



# The BEARD Hockey Ratings Explainer

## #1: One Year of Stats

We made the decision to go with ratings **reflecting only the 2021-22 season** due to a multitude of factors. These include time, having year previous years that were partial seasons (the AHL was a mess during the pandemic), and more. This means that some players will doubtlessly be a bit overvalued or undervalued depending on their ratings and contracts. It works both ways, though, so there is a semblance of balance (*see Gustav Forsling and Jack Eichel as prime examples*).

This does give us the foundation to move forward to eventually get to a 3-year rotation. This means the 2023 offseason rerate will have a **70/30 balance** (70% of the rerate will be the 22-23 season, 30% will be the 21-22 season), and the 2024 offseason will be **60/30/10** - and each offseason rerate after that.

This will definitely make the Dispersal Draft a bit more interesting, as you'll have to manage who you think will ultimately rebound (or recede) based on their future play.

## #2: Contracts

All players were set to their NHL contracts, where applicable. Term is limited to 5 years, and anyone who was scheduled to make less than our minimum (\$850,000) has been set to that amount.

Anyone who did not have a contract as of August 5th (RFA's and UFA's) received the average of their 2021-22 salary and their FMV salary for a term of one year. We felt this was a good marriage considering we do not have a traditional UFA period this offseason.

We also gave 1-year minimum salary deals to the top 125 rated players who had no NHL deal last year just to make sure we have some depth players available for your farms (***we're at a grand total of 1,555 players***).

Moving forward, all contracts are done within the BEARD Hockey economy and are explained in our Rulebook. This includes ELC's, RFA's, and UFA's (including new players created in offseason rerates who aren't owned by a BEARD Hockey team). This also means that the handful of players who have NHL extension deals in place do not have them here (like Huberdeau, who just signed a new \$10.5 million per season extension with Calgary).

### #3: How Were These Ratings Built?

A metric ton of effort and time went into this. By the end of the process, we had no less than 300 columns of statistics between NHL and AHL players. It's always hardest to start a process, as in future offseasons, we now have an amazing and organized template to operate from.

Each rating was built based on **pure statistics**, whether that's vital info (age, height, weight) or their play (everything else). There is no bias or judgment, and no visual "tweaks" were made to any players. We also used some advanced stats, but only ones provided by NHL.com or HockeyReference. Some of these formulas are quite complex and involved several stages. The DF rating, for example, involves:

- Nearly a dozen individual statistics (in a weighted calculation)
- Time on Ice factor
- Games Played factor
- Positional factor (forward and defenseman)
- Amalgamation of represented values applied to create a singular number

Check out the image below - this is just the *top half* of the master key for skaters (blurred as we don't want to reveal literally everything lol).

The image shows a complex spreadsheet with multiple columns and rows of data. The columns are organized into several sections, each with a header. The first section on the left contains player names and basic information. The subsequent sections contain various statistical categories, including offensive, defensive, and special teams statistics. The final columns on the right contain calculated ratings and overall performance metrics. The data is presented in a clear, organized manner, with headers and sub-headers used to categorize the information.

In short, we feel these are truly reflective ratings, and we hope you all enjoy them (and keep in mind the effort that went into them!).

#### #4: Remember What OV Means

I don't think we need to stress this too much with our smart group of GM's, but just as a reminder, **OV has no effect on a player's performance** in the sim. It's simply a way to integrate systems (like our FMV) and represent a general "overall" number. Just because Cale Makar, for example, is 2 OV points lower than Victor Hedman, doesn't mean Hedman is the better D or will perform better. The attributes that make up an OV rating are what really count. Plus, how you build your rosters and utilize your players is, of course, a huge part of how things go.

Believe me, if Makar continues his present course, I don't think anything will stop him from eventually being one of (if not THE) highest OV defenseman in the league.

#### #5: Version 2.0

We're using Version 2.0 of the sim engine, which for my money, is the best version going. It has its quirks, without a doubt. And I know it has its detractors. But it also puts the onus on the GM in how they build their teams, and a lot of the general argument against it you may see in the STHS forums and such is based on, to be nice, *incomplete* knowledge of the simulator.

Other versions of the sim are either outdated (do not integrate all of the options available) or are built solely for whichever team builds the most talented roster on paper. 2.0 is the best of the available engines in terms of balance, allowing GM's to actually manage their way to success. Otherwise, there's no point in playing games!

Yes, there is a bit of a random element to 2.0. **This is mitigated in the simulation settings, however** (which will be illustrated in the Rulebook). Even still, that's much more realistic to real life, as perennial All-Star teams, save maybe for Tampa's dominance the past few seasons, usually don't always go all the way. At least 2.0 with the way our league is set up, you have options on how you want to approach this. I've seen All-Star teams win it, as well as some surprises. That's the way it should be.

Plus, we're playing for a Championship Title. It's supposed to be hard to win, just like the Stanley Cup!

#### #6: This Is Our League

I don't want to be harsh here, as I know the group we have is already proving to be a top-notch bunch of gents. However, ratings do tend to be a flashpoint of discussions, especially among knowledgeable GMs. So I want to make sure I am clear before you deep-dive these ratings.

Are these ratings perfect? No, but I honestly think you'll be hard-pressed to find more complete and accurate ratings anywhere. Sure, a handful of players are going to look a little "off" with a 1-year rating, basically. But it'll work itself out in the next 1-2 years, as mentioned above.

Every player was quadruple checked for accuracy (some more than that, actually). If there's any obvious mistakes on spelling or vitals, or if you notice a player who shouldn't be created or listed on a prospect list, please let us know. I have records on everyone, plus hundreds more who weren't created. I don't think there's anything or anyone off, but with 30+ more eyes on it, it's certainly possible you may find something. Let me know!

**But please, even if the mood strikes you, do not be overly critical.** The amount of time that went into this rivals our original Dispersal back in 2020, in far less time, too. We wanted to make sure we stuck to the schedule as best as possible to get started on time, without sacrificing hard work and quality.

We're PUMPED to get this thing going! We know every day won't always be filled with roses and sunshine. But we definitely feel this is going to be more fun and a lot more enjoyable this time around, all told. Please, help us keep that going.

We appreciate it – now, go and dive into those ratings, and let's see what kinds of teams you guys will be drafting later this month!!!

Enjoy all. 😊



**Thomas Gidlow**

**BEARD Hockey Co-Commissioner**

