DISCRETE DEFENSIVE STRATEGIES ON THE PENALTY KILL

Meghan Hall
Ottawa Hockey Analytics Conference
November 16, 2019





YOU'VE PROBABLY HEARD

Goalies are your most important penalty killers

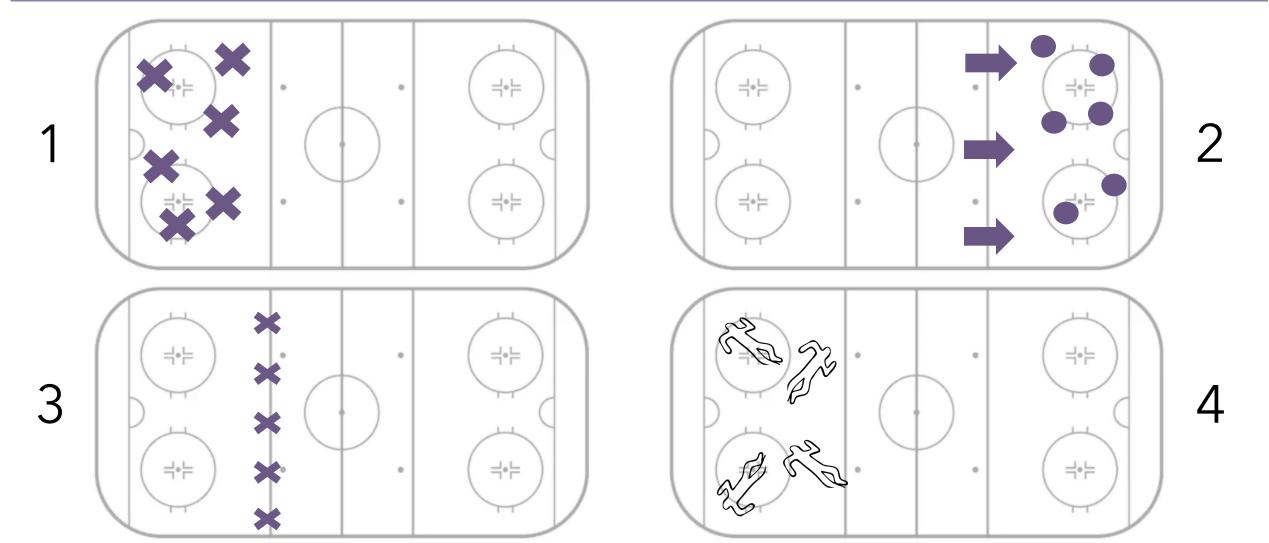
(but not today)

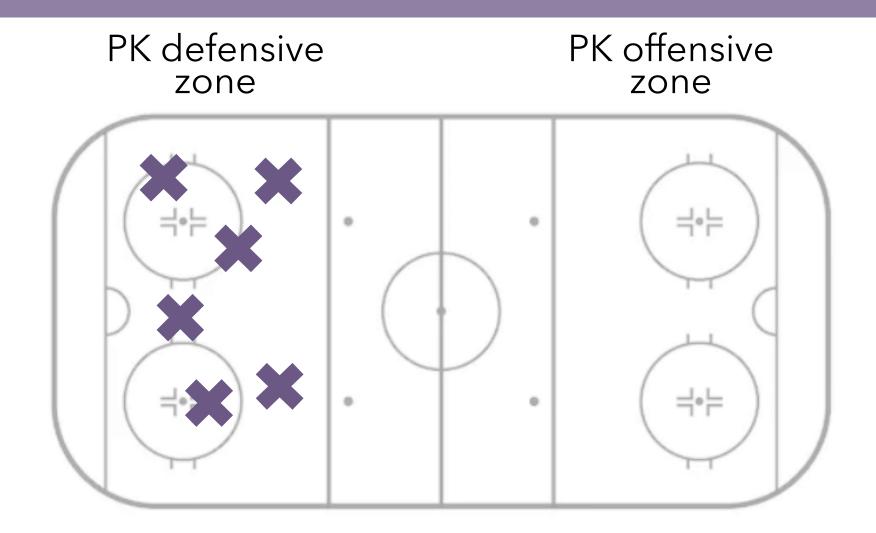


CAN WE AGREE ON A GOOD PK?

Limiting shots and expected goals

BUT HOW?





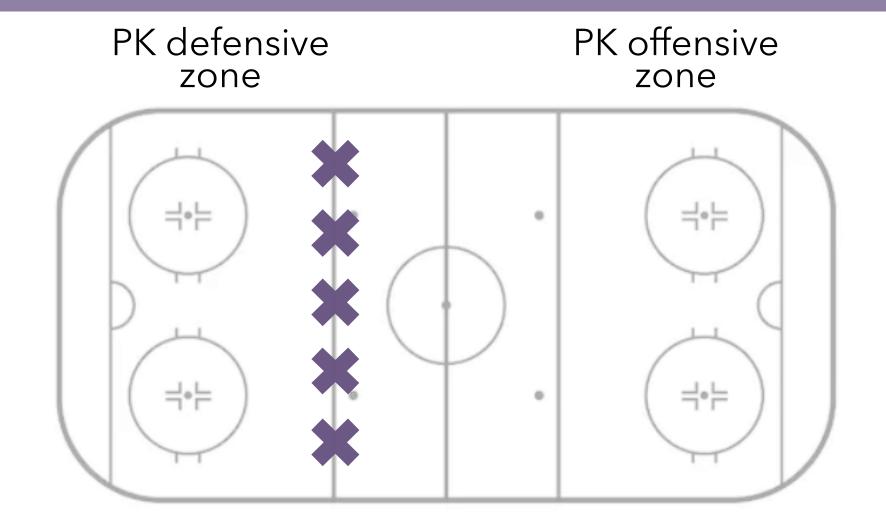
1. Play good defense

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

PK defensive PK offensive zone zone

2. Play good offense

Rate of shots and expected goals generated



3. Keep the power play out of your zone

Percent of time the power play doesn't have OZ possession

PK defensive PK offensive zone zone

4. Kill some rats



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

4. Kill some rats

Rate of blocked shots allowed per time in the DZ

5. Pray that your goalie saves the day



DATA COLLECTION PROCESS

2018-19 season

12 teams

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

TIME FOR SUPER-FANCY MATH

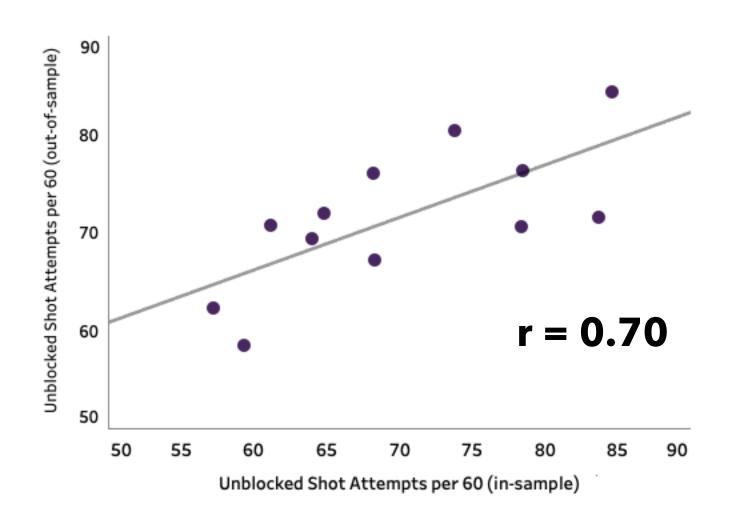
1,146 minutes / 12 teams = ~95.5 min/team

All teams averaged 385 4v5 minutes total

385 / 4 = 96.25 = CLOSE ENOUGH

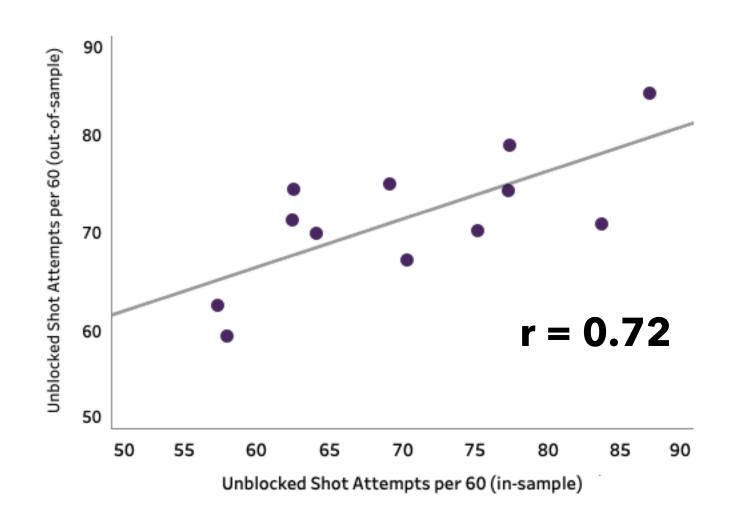


IS A QUARTER OF A SEASON ENOUGH?



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

IS A QUARTER OF A SEASON ENOUGH?



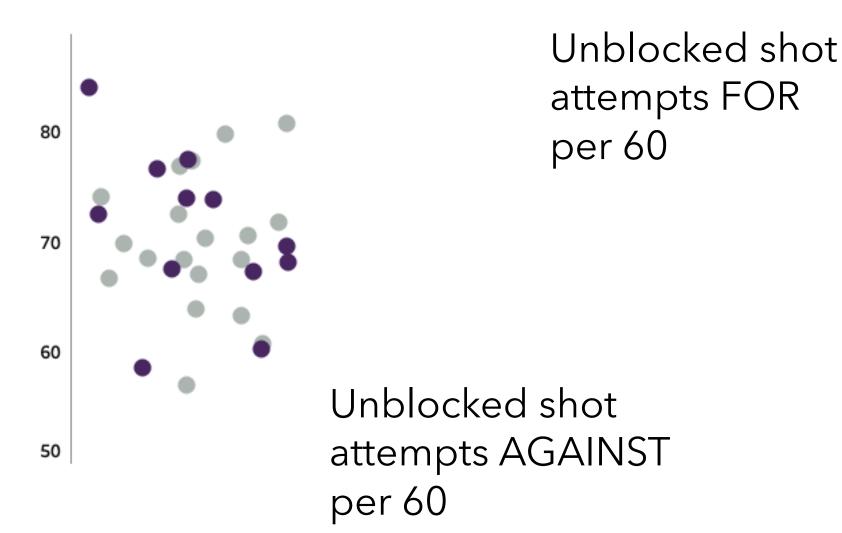
Adjusted

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

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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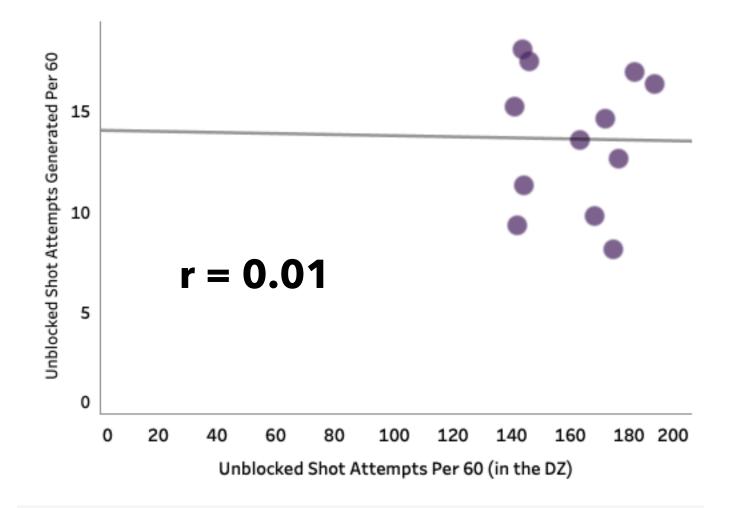
Do teams find success in different ways?



DZ defense

and

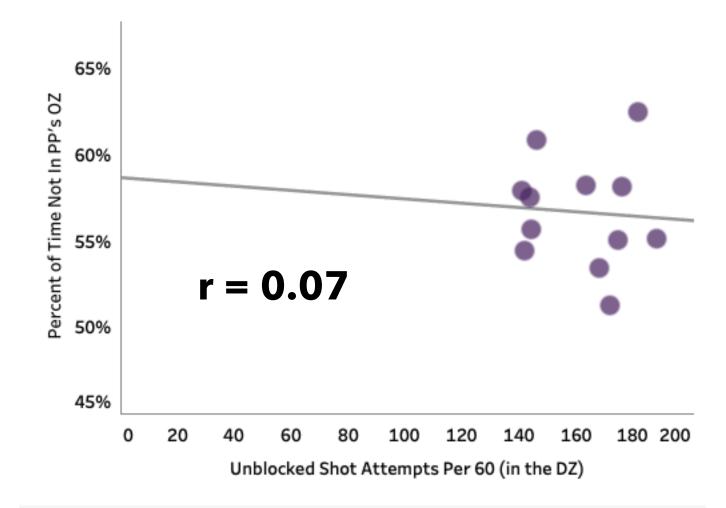
shots generated



DZ defense

and

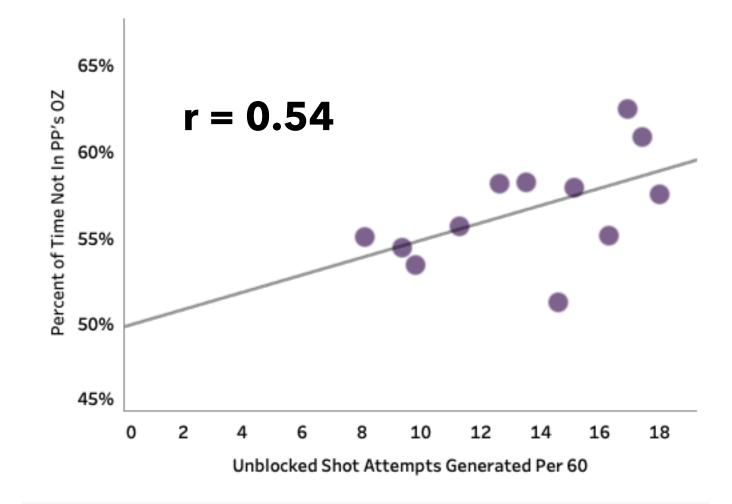
time out of the PP OZ



shots generated

and

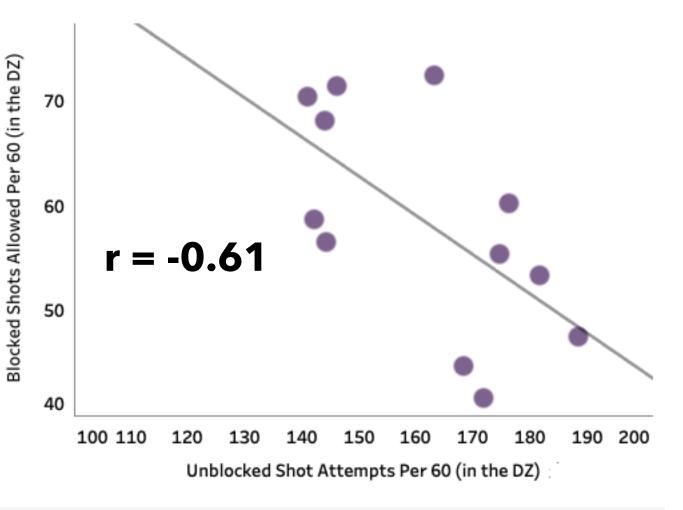
time out of the PP OZ





and

blocked shots



QUESTIONS TO ANSWER

Are these separate skills?

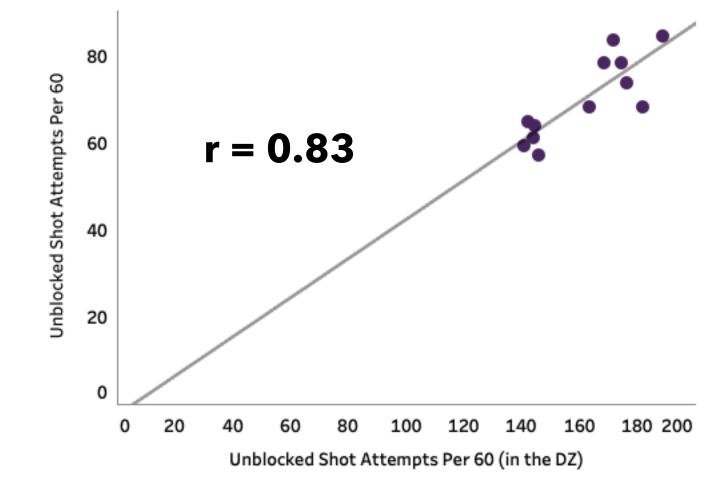
What correlates with shot quantity & quality?

Do teams find success in different ways?



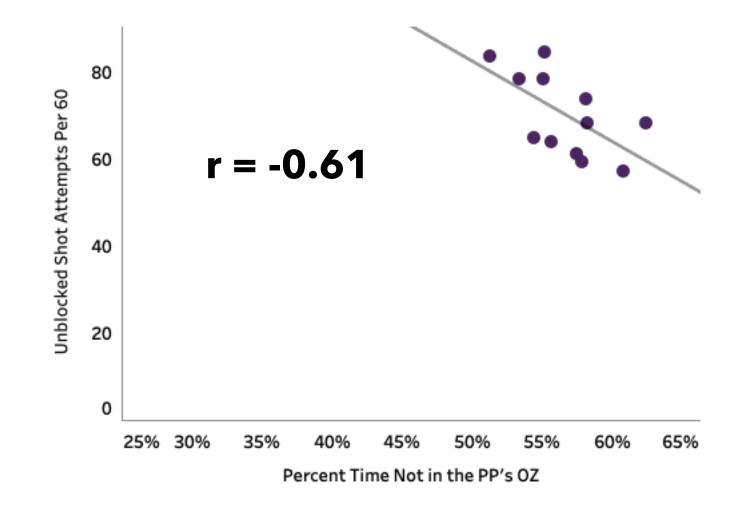
DZ defense

and





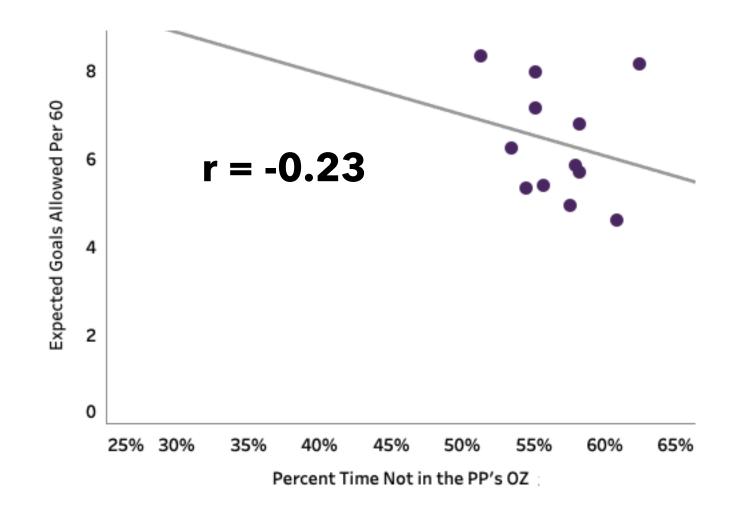
and





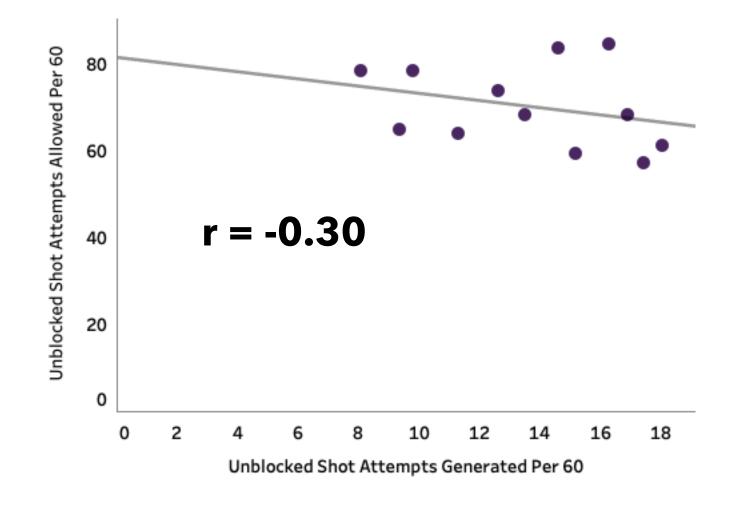
and

expected goal rate



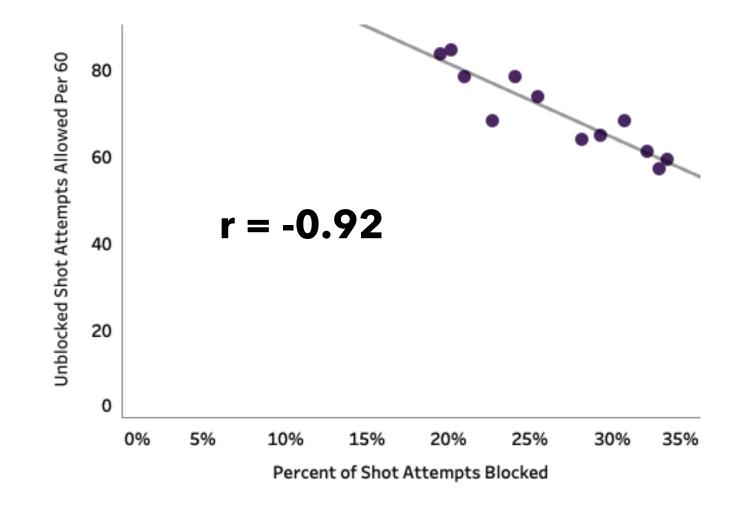
generated shot rate

and



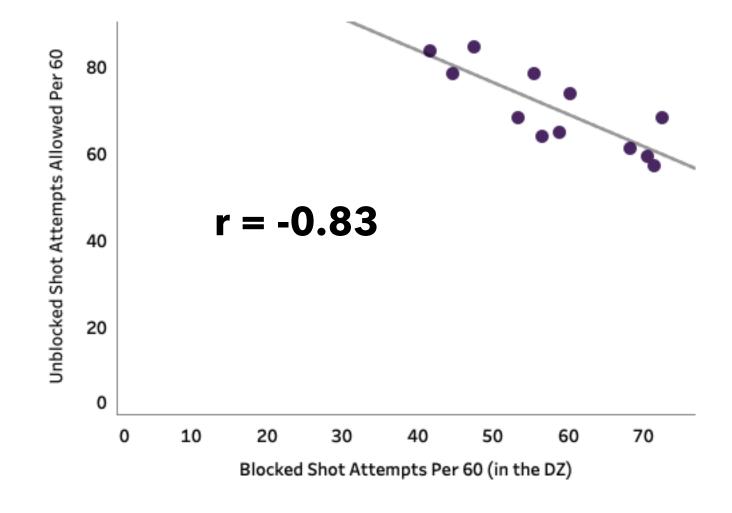


and





and



QUESTIONS TO ANSWER

Are these separate skills?

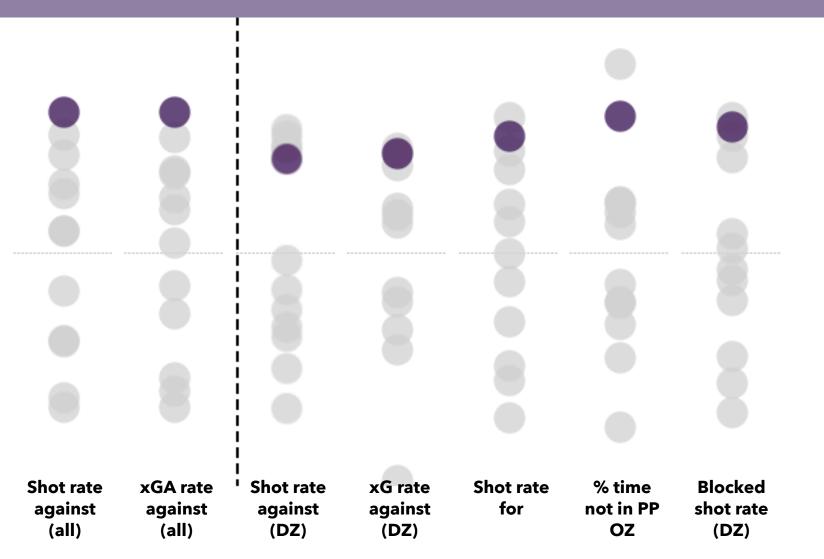
What correlates with shot quantity & quality?

Do teams find success in different ways?



TEAM STUDY

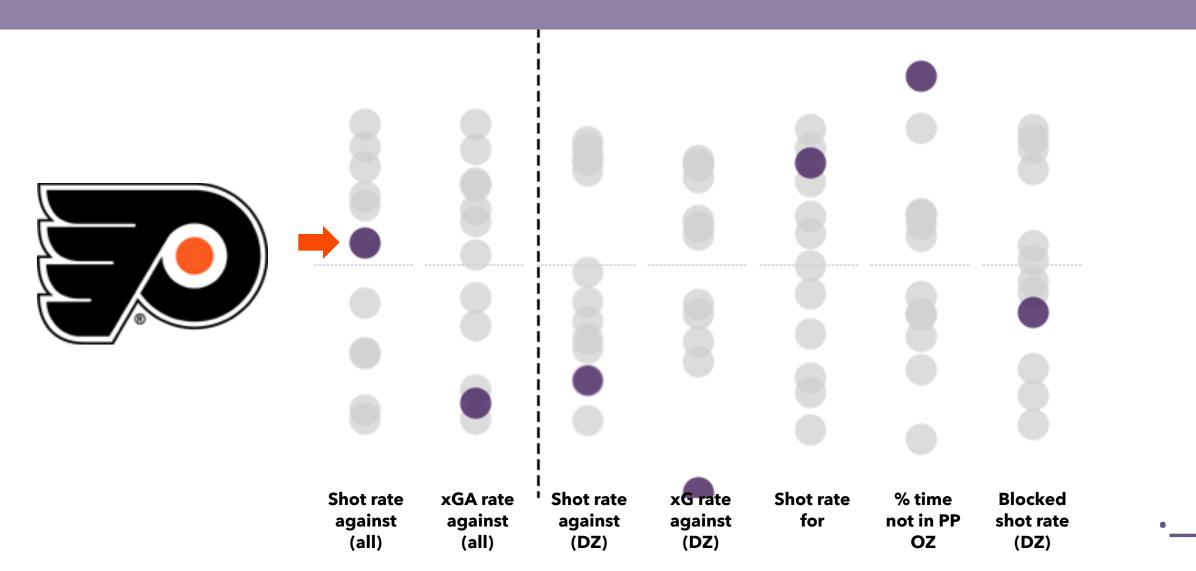


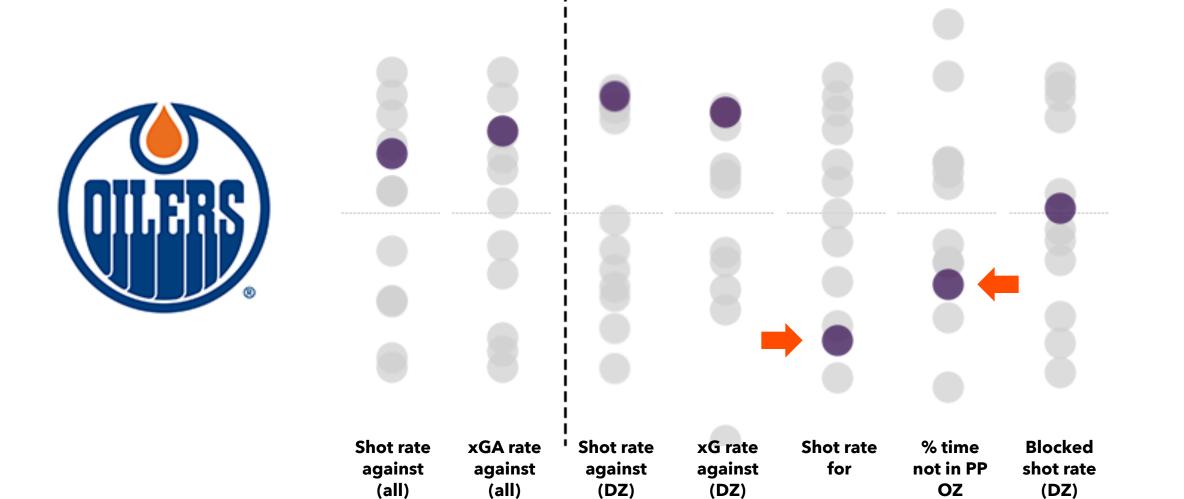


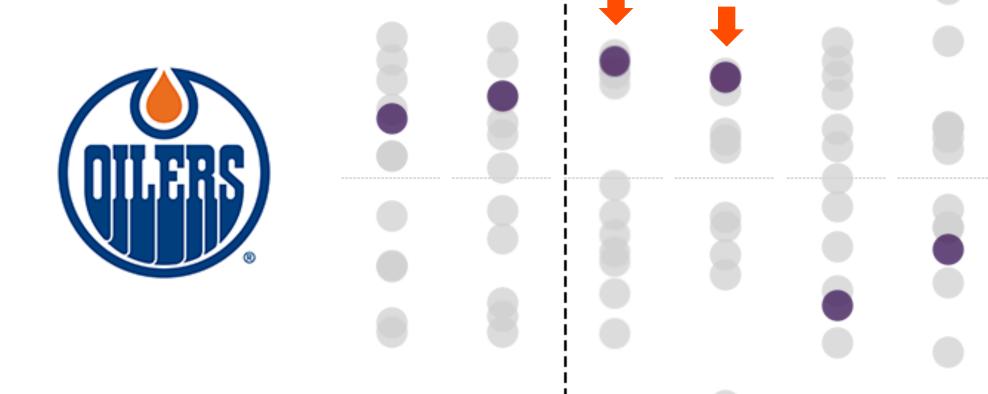












xGA rate

against

(all)

Shot rate

against

(DZ)

xG rate

against

(DZ)

Shot rate

for

% time

not in PP

ΟZ

Blocked

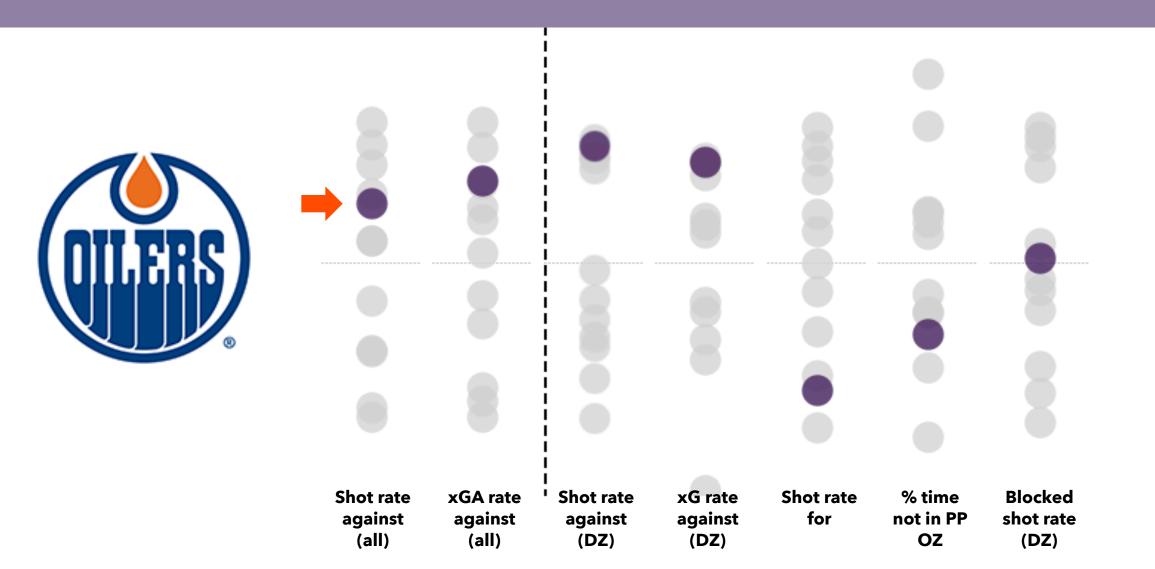
shot rate

(DZ)

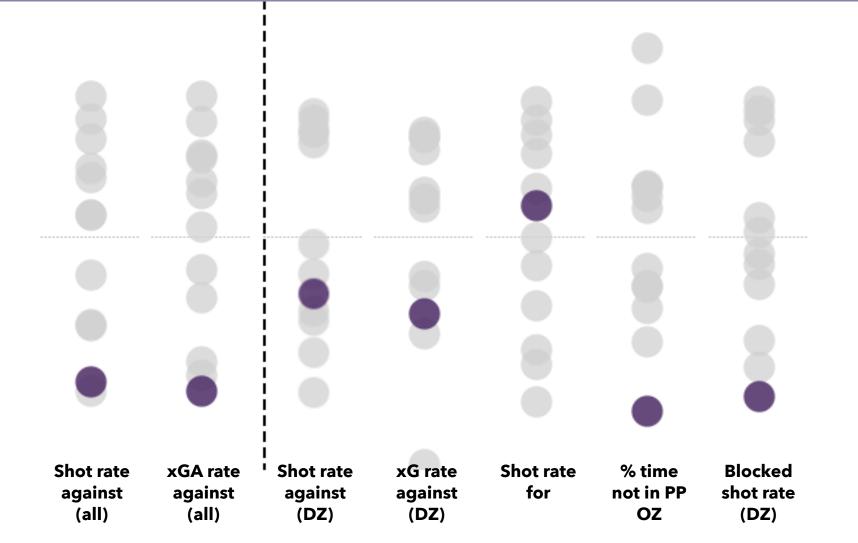
Shot rate

against

(all)











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

Viz by Meghan Hall @MeghanMHall November 2019

DISCRETE DEFENSIVE STRATEGIES ON THE PK



From a presentation at the Ottawa Hockey Analytics Conference, 11/16/2019 Slides available at the link

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.



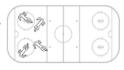
Play good defense, measured by limiting shots and expected goals allowed, per time in the defensive zone.



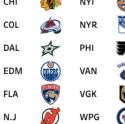
Play good offense, measured by generating shots and expected goals in the offensive zone.



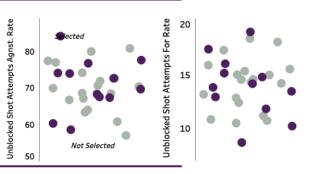
Keep the power play out of the zone, measured by percent of time the power play doesn't have OZ possession.



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



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 4v5 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.

Select PK Team

A couple teams of interest:



THANK YOU!

Mike Pfeil

NHLTV

Josh & Luke

Everyone who let me complain about tracking so many penalty kills