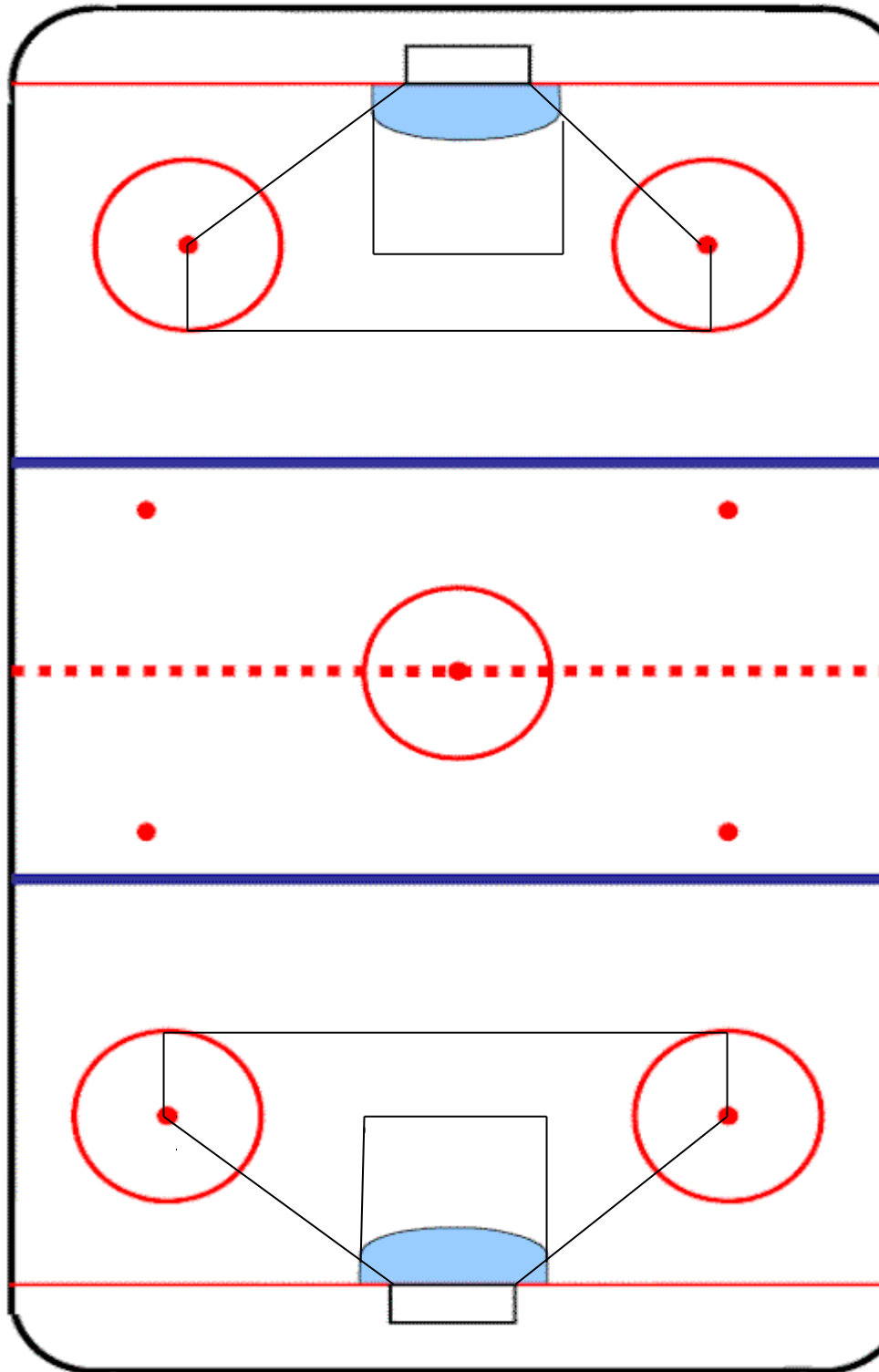
effectively at the right time? Need to know how significant the issue is and who is having difficult removing the screen or creating one for us

- **Shooting % By Player By Grade AA, Grade A and Grade B and Total Shots** – number of goals divided by the number of shots per player for each category. Very instructive for developmental work in the knack of putting pucks in a small space to score... slow shot release, panic close in banging at the puck rather than cool top shelf, mostly Grade B shots not getting to The Grade A and AA scoring areas enough?
- **Rebound Shots/Goals For and Against Per Game** – rebound shots go in much more frequently than regular shots, so determining how many rebounds are being generated is important in understanding scoring or lack thereof. And for our goalies let them count the rebounds of the other goalie when they are on the bench as this will help coaches understand what goalie coaching needs to take place to better control rebounds (see form below).

Here are the Data Collection Forms I use with respect to the above:

1. SHOTS AND FACEOFF GAME FORM

SEE BELOW



OZONE AND NZONE FACEOFFS

Player #	W	L
TOTAL OZONE NZONE		

DZONE FACEOFFS

Player #	W	L
TOTAL DZONE		
TOTAL ALL		
WIN % ALL		

INSTRUCTIONS:

- Insert player # in shot location and circle goals
- Put B after Blocked shot
- Put PP after PP shot
- Put X after missed net shot
- Put a * after a dangerous shot
- AA area small net front
- A area home plate shape
- B area all else
- Count AA's as A's too



PERIOD #				GRADE A		GRADE B		PP		AA	
F	A	MISS F	BLK F	F	A	F	A	F	A	F	A

COMPLETION INSTRUCTIONS

- Complete one form per period:
 - Insert player # in shot location and circle goals
 - Put B after Blocked shot in that location
 - Put PP after PP shot in that location
 - Put X after missed net shot in that location
 - Put a * after a dangerous shot in that location
 - Include all applicable labels to each Shot e.g. If a PP “dangerous” shot blocked, put Player Number PP B *
 - Insert player numbers for the faceoff record and a ✓ after a win or loss – a faceoff win is when we get the puck immediately on the draw or after an immediate battle around the faceoff circle involving other players
- Complete the Summary Table for each period
 - F = Shot For Us
 - A = Shot Against Us
 - MISS F = Missed Net Shot by Us
 - BLK F = Blocked Shot by Us
 - GRADE A “F” = Grade A (home plate area) shot by Us and includes all Grade AA Shots for Us
 - GRADE A “A” = Grade A (home plate area) shot against Us and includes all Grade AA Shots Against Us
 - GRADE B “F” = Grade A (home plate area) shot by Us
 - GRADE B “A” = Grade A (home plate area) shot against Us
 - PP “F” = Power Play Shot for Us
 - PP “A” = Power Play Shot Against Us
 - AA “F” = Grade AA (rectangle area net front) Shot by Us
 - AA “A” = Grade AA (rectangle area net front) Shot Against Us
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- Advise the coaching staff of the results after each period

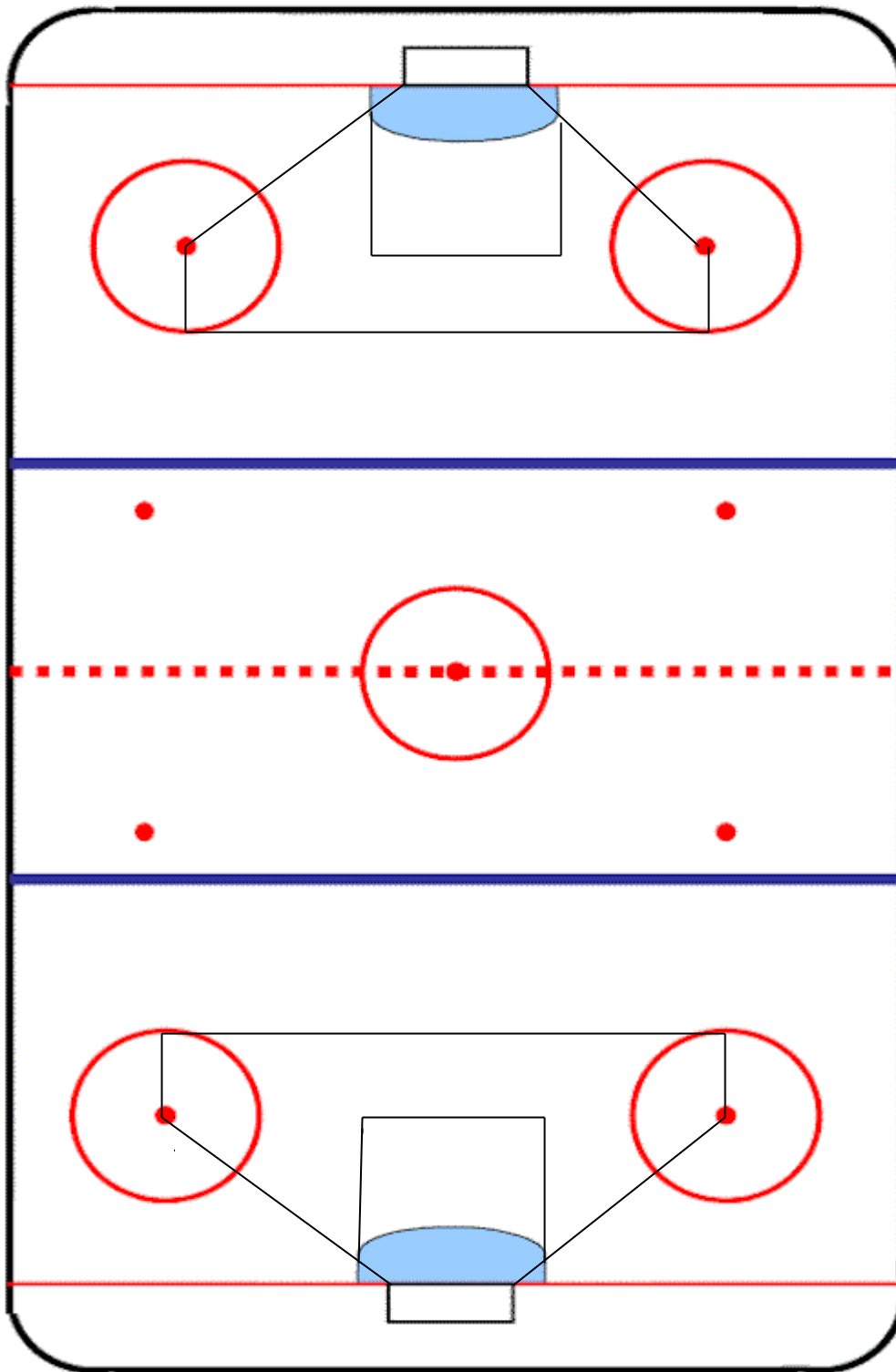


3. TEAM AND PLAYER BLOCKED SHOTS COLLECTION FORM

SEE BELOW



vs	Date:	Location:	Game #:	Data Collector:
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INSTRUCTIONS:

- Insert Team name in nets
- Insert player # in blocked shot location both For and Against
- Put PK after PP blocked shot
- AA area small net front
- A area home plate shape
- B area all else

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BLK'D FOR A/AA	
BLK'D FOR B	
BLK'D FOR PK A/AA	
BLK'D FOR PK B	
TOTAL ALL BLOCKED SHOTS FOR	



5. GOALIE REBOUND SHOTS/GOALS

GOALIE REBOUND SHOTS/GOALS

Opponent: _____ Date: _____ Data
Collector: _____

TEAM	Period 1	Period 2	Period 3	Overtime	TOTALS
Against Us					
Total					
Against Opponent					
Total					

A "rebound shot" occurs only **after** there is a shot stopped by the goalie (not necessarily on net) and a rebound shot happens immediately after on the rebound without an intervening pass. If there is another rebound shot(s) after the initial rebound shot count these too. **If any rebound shot misses the net, mark it ("X")** .



Mark each rebound shot by a check mark in the period box above and total at the end of each period. **If a goal is scored on the rebound shot, circle the check mark.**

Do the same for our opponent's goalie in the boxes above, but in stead of a check mark insert our player's number who took the rebound shot, and **if any rebound shot misses the net, mark it ("X")**. Posts or cross bars, or saves where the puck would not have gone in are missed nets.

6. PLAYERS SHOOTING % REPORT

Date:

Games Played:

SEE BELOW

