

Age Remains Undefeated

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Introduction

- ▶ How does individual impact on 5v5 shot rate change with age?

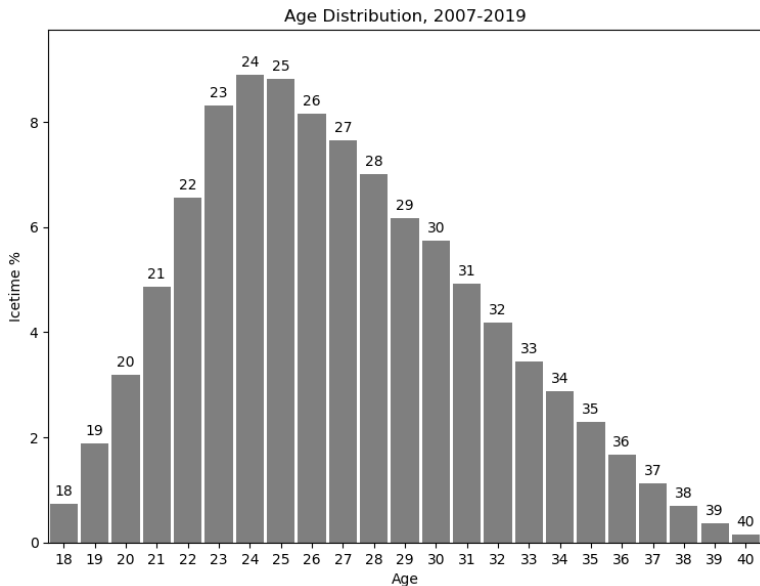
Conclusions

- ▶ Peak age is 24
- ▶ Early career improvement in defence: selection
- ▶ Early career improvement in offence: “real”
- ▶ Late-career declines are all in defence.
- ▶ Inflection points around 31 and 34

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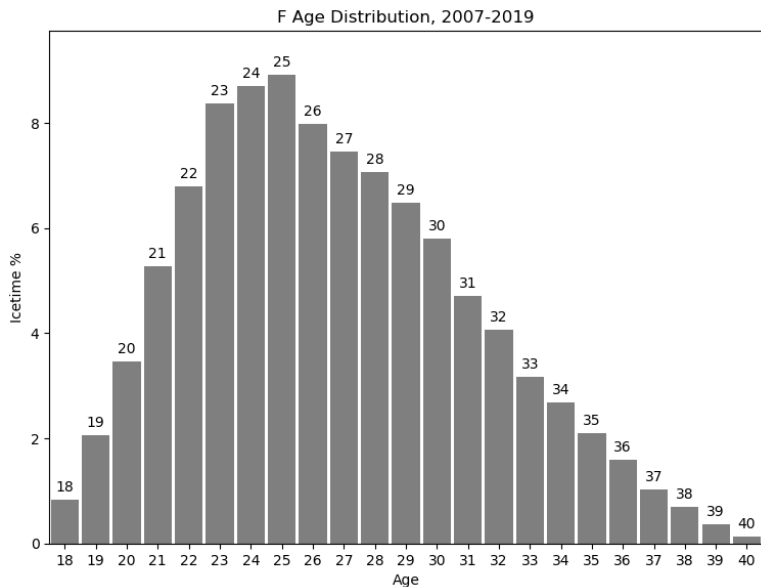
Total Icetime (2007-2019)



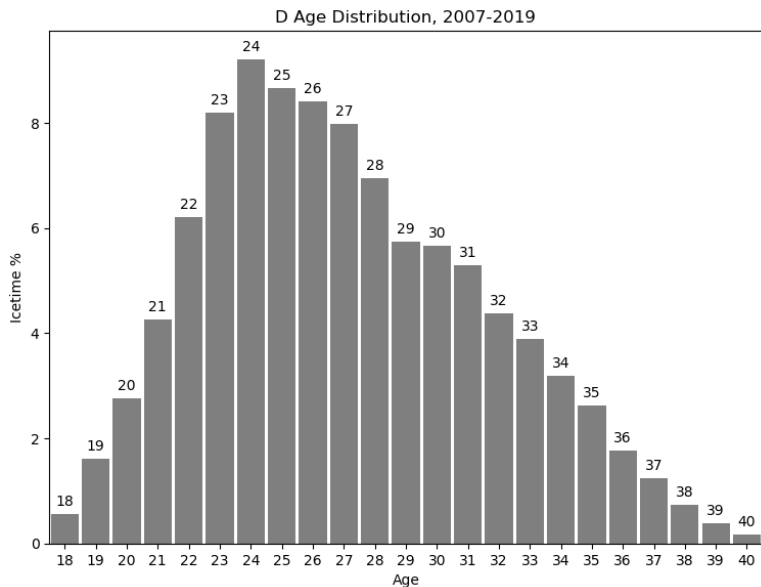
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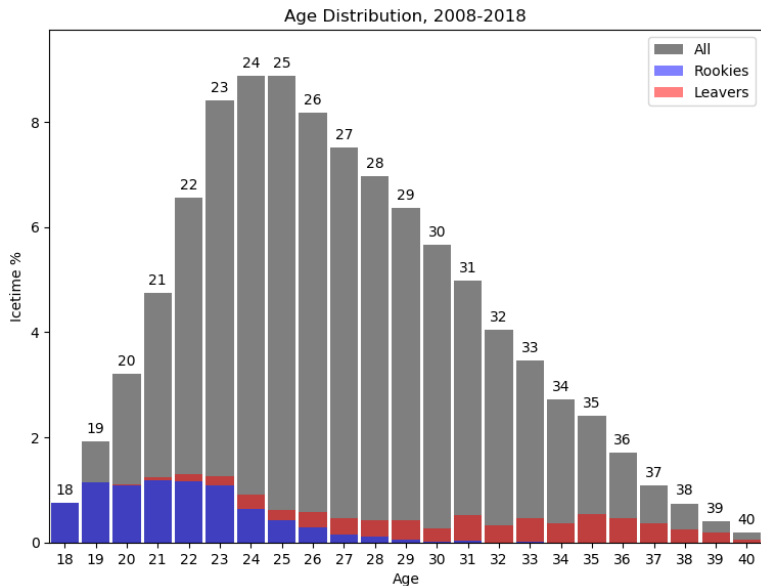
Total Icetime (2007-2019, Forwards)



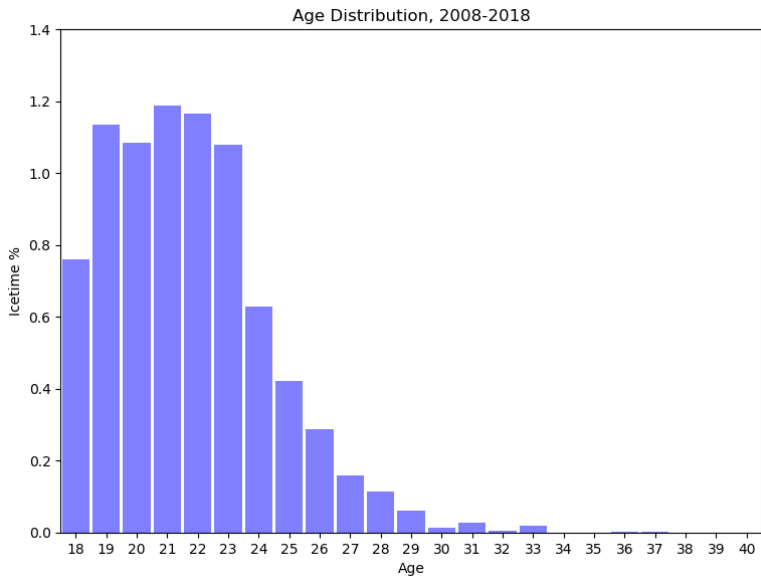
Total Icetime (2007-2019, Defenders)



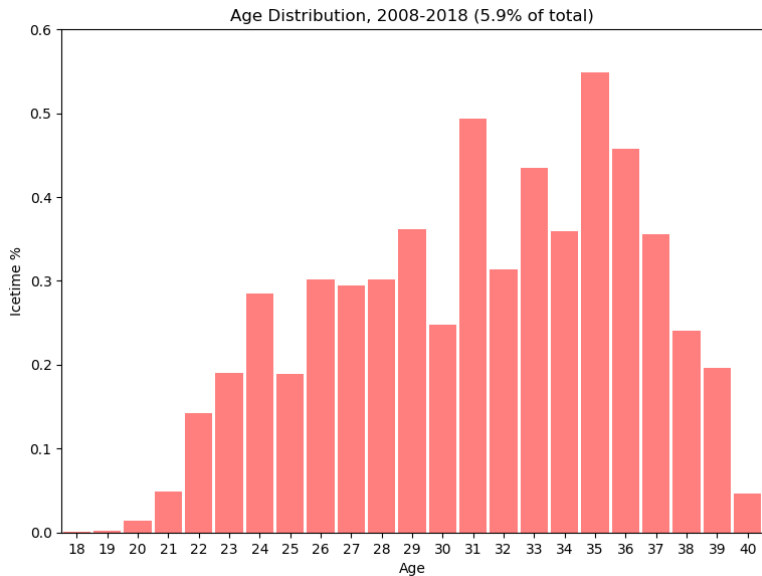
Comers and Goers (2008-2018)



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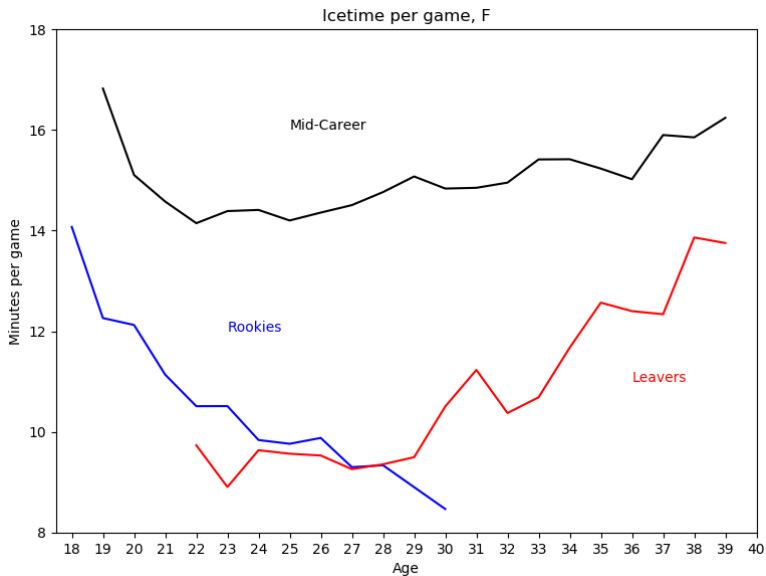
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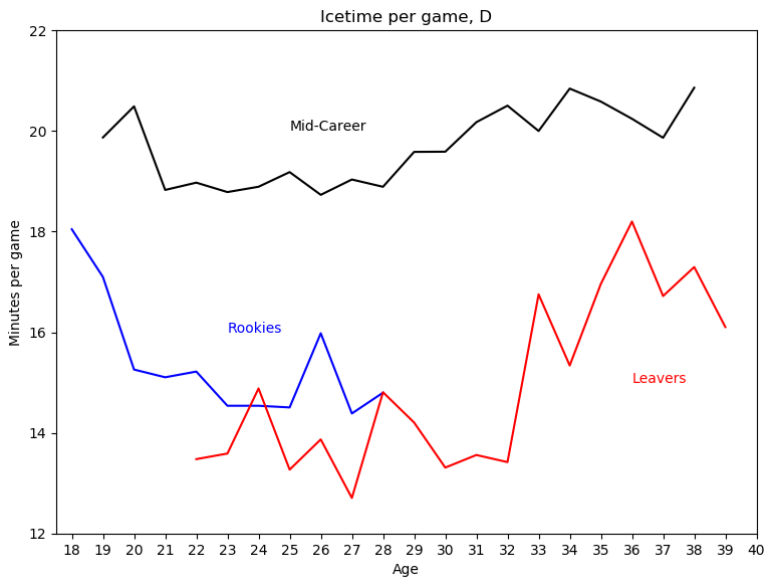
Framing

- ▶ Player entries don't drop off until age 24
- ▶ Non-trivial amount of leaving even at age 24
- ▶ By icetime, half of leavers are 32 or younger

Icetime per Game (Forwards, 2007-2019)



Icetime per Game (Defenders, 2007-2019)



Outline

- ▶ Isolate performance from context
- ▶ Track changes from year to year
- ▶ Account for selection bias
 - ▶ Leaving and entering

Performance Isolation

- ▶ Input data is output from my 5v5 shot rate impact model (Edgar)
- ▶ Individual impact isolated from:
 - ▶ Teammates
 - ▶ Opponents
 - ▶ Zone deployment
 - ▶ Score deployment
 - ▶ Head coach
- ▶ Regression on maps, not numbers.
 - ▶ Today turn all the maps into threat

Age Regression

The easy bit:

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 - ▶ Response is the absolute isolated impact in the final year
- ▶ One “exit” variable for each age between 18 and 49
- ▶ Entry variables encode “what is lost when a player leaves the league at age x ?”

Example

Sleve McDichael has a three-season career:

	ENTER	AGE	AGE	AGE	AGE	EXIT	?
	20	20	21	22	23	23	
Entering	1	1					77
Y1 to Y2			1				+1
Y2 to Y3				1			-6
Leaving					1	1	-72

Fitting Notes

- ▶ Regression
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 - ▶ Bias values toward zero
- ▶ With “Fusion” penalties for adjacent years.
 - ▶ Bias values towards each other

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 - ▶ Mitigates selection bias
 - ▶ Estimate strength of entering / leaving cohorts at various ages

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 - ▶ Data doesn't stretch back far enough to get everybody's rookie years
 - ▶ Many current players aren't finished their careers yet.

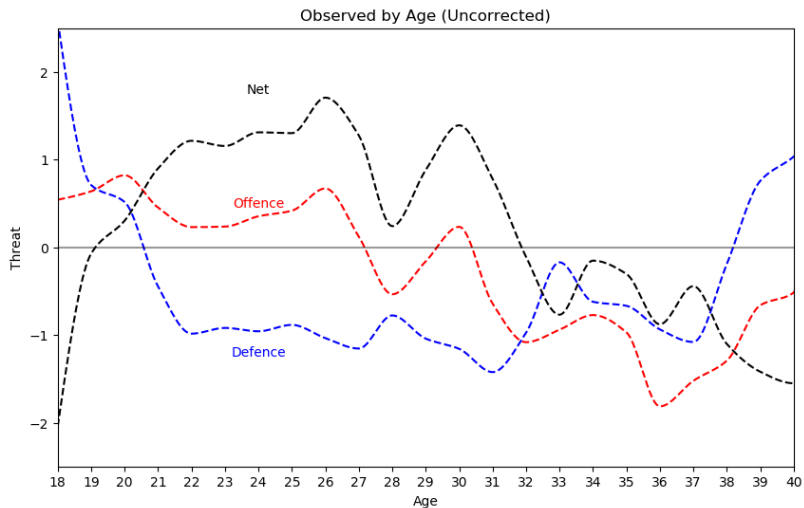
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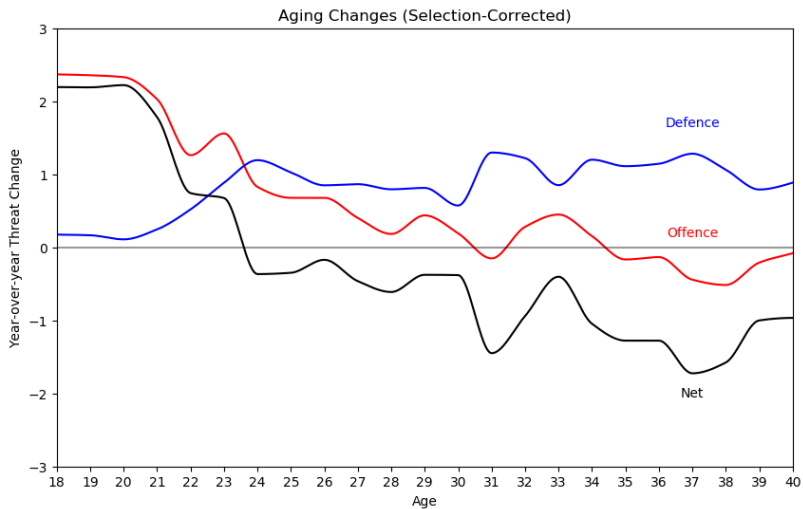
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 - ▶ LOL

Isolated Impact, observed by age



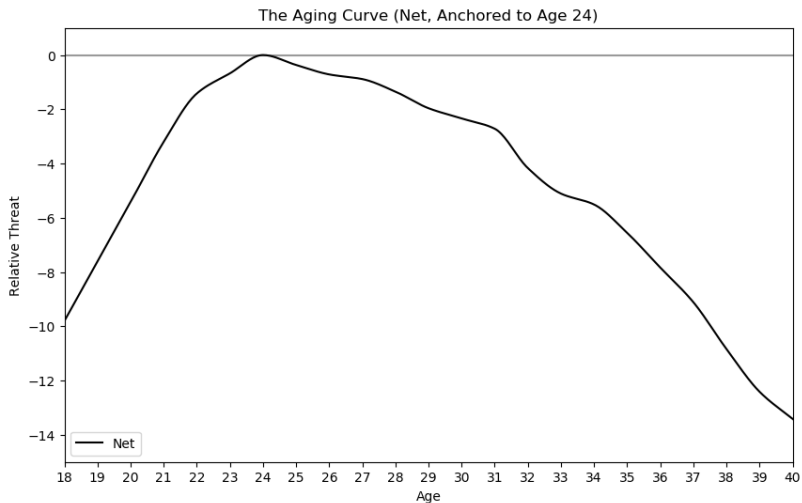
Changes due to age



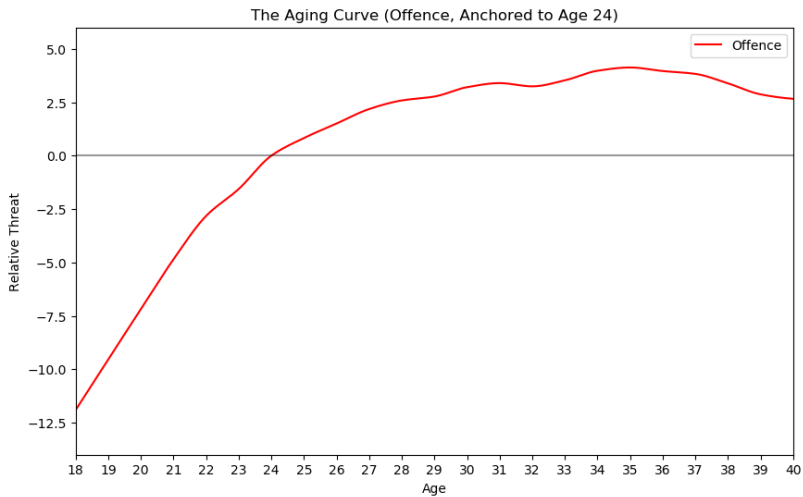
Changes due to age

- ▶ Offence improves quickly early, then slows and stabilizes.
- ▶ Defence is always getting worse.
- ▶ Peak age is 24.

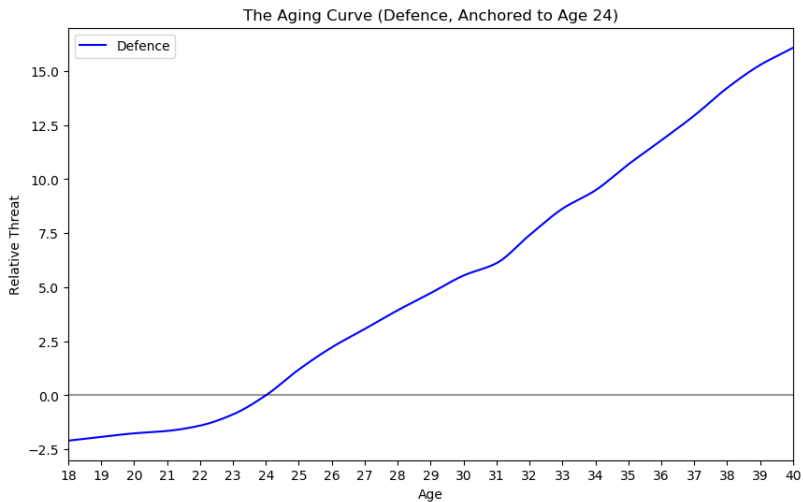
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 - ▶ 34-40: About three times as steep (1.3)

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 - ▶ Ain't that the truth

Historical Work

Many, many people have tried; minute cutoffs are rife.

- ▶ Younggren Twins (@EvolvingWild)
 - ▶ Isolated (WAR), selection bias treatment orthogonal
- ▶ Eric Tulsy (many things)
- ▶ Michael Schuckers (thanks!)
 - ▶ Goalies, save % in excess of league average.

Future Work

- ▶ Aging of shooting talent
- ▶ Aging of special teams impact
- ▶ Aging of penalty differential

Thanks!

