2022-23 Season Review – Detroit Red Wings

Standings

Detroit Red Wings							League	
Season	**W**	**L**	**T**	**Pts**	**GF**	**GA**	**Rank**	**PlyOff**
2021-22	32	40	10	74	227	310	25	No
2022-23	35	37	10	80	237	275	24	No
Change	**+3**	**-3**	**+0**	**+6**	**+10**	**+35**	**+1**	

Team Record by Game Type

Game Type	GP	Record	Point %
OT/SO	17	7 - 0 - 10	0.706
Best 10-Game Streak	10	6 - 2 - 2	0.700
2-Goal Margin	11	7 - 4 - 0	0.636
Vs. Non-Playoff Team	40	21 - 12 - 7	0.613
Scoring Exactly 3 Goals	20	10 - 7 - 3	0.575
Fire-wagon Hockey (More than 8 goals in a game)	15	6 - 5 - 4	0.533
Home Games	41	19 - 17 - 5	0.524
All Games	**82**	**35 - 37 - 10**	**0.488**
Conceding Exactly 3 Goals	12	4 - 5 - 3	0.458
Defensive Battles (fewer than 4 goals in a game)	11	5 - 6 - 0	0.455
Away Games	41	16 - 20 - 5	0.451
1-Goal Margin (Excluding overtime games)	13	5 - 8 - 0	0.385
Blowouts (More than 4-goal margin)	8	3 - 5 - 0	0.375
Vs. Playoff Team	42	14 - 25 - 3	0.369
Worst 10-Game Streak	10	2 - 7 - 1	0.250

Talent Distribution

Count by Category		
PR Category	**Fwd**	**Def**
PR-Elite	0	0
PR-Star	1	1
PR-First5	2	0
PR-Regular	4	4
PR-Fringe	5	2
PR-CallUp	10	2

PR% by Age Group		
Age Group	**NHL PR%**	**Team PR%**
18 to 23	18%	28%
24 to 28	45%	55%
29 to 33	29%	11%
34+	8%	6%

PR% by Draft Status		
Draft Status	**NHL PR%**	**Team PR%**
Drafted by Current Team	48%	46%
Drafted by Other Team	41%	44%
Undrafted	10%	10%

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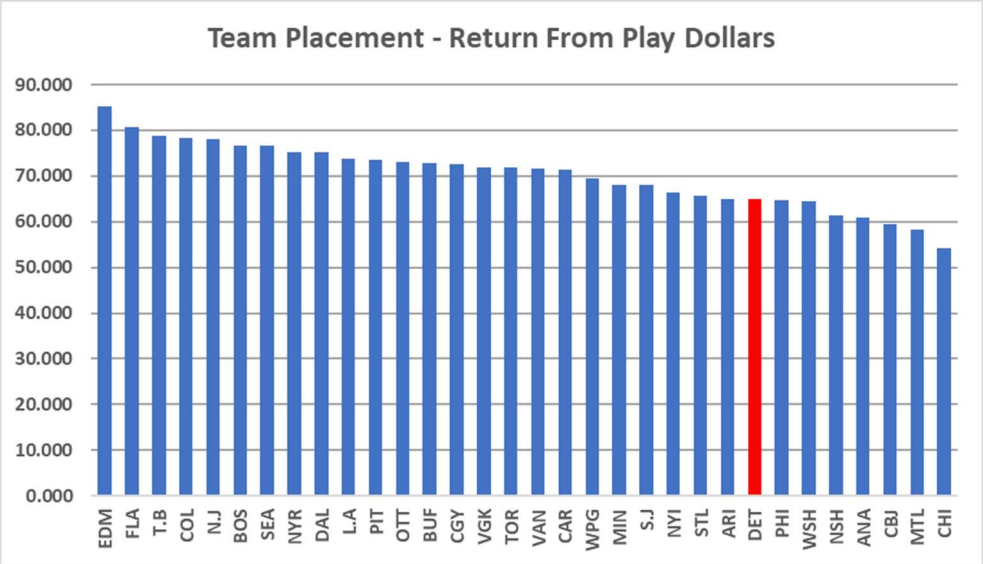
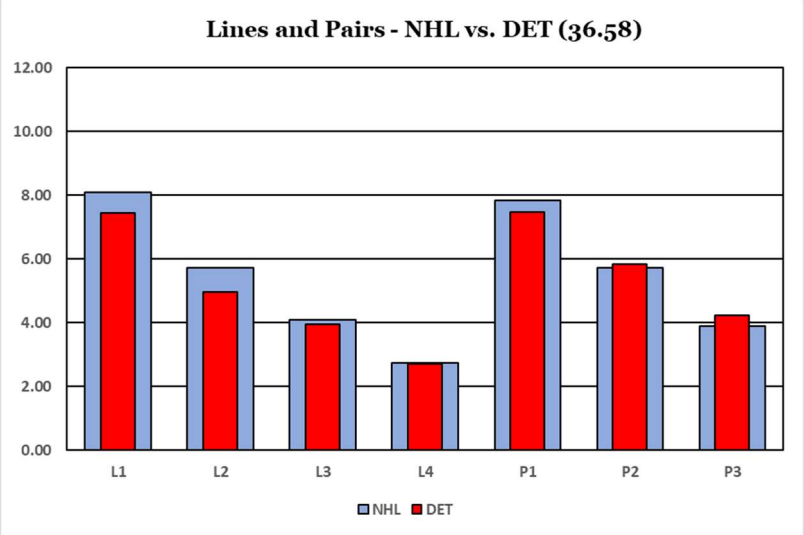
Return From Play



Lines and Pairs



L1	Dylan Larkin	David Perron	Andrew Copp
L2	Lucas Raymond	Dominik Kubalik	Pius Suter
L3	Michael Rasmussen	Joe Veleno	Jonatan Berggren
L4	Adam Erne	Oskar Sundqvist	Tyler Bertuzzi
P1		Moritz Seider	Olli Maatta
P2		Ben Chiarot	Jake Walman
P3		Filip Hronek	Jordan Oesterle

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Team Leaders – Stapled To The Bench Categories

Category	Name	Rating
Most Productive	Dylan Larkin	PR-Star
Most Valuable	Moritz Seider	VR-Star
Best Center	Dylan Larkin	#1-Center
Most Disruptive	Jake Walman	DX-A
Best Power Player	Dylan Larkin	PX-A
Best Penalty Killer	Pius Suter	KX-A

Team Leaders – On-Ice Situations

DET - Team Leaders in Various On-Ice Situations		
Most Time 5v5	**Most Time Power Play**	**Most Time Penalty Kill**
Moritz Seider	David Perron	Moritz Seider
Ben Chiarot	Dylan Larkin	Andrew Copp
Olli Maatta	Moritz Seider	Ben Chiarot
Andrew Copp	Lucas Raymond	Dylan Larkin
David Perron	Dominik Kubalik	Pius Suter
Most Time 3v3	**Most Used Off. Zone FO**	**Most Used Def. Zone FO**
Moritz Seider	Dominik Kubalik	Moritz Seider
Dylan Larkin	Dylan Larkin	Ben Chiarot
Lucas Raymond	Joe Veleno	Filip Hronek
Andrew Copp	Olli Maatta	Pius Suter
Filip Hronek	David Perron	Jake Walman

Team Essay – Disruptive Players

Let me talk a little bit about the Disruption Index.

I wanted to have a statistic which reflected a player's defensive skills with respect to interfering with the offensive efforts of his opponents. I created an index using three statistics: takeaways, hits and blocked shots. I decided to call the resulting statistic Disruption Index instead of Interference Index because I prefer DX to IX or II.

Because I know there are teams whose home hit totals are wildly different from their road hit totals, only data from road games are used. In order to have a good amount of data for evaluating players, I used data from the last three seasons. Finally, to qualify for DX a player has to meet two time-on-ice requirements. They must have played at least 328 minutes on the road in 2022-23, and at least 864 minutes on the road since 2020-2021.

Without going into the details, I multiply takeaways, hits and blocked shots by individual weights, add the multiplied numbers together to get DX-Points, then divide DX-Points by time-on-ice and multiply by 60 to create DX-Score (DX-Points per 60 minutes of play).

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The DX-Rating are categories defined by DX-Score ranges: DX-A means DX-Score is greater than 30.0.

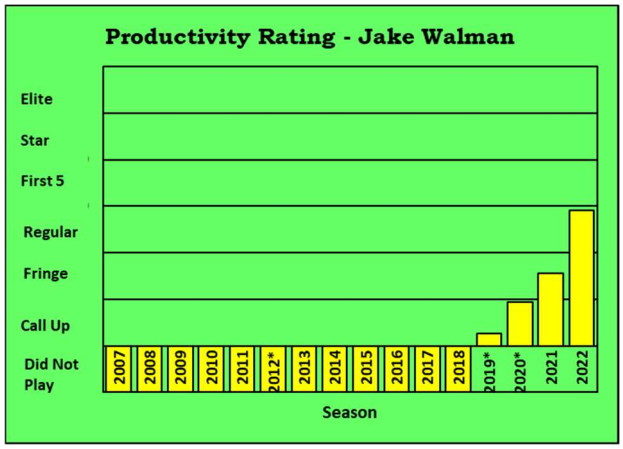
For either of you who have read my earlier work, I must admit that I changed the DX formula this season (I adjusted the weights). I found the results of the original DX formula overvalued players who do little but deliver hits and who get a limited amount of ice-time.

Under the old DX formula, the top 20 disruptive players averaged 1,132 minutes of ice time, 21 takeaways, 89 blocked shots and 207 hits. With the new and improved DX formula, the top 20 player averages were 1,349 minutes of ice time, 29 takeaways, 122 blocked shots and 96 hits.

As a final note on the formula, DX could be influenced by a team's offensive strength. In order to have a takeaway or block a shot the opponent has to have the puck, so if your team has the puck most of the time, you aren't getting a chance to accumulate blocked shots and takeaways.

All of this is a prelude to a short discussion focusing on Jake Walman, who I must admit I had never heard of before his name floated to the top of Detroit's DX ratings. He was also the fifth highest rated player in the NHL.

Walman started his playing career in St. Louis and was traded to Detroit in 2021-22. His career Productivity Rating chart shows constant improvement in his four seasons.



His career GP and MPG (games played and minutes per game) chart shows he has been getting more games and ice-time each season.

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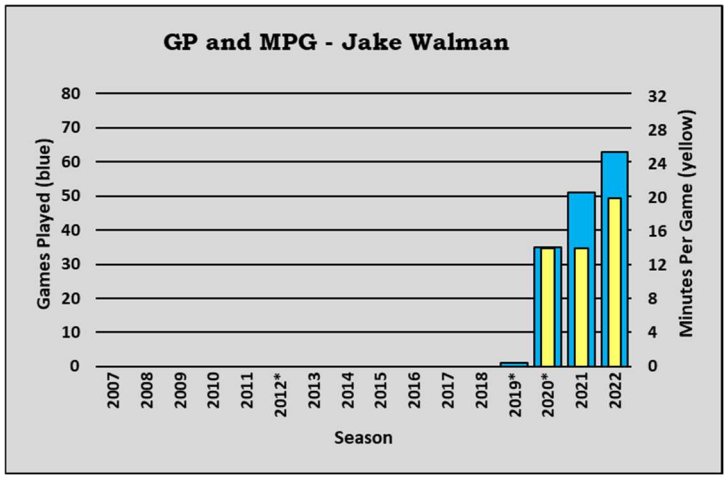

How does a defenseman who played 20 minutes per game and only played a little over 60 games last season manage to be considered the fifth-most disruptive player in the league? It is because the formula is flawed.

Here's a quote from earlier in the article that highlights the flaw: "then divide DX-Points by time-on-ice and multiply by 60 to create DX-Score." I thought that dividing the DX-Score by time-on-ice would put all players on an even footing, without considering just how much different their time-on-ice could be.

While Walman is 5th in the NHL in DX-Score, he is 114th in DX-Points. Only four of the top ten players in DX-Score are also in the top ten in DX-Points, while the other six aren't in the top 50.

I will almost certainly change the DX formula next season. Without dividing by time-on-ice, the most disruptive player in Detroit is Moritz Seider, whose takeaway-block-hit numbers (24-105-142) are obviously better than Walman's (23-98-63).

Let's end the article with a look at the average statistics generated by the top 20 DX players based on the old formula (formula 1), the current formula (formula 2) and the probable future formula (you can figure out which one it is).

	Averages of Top 20 DX Players			
	Time on ice	TA	Hits	Blocks
Using formula 1	1132.0	20.7	206.6	88.6
Using formula 2	1349.2	28.9	95.8	122.0
Using formula 3	1841.8	38.0	115.5	142.4