# DISCRETE DEFENSIVE STRATEGIES ON THE PENALTY KILL 

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Ottawa Hockey Analytics Conference
November 16, 2019
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## YOU'VE PROBABLY HEARD

## Goalies are your most important penalty killers <br> (but not today)

## CAN WE AGREE ON A GOOD PK?

Limiting shots and expected goals

## BUT HOW?



## METHOD \#1

## PK defensive zone

## PK offensive zone



## METHOD \#1

1. Play good defense

Rate of shots and expected goals allowed per time in the DZ

## METHOD \#2

| PK defensive |  |
| :---: | :---: |
| zone | $\begin{array}{c}\text { PK offensive } \\ \text { zone }\end{array}$ |



## METHOD \#2

2. Play good offense

Rate of shots and expected goals generated

## METHOD \#3

## PK defensive zone <br> PK offensive zone



## METHOD \#3

3. Keep the power play
out of your zone
Percent of time the power play doesn't have $\mathbf{O Z}$ possession

## METHOD \#4

PK defensive zone

PK offensive zone


## METHOD \#4

## 4. Kill some rats

```
Kent Wilson
```

@Kent_Wilson
Blocking shots is like killing rats. Doing it is preferable to not, but if you're doing it all the time it suggests you have bigger problems

9:35 PM • Mar 17, 2015 • TweetDeck

## METHOD \#4

4. Kill some rats

Rate of blocked shots allowed per time in the DZ

## METHOD \#5

## 5. Pray that your goalie saves the day <br> -_(ツ)_/

## DATA COLLECTION PROCESS

2018-19 season

12 teams

1,146 minutes of penalty kills (4v5 only)

## TIME FOR SUPER-FANCY MATH

1,146 minutes $/ 12$ teams $=\mathbf{\sim 9 5} \mathbf{5} \mathbf{~ m i n} /$ team

All teams averaged 3854 v 5 minutes total

385 / 4 = 96.25 = CLOSE ENOUGH

## IS A QUARTER OF A SEASON ENOUGH?



Unblocked shot attempts against per 60, in-sample vs. out-of-sample

## IS A QUARTER OF A SEASON ENOUGH?



## Score adjustment for special teams?

## TEAM SELECTION



## TEAM SELECTION

Chicago
Colorado
Dallas
Winnipeg
Vegas
Edmonton

New Jersey
NY Islanders
NY Rangers
Philadelphia
Vancouver
Florida

## QUESTIONS TO ANSWER

Are these separate skills?
What correlates with shot quantity \& quality?
Do teams find success in different ways?

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## SEPARATE SKILLS

DZ defense<br>and<br>shots generated



## SEPARATE SKILLS

## DZ defense <br> and <br> time out of the PP OZ



## SEPARATE SKILLS



## SEPARATE SKILLS

DZ defense and<br>blocked shots



## QUESTIONS TO ANSWER

Are these separate skills?
What correlates with shot quantity \& quality?
Do teams find success in different ways?

## CORRELATIONS

DZ defense<br>and<br>unblocked shot rate



## CORRELATIONS

time out of the PP OZ
and
unblocked shot rate


## CORRELATIONS

time out of the PP OZ
and
expected goal rate


## CORRELATIONS

```
generated shot rate
and
unblocked shot rate
```



## CORRELATIONS

blocked shot \%
and
unblocked shot rate


## CORRELATIONS

blocked
shot rate
and
unblocked shot rate


## QUESTIONS TO ANSWER

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## TEAM STUDY



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## TEAM STUDY



## LIMITATIONS

## Lots!

## TAKEAWAYS: QUESTION 1

Possibly separate skills:

DZ defense and offense generation
DZ defense and ability to keep PP out of the zone

## TAKEAWAYS: QUESTION 2

DZ defense is most important (surprise)
Keeping the PP out correlates with quantity more than quality

The more shots blocked, the fewer given up

## TAKEAWAYS: QUESTION 3

Indicator that teams could have different "profiles" and find PK success in different ways

## FUTURE WORK

More data!

## Entries and exits

## Examining causal relationships

## DATA IS AVAILABLE



While doing previous research into aggressive offensive play on the penalty kill, I became curious as to how teams were able to find success on the penalty kill, in terms of broad, discrete strategies. I looked at four distinct methods, shown at right, and was interested to know 1) if these were separate skills, 2) which methods correlated most strongly with the rate of unblocked shot attempts and expected goals allowed (i.e., shot quantity and quality, a basic measure of PK success if the influence of the goalie is removed), and 3 ) if teams found success using varying methods.


Play good offense, measured by generating shots and expected goals in the offensive zone.

Block shots, measured by the percentage of shots that are blocked and rate of blocked shots allowed per time in the DZ.

| CHI | NYI |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| In order to create these metrics, I tracked 1,146 minutes of 4v5 |  |
| penalty kills, spread across 12 teams from the 2018-19 season. This |  |
| averages to about a quarter of all 4 v 5 time in the season for each |  |
| team. (The unblocked shot attempts against rate for in-sample games |  |
| correlates well to that of out-of-sample games, indicating that the |  |
| sample is decently representative.) The teams, shown at left, were |  |
| selected in a quasi-random fashion in order to pick teams that had |  |
| varying shot attempts rate, both for and against (shown at right). |  |

The tracked metrics of interest are shown at left, select a team below to highlight. The data is scaled to make for easier comparisons across categories, but the raw values are available by hovering over the points. In all cases, the "better" outcome for the penalty kill (e.g., a lower shot rate or a higher percentage of time spent out of the power play's offensive zone) is at the top of the axis.

A couple teams of interest

## THANK YOU!

Mike Pfeil

NHLTV

Josh \& Luke

Everyone who let me complain about tracking so many penalty kills

