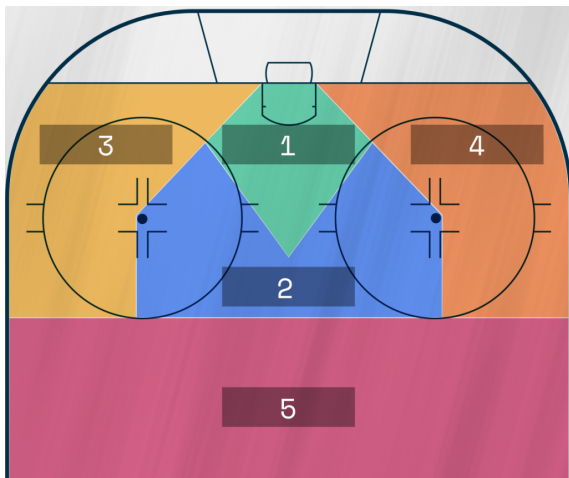


## General Terms

- Perimeter: Shots from outside the slot
- Slot: Home plate area of the ice where ~75% of goals are scored year-over-year (Combination of areas 1 and 2 in the picture below)
- Inner slot: An area of the ice where ~50% of goals are scored year-over-year (Area 1 in the picture below)
  - Note that the slot includes the inner slot, but not the other way around. For example, player A has 100 slot shots, 25 of which come from the inner slot. This means 75 of his slot shots came from the outer slot (2), and 25 from the inner slot (1), bringing his total slot shot numbers to 100 (1+2).



## Shooting

- Scoring chance: A shot attempt from the slot. It can be on net, missed, or blocked
- Slot shot: A shot on net from the slot.
- Inner slot shot: A shot on net from the inner slot.
- One-timer: A shot where the pass reception and shot are made in one single, continuous motion.
- Screened shot on Net: A shot where a player was in the shooting lane between the goalie and shooter. The screening player can be an offensive or defensive player.
- Expected goals: The cumulative goal probability of all shot attempts. Each shot attempt has an expected goal value (probability of shot becoming a goal based on historical events). Inputs include, but are not limited to, shot location, shooting angle, handedness of shooter, pre-shot movement.) .

## Passing

- Slot pass: A pass where the intended target is in the slot area. It can originate from anywhere on the ice. Can be broken down into attempts, failed, successful, and success %
- Slot pass reception: A pass received in the slot.
- One-timer pass: A pass that leads to a one-timer shot. Can be broken down into attempts, failed, successful, and success %
- Stretch pass: A pass from the defensive zone that is completed past the red line at center ice. Can be broken down into attempts, failed, successful, and success %
- Outlet pass: A pass from the defensive zone that drives the play forward and is completed before the red line at center ice. Can be broken down into attempts, failed, successful, and success %

## Entries and exits

- Zone entries: A play where the player enters the offensive zone, either by skating it in or receiving a pass in the OZ. Can be split into carry-ins and pass entries.
  - With successful play after: An entry where the following event (pass, shot, deke, etc) is successful.
  - With Shot on net: An entry that leads to a shot on net within the same OZ presence.
  - With scoring chance: An entry that leads to a scoring chance within the same OZ presence.
- Dump-in rate: percentage of total zone entries which are dump-ins. The higher the percentage, the more the team or player tend to dump in the puck into the offensive zone.
- Zone exits: A play where the player exits his defensive zone by either skating it out or by receiving a pass past the defensive blueline. Can be split into carry-outs and pass exits.
  - With successful play after: An exit where the following event (pass, deke, entry, etc) is successful.
- Dump out: Any uncontrolled zone exit. Can be split into attempts, successes, and success %.
  - Dump-out rate: percentage of total zone exits which are dump-outs. The higher the percentage, the more the team or player tend to dump in the puck out of the defensive zone.
  -



## Puck Handling

- Possession time: The amount of time a team or player spends with the puck on their stick. Can be split between OZ, NZ, DZ, or total
- Open ice dekes: A player keeping possession of the puck through a stick check attempt by the opposing team. Can be broken down into failed, successful, and success %, as well as between OZ, DZ, NZ, and all zones.

## Defense

- Defensive plays: A combination of stick checks, blocked passes, blocked shots, hits causing loss of possession by puck carrier. Can be split between OZ, NZ, DZ, or total
- Hits causing loss of possession by puck carrier: A hit that forces the puck carrier to lose possession of the puck. Can be split between OZ, NZ, DZ, or total
- Blocked pass: Making contact with an opposing pass and stopping it from reaching its intended target. Can be split between OZ, NZ, DZ, or total
- Stick check: Using your stick to take the puck away from an opposing puck carrier. Can be split between OZ, NZ, DZ, or total
- Blue line holds: In the offensive zone, when a player stops the puck from exiting the zone and is the last player between the puck and the blue line.
- Zone denials: An entry against where the player was the closest to the opposing puck carrier and the next event after the opposing entry is a failed play. Can be a total or a % of all entries faced leading to this outcome

## Loose puck recoveries

- Loose puck recovery: A player gaining possession of a loose puck without any physical opposition. Can be split between OZ, NZ, DZ, or total
- Puck battle win: A loose puck recovery with physical contact with an opposing player who also had an opportunity to recover the puck himself. Can be split between OZ, NZ, DZ, or total
- Dump-in recovery: Recovering the loose puck first after a dump-in attempt. It is split between offensive and defensive zone recoveries.
- Rebound recovery: Recovering a loose puck after a shot on net. Can be split between OZ and DZ.

## Rates

- Turnover rate: percentage of a player's total events with the puck (passes, stick handling, etc) ending with a turnover.
- Expected goals for %: percentage of expected goals are in a player's favor when he's on the ice. Ex: When player A is on the ice, his team generated 0.75 expected goals and allowed the opposition to generate 0.25 expected goals, giving him a 75% expected goals for.

## Faceoffs

- Offensive zone faceoffs: Can be broken down into faceoffs taken, faceoffs won, and win %
  - Faceoff win with shot on net: A faceoff win that leads to a shot on net within the same offensive zone sequence. Can be as a raw number or a % of faceoffs wins leading to this outcome.
  - Faceoff win with scoring chance: A faceoff win that leads to a scoring chance within the same offensive zone sequence. Can be as a raw number or a % of faceoffs wins leading to this outcome.
- Defensive zone faceoffs. Can be broken down into faceoffs taken, faceoffs won, and win %
  - Faceoff win with exit: A faceoff win that leads to the puck exiting the defensive zone without the opposition gaining possession. Can be as a raw number or a % of faceoffs wins leading to this outcome.



## Goaltending

- Expected goals faced: Goal probability againsts based on the quality and quantity of shots faced by a goalie.
- Goals saved above expected: The difference between goals allowed and expected goals saved. A positive number means a goalie was better than expected, while a negative number means he allowed more than he should. Ex: A goalie faced 4.50 expected goals, but allowed only 2 goals, giving him 2.50 goals saved above expected.
- Slot saves: How a goalie performs against slot shots. Can be broken down into slot shots against, slot saves, slot goals against, and slot save %
- Inner slot saves: How a goalie performs against inner slot shots. Can be broken down into inner slot shots against, inner slot saves, inner slot goals against, and inner slot save %
- Puck touches: How often a goalie touches the puck. Freezing the puck does not count as a puck touch.
- Goalie passes: Passes attempted by a goaltender. Can be broken down into attempts, completions, and completion %