

EVALUATION

How we use analytics
as the foundation of our
development plan?

Gergely MAJOROSS

HC Nove zamky
Tipos Extraliga, Slovakia

HC Nove zamky

HC Nove Zamky													
2014-2015	MOL Liga	42	21	8	13	5	3	171	137	76	1.81	3	Final loss
	Slovakia3	24	21	-	3	0	0	171	70	63	2.63	1	Champion Promoted 🏆
2015-2016	Slovakia2	41	26	-	8	5	2	167	98	90	2.20	2	Champion Promoted
2016-2017	Slovakia	56	18	-	23	5	10	146	154	74	1.32	8	Quarterfinal loss
2017-2018	Slovakia	56	14	-	31	7	4	125	185	60	1.07	8	Quarterfinal loss
2018-2019	Slovakia	57	25	-	21	6	5	142	130	92	1.61	7	16th final loss
2019-2020	Slovakia	48	17	-	31	6	5	125	166	50	1.04	11	-
2020-2021	Slovakia	50	20	-	30	6	7	132	140	61	1.22	9	Quarterfinal loss ⓘ
2021-2022	Slovakia	50	16	-	30	1	3	125	168	53	1.06	11	Did not make playoffs
2022-2023	Slovakia	50	21	-	21	6	2	143	132	77	1.54	6	Quarterfinal loss ⓘ

THE DEVELOPMENT PROCESS

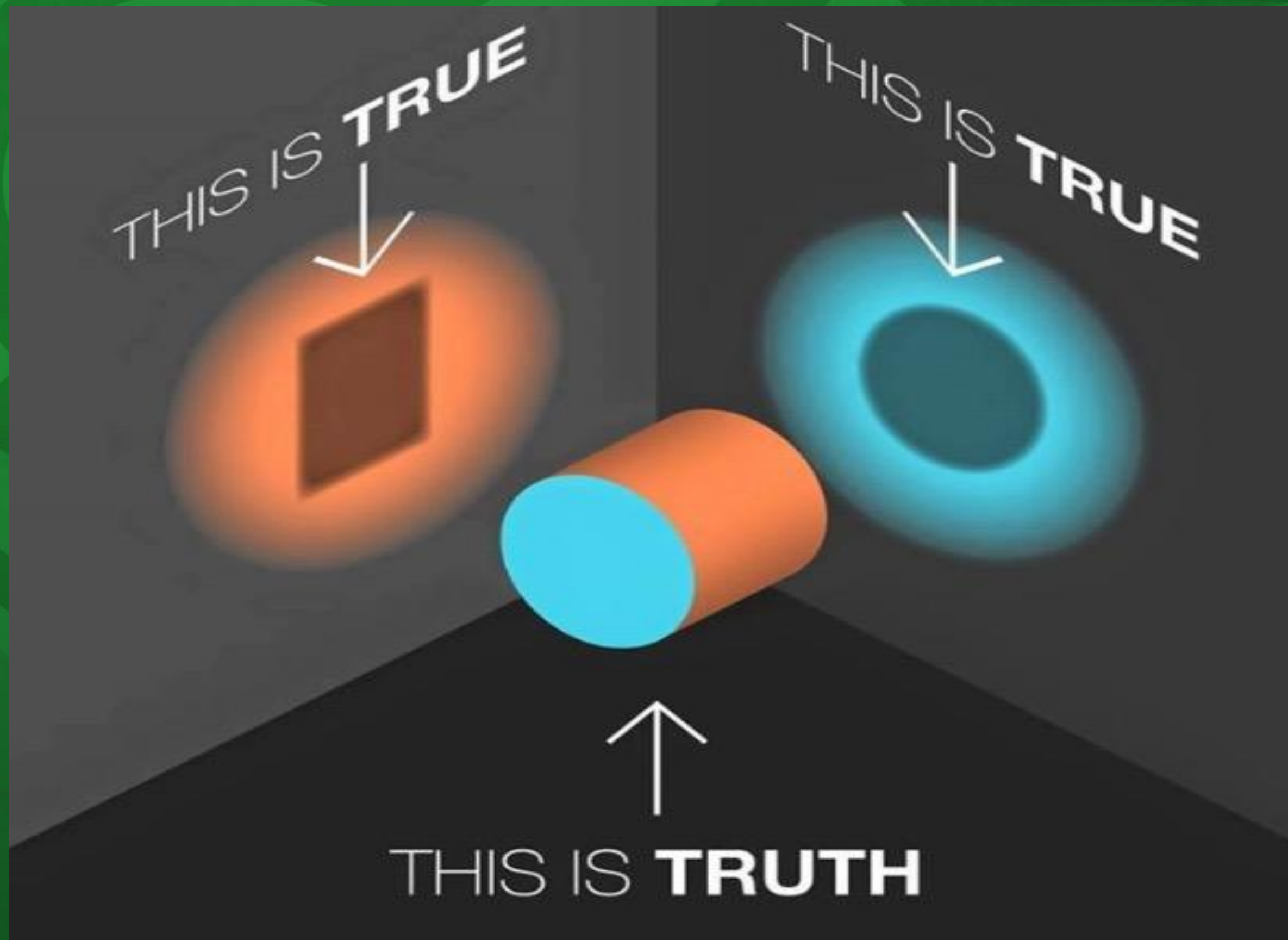
1. **Gather information**
2. **Evaluate**
3. **Goal setting**
4. **Create a plan for development**
5. **Execute plan**
6. **Track different areas**
7. **Adjust when needed**

evaluation

WHO?

- Staff
- Players
- Management
- Sponsors
- Fans

Perspectives



STAFF



Eric Čaládi
Assistant Coach



Stanislav Petrik
Goalie Coach



Attila Druja
Video / Analytics



Gergely Majoross
Head Coach

evaluation

WHO?

- Staff
- Players
- Management
- Sponsors
- Fans

WHAT?

- How members feel?
- What do they need?
- **How we do in the game?**
- **What works?**
- **What doesn't work?**
- **How did individuals do?**

WHEN?

- Period to period
- Day to day
- Game to game
- Round to round
- Season to season

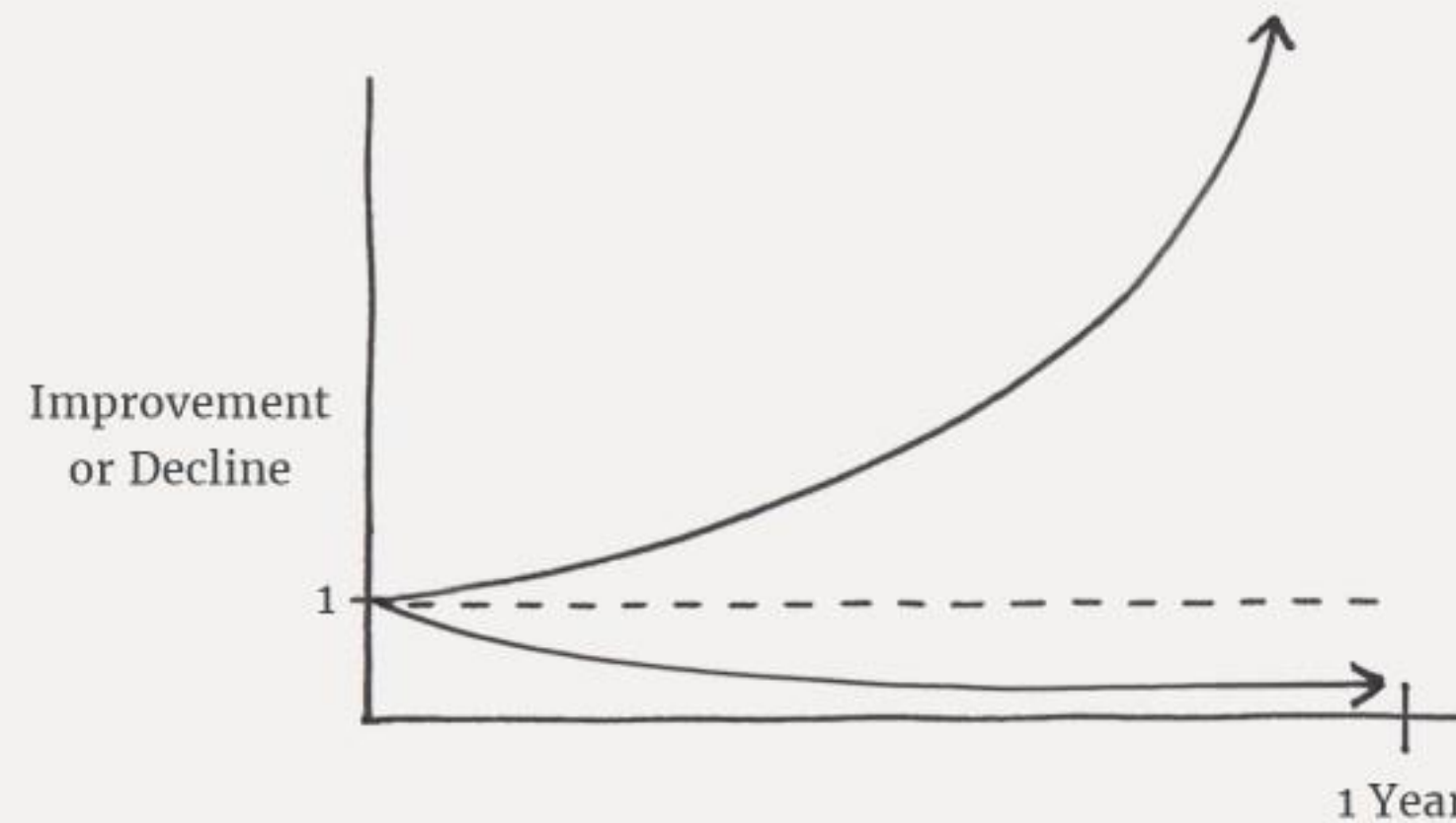
evaluation

WHY?



The Power of Tiny Gains

1% better every day $1.01^{365} = 37.78$
1% worse every day $0.99^{365} = 0.03$



Objectives for the season



Chance breakdown

What do we consider a scoring chance?



SCORING CHANCE CRITERIAS

High chance (25+ % to score)

1. Pass over royal road (1T inside the house)
2. Carry over royal road
3. Screen situation (shot inside the house)
4. Deflection (goalie doesn't see the release)
5. Unexpected bounce (from high % situation)
6. Breakaway
7. High % rebound
8. Rebound over royal road

Chance breakdown

What do we consider a scoring chance?

Average chance (10-25% to score)

1. Shot inside the house
2. Deflection (GK sees the release)
3. Puck carrier shot 2on1 (pass threat)
4. Screen situation (outside the house, doesn't see the release)
5. Unexpected bounce (from avg % situation)
6. Average % rebound
7. Quick situation (no pass over royal road)

Low chance (10- % to score)

1. Outside shot
2. Rebound outside the house
3. Net play (small angle shot/net drive, wrap around)
4. Net play rebound

Chance breakdown

Scoring chance summary

Tags exported from Steva

	Start time	End time	Event	Subevent	Rating	Strength	Pl resp.	Pl inv	Pl inv	Pl inv	Per	Notes
0	0:33:02	0:33:17	Goal Against #1	PP	2	PK 4-5	5				1	PK 5
1	0:01:35	0:01:50	Goal Against #1	OZP Low	3	Even 5-5	24	77			2	
2	0:28:45	0:29:00	Goal Against #2	OZP High	2	Even 5-5	97	5	47		3	
3	0:06:25	0:06:36	Chance Against #1	OZP Low	3	Even 5-5	79	26			1	
4	0:07:10	0:07:21	Chance Against #3	Face-off	2	Even 5-5	33	38	72	79	1	
5	0:15:36	0:15:47	Chance Against #6	Rush	2	Even 5-5	5	26			1	26 ins
6	0:19:32	0:19:43	Chance Against #9	DZ TO	3	Even 5-5	5				1	
7	0:31:10	0:31:21	Chance Against #14	PP	2	PK 4-5					1	
8	0:32:40	0:32:51	Chance Against #18	PP	3	PK 4-5					1	PK 97 recover - F2
9	0:03:41	0:03:52	Chance Against #20	Rush	3	Even 5-5	33	72			2	x
10	0:00:52	0:01:03	Chance Against #21	OZP Low	3	Even 5-5	24	77			2	
11	0:01:57	0:02:08	Chance Against #22	DZ TO	2	Even 5-5	23				2	
12	0:07:03	0:07:14	Chance Against #25	Transition	2	Even 5-5	23	71			2	bad line change
13	0:01:03	0:01:14	Chance Against #30	DZ TO	3	Even 5-5	77	5			2	
14	0:00:19	0:00:30	Chance Against #32	OZP Low	3	Even 5-5	79	21			2	
15	0:07:51	0:08:02	Chance Against #36	OZP High	2	Even 5-5	33	79			2	
16	0:06:34	0:06:45	Chance Against #38	Face-off	2	Even 5-5	21	38	79		3	
17	0:09:01	0:09:12	Chance Against #39	PP	3	PK 4-5	72				3	

Chance breakdown sheet

		CHANCE BREAKDOWN											
		4				Final score		2					
		GF	Chances For				GAME SITUATION		Chances against				GA
C o u n t a c k	ChF	0	2	0	2	Turnover	2	1	3	1	ChA	C o u n t a c k	
				HI	AVG		AVG	HI	3	1			10
	7	91	Player		36		11						
	GF	1	4	2	2	Rush	3	2	5	0	GA		
				HI	AVG		AVG	HI					
	1	0	1	0	1	Transition	2	0	2	0	1		
				HI	AVG		AVG	HI					
P o f f s s	ChF	2	5	4	1	OZone Play	4	7	11	1	ChA	P o f f s s	
				HI	AVG		AVG	HI	15				
	6		Player										
	GF	0	1	1	0	Faceoff	4	0	4	0	GA		
				HI	AVG		AVG	HI					
	2	0	1						4	0	1		
		1	6	2	4	Special Teams	3	3	6	0			
				HI	AVG		AVG	HI					
		Goals	Chances				QUALITY		Chances				Goals
		4	19						31				2
		HI	AVG	HI	AVG			HI	AVG	HI	AVG		
		4	0	9	10			13	18	2	0		
		Goals	Chances				PERIODS		Chances				Goals
		1	5				1st		15				1
		2	7				2nd		8				0
		1	7				3rd		8				1
		Goals	Chances				STRENGTH		Chances				Goals
		4	13				Even		25				2
		1	6				Power play		6				0
		Goals	Chances				LINES at EVEN STRENGTH		Chances				Goals
		1	4				11 - 91 - 23		6				1
		1	5				9 - 77 - 8		9				1
		0	1				10 - 97 - 81		4				0
		1	3				79 - 71 - 93		6				0

breakdown by situation

		GF	Chances For		GAME SITUATION	Chances against		GA				
C o u n t e r	ChF	0	2	0	Turnover	2	1	3	1	ChA		
	7		91	HI		AVG	Player		36		11	10
	GF	1	4	2		Rush	3		2		5	0
1	0	1	0	1	2		0	2	0			
P o s s .	ChF	2	5	4	OZone Play	4	7	11	1	ChA		
	6			HI		AVG	Player				15	
	GF	0	1	1	Faceoff	4	0	4	0	GA		
2	0	1	HI	AVG		Player			1			
		1	6	2	Special Teams	3	3	6	0			
				HI		AVG	Player					



4

CHANCE BREAKDOWN

Final score

2



breakdown

Goals		Chances		<i>QUALITY</i>				Chances		Goals	
4		19						31		2	
HI	AVG	HI	AVG					HI	AVG	HI	AVG
4	0	9	10					13	18	2	0

Goals	Chances		<i>PERIODS</i>		Chances		Goals
1	5		1st		15		1
2	7		2nd		8		0
1	7		3rd		8		1

Goals	Chances		<i>STRENGTH</i>		Chances		Goals
3	13		Even		25		2
1	6		Power play		6		0

Goals	Chances		<i>LINES at EVEN STRENGTH</i>		Chances		Goals
1	4		11 - 91 - 23		6		1
1	5		9 - 77 - 8		9		1
0	1		10 - 97 - 81		4		0
1	3		79 - 71 - 93		6		0


Chance breakdown

Gives us a clear picture

- After every game (we post this for the team the next day)
- Before every game (all games vs actual opponent)
- After each „round” (where we are against the average of our competitors)
- Month by month (break to break)
- Mid-season
- After the season (evaluate our performance in different areas)

Individual chance +/-

Weekly individual report, summary in IHF breaks

TOTAL 50 GAMES		ALL						EVEN					
#	Name	Position	Goals					Chances					
			TOI SEC	GF	GF INV	GA	GA INV	+/-	ChF	ChF INV	ChA	ChA INV	CH +/-
		D	30956	2	3	4	9	-8	15	16	23	28	-28
		W	46996	1	13	5	5	4	26	32	17	39	6
		W	15227	7	3	3	3	4	14	17	7	7	21
		W	12562	3	3	3	1	2	11	8	13	15	-7
		W	54228	15	28	6	8	29	41	74	24	27	93
		D	972	0	0	1	0	-1	0	0	2	1	-4
		D	41228	0	8	9	3	-4	16	36	38	33	-23
		W	56409	16	18	7	7	20	47	73	28	38	74
		W	33042	3	9	2	4	6	21	30	10	17	30
		D	51758	0	9	3	6	0	14	21	42	51	-58
		D	57187	8	26	13	6	15	31	55	61	55	-15
		C	63265	16	26	8	12	22	63	102	51	42	94
		W	60491	33	24	10	7	40	100	73	37	21	155

Mid- Season summary

Summary of the first 25 breakdowns



1-25. CHANCE BREAKDOWN

81

Final score

58

		GF	Chances For		GAME SITUATION	Chances against		GA		
c o u n t e r	ChF	9	89	32	Turnover	65	38	103	8	ChA
	187		57	AVG		HI	188		c o u n t a c k	
				Player						
	GF	9	59	16	Rush	32	15	47	6	GA
	23	5	39	15	Transition	24	14	38	5	19
				HI		AVG	AVG		HI	
P o s s .	ChF	25	153	51	OZone Play	91	39	130	18	ChA
	170		102	HI		AVG	151		P o s s .	
		GF	1	17	3	Faceoff	19	2		21
	26			HI	AVG		AVG	HI	19	
		25	182	55	Special Teams	73	34	107	17	
				HI		AVG	AVG		HI	

Mid- Season summary

Summary of the first 25 breakdowns

Goals		Chances		<i>QUALITY</i>				Chances		Goals	
81		539						498		58	
HI	AVG	HI	AVG					HI	AVG	HI	AVG
47	34	172	367					160	338	38	20

Goals	Chances		<i>PERIODS</i>		Chances		Goals
22	166		1st		168		22
25	187		2nd		179		17
28	186		3rd		151		14

Goals	Chances		<i>STRENGTH</i>		Chances		Goals
51	362		Even		368		37
23	174		Power play		123		16

Conclusion

1. Analyze! ...do not guess
2. Find ways to get better
3. Go to work
4. Keep developing the system
5. Growth is the main target

Contact



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