

Where AI sits for field hockey coaches, going into 2027

A white paper about what AI does for a hockey coach today, what to expect, and what nobody is building (yet?). Every finding written twice: as high performance does it, and as a coach without an analyst can do it.

The short version

10,000

events a match, keyed by hand by three analysts: the Dutch women at the World Cup in August 2026

NOS · chapter 1

49%

of 538 Irish coaches, from 37 sports and not just hockey, did no formal analysis at all; 38% were their own analyst

Martin et al. 2018 · chapter 1

13%

the success rate of one back four's outlet, 3 out of 23: the anomaly that sent the coach back to the clips

Get the most from video analysis · chapter 2

6%

of all feedback recalled a week after a one-to-one video meeting; about half of the summary straight after

Mason, Farrow and Hattie 2021 · chapter 4

15 min

a coach's limit for a briefing with video

Get the most from video analysis · chapter 4

70%

of 72 notational analysis papers reported no reliability check

Hughes, Cooper and Nevill 2002 · chapter 1

.663 v .415

circle entries against possession: how strongly each separated winners from losers, 2018 men's World Cup

Bagchi et al. 2023 · chapter 2

16 / 8 / 13

offensive pressing: % of playing time, of distance, of high-speed running, with the highest top speeds of any phase

Cunniffe et al., Irish men · chapter 3

4%

of elite footballers wanted video the same day; 54% preferred sessions of 11 to 20 minutes

Wright et al. 2016 · chapter 4

0

products that tag a field hockey match tactically with AI, as far as public pages show on 10 October 2026

The AI scorecard · page 12

Four jobs, every finding twice

This is the short version of a four-part series published on The Hockey Site in October 2026, on what a coach can do with match data today and where AI fits. It follows the four jobs a coach has with that data:

Collect

Tag the match, and trust the numbers.

Enrich

Find the few numbers that move the result.

Join

Put the video tags next to the running data.

Translate

Get it to the players so it sticks.

Every finding is written twice. **How high performance does it** is what federations and top programmes do, in the words of the analysts and coaches who do it. **Without an analyst** is the same idea for a coach with a camera, a pencil and no staff. Where there's no honest version without an analyst, it says so.

Each chapter ends with what AI does at that step today, and what to expect by 2028. Page 12 puts all four side by side.

Who wrote it, and how it was checked

I'm Ernst Baart and I run The Hockey Site. I'm not a coach and not a performance analyst: I host the sessions and read the research. Every practice claim here comes from a named coach or analyst in a public source, or is posed as a question. Quotes are word for word, checked against the recordings or the papers. Vendor facts were checked against the vendors' own pages on 10 October 2026, and this field moves quickly, so we'll update the report every year.

The drafts went to analysts and coaches for comments before publishing. They remain anonymous, but their feedback shaped this report.

Two of the tools mentioned in this report are ours. That's said where they appear, and page 13 explains what they do and don't do.

Can you trust your tagging?

Before any AI can help with your match data, somebody has to collect it, and that somebody is a person, with a keyboard or an iPad. So the first question isn't about software at all: when two different people tagged your last two matches, are the circle-entry numbers even comparable? I think the honest answer is probably "not yet" at a lot of clubs, and the research suggests the reason has very little to do with who does the tagging.

Who tags, and how

WHAT THE EVIDENCE SAYS

At the World Cup in August, the Dutch women's team had three analysts keying about 10,000 events a match, by hand (according to an interview with Dutch broadcaster NOS). At club level the picture looks very different. A survey of 538 Irish coaches, from 37 sports and not just hockey, found 49% did no formal analysis at all, 38% were their own analyst and 13% had analyst support (Martin et al. 2018).

HOW HIGH PERFORMANCE DOES IT

Belgium codes live across its senior teams and about ten youth squads, with the match ready for the coach within 40 minutes, according to the Hudl case study with Emily Calderon, the federation's senior performance analyst.

WITHOUT AN ANALYST

Most likely you're the analyst, or your assistant is, or a parent with an iPad. That isn't a problem in itself. What matters more is a written definition, and practice.

The definition is the thing

WHAT THE EVIDENCE SAYS

Hughes, Cooper and Nevill looked at 72 notational analysis papers in 2002 and found 70% reported no reliability check whatsoever. A rugby review published in January 2020 found that of the 22 studies using performance indicators, only seven defined what they measured (Sports Medicine Open). "Circle entry" sounds obvious until you ask whether a ball that crosses the line and comes straight back out counts.

HOW HIGH PERFORMANCE DOES IT

Secret Analyst, a company that codes matches for international teams, agrees its definitions across all its analysts. It has shared the circle entry definition it uses for every match, reproduced here with permission:

Distinct pass, carry or interception that immediately results in (1) controlled possession in the circle, (2) a penalty corner (or stroke), or (3) a deflection (or rebound) opportunity, including "near miss" far post dives.

It defines an entry by what it produces, not by the ball crossing a line.

WITHOUT AN ANALYST

Have you written down, in one line each, what counts as a circle entry, a turnover, a penalty corner won and an outlet completed? And is that sheet in front of whoever tags on matchday? If your circle entry means what Secret Analyst's means, isn't your number at least comparable to something outside your own club?

Training beats talent

WHAT THE EVIDENCE SAYS

Kappa measures how often two taggers agree, corrected for luck: 1.0 is perfect, 0.8 and above is good and 0.6 to 0.8 is acceptable (Choi, O'Donoghue and Hughes 2007). Opta's live football operators scored 0.92 and 0.94 on team events (Liu et al. 2013), and operators with 18 to 24 months' practice on the Champdas system scored 0.89 to 0.97 (2019). The one hockey study with numbers, Lord and colleagues coding 74 women's Pro League matches in

Sportscodel, found above 0.88 for the same coder and above 0.86 between two coders (2022). It drops on judgement: coding where drag-flickers looked during a penalty corner scored 0.77 (Klatt 2021), still decent, clearly harder.

HOW HIGH PERFORMANCE DOES IT

Belgium codes live and then runs a post-match check. Nobody I could find publishes their inter-tagger agreement, which doesn't mean they don't measure it.

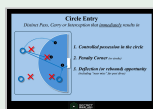
WITHOUT AN ANALYST

If two people tagged the same ten minutes before the season, how many disagreements would you count? The Champdas paper put its scores down to rigorous training and a large quantity of practice. So if the count comes out high, is it the definitions that need work rather than the taggers?

What AI does here today, and by 2028

For field hockey right now, the AI is in the camera: Veo and Pixellot follow play by themselves. Sportscodel's AI additions this year are chat assistants (21 July and 27 August 2026); they help with scripts, and neither of them tags. Computer-vision tagging exists in volleyball, through Hudl Assist with Balltime, and Veo's own support page (24 August 2026) limits automatic event detection to football, rugby and lacrosse. The field hockey "AutoData" breakdowns Spiideo sells are made by professionals within 24 hours, not by AI.

As far as public pages show, no vendor sells or has in beta automatic tactical tagging for field hockey. My guess, and it is only a guess, is that by 2028 the big vendors will tag basic events from a fixed camera, with a person still checking the result.



Free to use: the circle entry definition, reproduced with permission from Secret Analyst.

[Click to open](#)

Read the full part (free with this link): [Can you trust your tagging?](#)

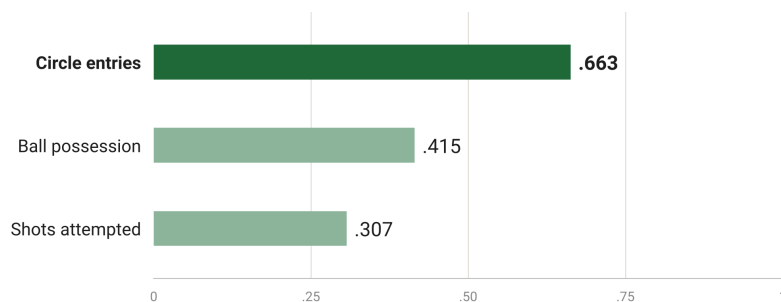
Which numbers move the result?

Most coaches who tag a match end up with more numbers than evenings to look at them. A study of 131 Pro League matches closes with the line "There is more than one way to be successful." What winners do share is narrower than a style, and this chapter covers three findings that point at where a Tuesday evening with the spreadsheet probably pays off most.

Territory beats possession

Getting into the circle separates winners from losers

How strongly each stat separated winning from losing teams, 2018 men's World Cup, 36 matches



Source: Bagchi et al. 2023, Annals of Applied Sport Science. Circle entries counted as every entry into the circle by the attacking team.

The Hockey Site

How strongly each stat separated winners from losers, 2018 men's World Cup (Bagchi et al. 2023). Circle entries here means every ball into the circle.

WHAT THE EVIDENCE SAYS

At the 2018 men's World Cup, winners came out ahead of losers on all five stats measured, but not equally (Bagchi et al. 2023). Circle entries separated the two groups most strongly (.663), possession about half as strongly (.415) and shots at .307. A structure coefficient is simply how strongly one number separates winners from losers. Older women's data points the same way: Sunderland and colleagues found goals came faster when the ball was won in the attacking 25.

HOW HIGH PERFORMANCE DOES IT

The Belgian federation, as described in a Hudl case study, tags every event by one of four zones, always from the perspective of the team in possession. Emily Calderon, senior performance analyst at the Belgian federation, reads those zones on her dashboard as a funnel: 25 entries into circle entries by zone into chances or corners, with the method of each entry counted underneath: crash ball, run in, pass in, defender mistake.

WITHOUT AN ANALYST

What would change if the sheet counted entries into the 25 and the circle, left, centre and right, for and against, instead of possession by the minute? That's a count someone can keep from the side of the pitch. Chapter 1 has an entry definition to write at the top, so two people watching the same match count the same thing.

Penalty corners: one in five, four in ten

WHAT THE EVIDENCE SAYS

At the 2018 World Cups the strongest men's teams converted 23.6% of their corners and the strongest women's teams 17.8% (Science and Sport, 2020). The four group winners at the 2018 World Cup scored 38% of their group-stage goals from corners (Klatt and colleagues, citing Rowe 2019). Chris Fry, then analysing for UNC and the USA women, puts it plainly: "Some 40% of goals will come from a penalty corner".

HOW HIGH PERFORMANCE DOES IT

Opponent-specific corner databases, kept across a season, so the same routine and the same runner can be recognised before the injection. Sebastien Roland, a coach in Belgium's third division who gave a masterclass on video analysis on The Hockey Site, reads the picture rather than the strike: "The first thing I check ... can I guess the action they're going to play. And often just by watching the players around the D ... you can guess." Emily Calderon labels every corner in the Belgian league with the quarter, the attacking team and the defending team, and keeps the database per team and per part of the season.

WITHOUT AN ANALYST

What would two counts per match tell you after ten matches: corners won and corners conceded, each with its outcome? Probably your own conversion rate and your opponents', for the price of two tally marks a match.

Chase the anomaly, not the average

WHAT THE EVIDENCE SAYS

This one comes from practice rather than papers. Sebastien Roland's principle is that every dashboard holds numbers that don't match what you expected. His example was the back four outlet: "If you check, we succeed three, we missed 20, so we had 13% of success. So that's an anomaly." The dashboard didn't say why, so he went to the footage: "We had to check the clips and understand how, where, who lost the balls".

HOW HIGH PERFORMANCE DOES IT

Roland's routine after a match is short. Don't give the players every result, he says, "just strong trends", and turn those into ideas for training. With individual players he works in three-week blocks, "and after three weeks we check again the new statistic we got and we check if there are a difference."

WITHOUT AN ANALYST

What did you feel about the second half, written down before you open the sheet, and do the numbers agree? That's also Emily Calderon's answer to what a coach with no analyst could do in ten minutes a week: the coach who is certain they were under pressure all game, then sees they had as many circle entries and as many shots as the opponent. She says that gap is where a coach learns to separate emotion from data.

What AI does here today, and by 2028

Today, the useful AI here reads tables. Nacsport AI, shipped in May 2025, lets you ask your own tagged data a question in plain language, and it's available to Nacsport's field hockey users. AI-written match summaries exist in other sports only: Hudl AI Insights has been a football beta since August 2025, and in December 2025 Hudl said AI summaries were coming "soon" to ice hockey, which isn't field hockey. Models are good at reading the numbers a human tagged and unreliable at watching the match video themselves. By 2028, as an expectation rather than a promise, I think plain-language clip search and written summaries over your tags are likely. Why the outlet failed is still twenty clips and a coach.

Free to download: the game data sheet, for counting entries and corners, for and against.

[Click to open](#)

Read the full part (free with this link): [You tagged it. Now what does it tell you?](#)

Two files, one game. Do they agree?

Almost everywhere in the sport, match data about the same game lives in two files: one about what happened with the ball, one about what the bodies did. They're usually held by different people, in different tools, bought for different questions. I think the question a head coach most wants answered sits right between them, and this chapter is about how far anyone has got with joining the two.

Two files, two people, two tools

WHAT THE EVIDENCE SAYS

The analyst holds the event file, every circle entry, outlet and penalty corner keyed by hand in Sportscore or Nacsport. The strength and conditioning coach holds the running data, and that's bought for load and injury: the KNHB's July 2025 announcement with Catapult is framed around performance and sustainable careers, with load and recovery monitoring, and the staff around Germany's men's team use STATSports for live individual thresholds. In Belgium, as Emily Calderon put it, all six league games are coded by Monday noon. Two well-run systems, two people and, as far as I can tell, no shared file.

HOW HIGH PERFORMANCE DOES IT

By refusing to let the physical number travel on its own. Phil Moreland, who did this for Hockey Australia and the Scottish women, starts with the coach: did the player do what you asked her to do in the game? The GPS comes in after that answer. His line is blunt: "I never feed any of this data back in isolation from technical tactical data from the coaches. Never!"

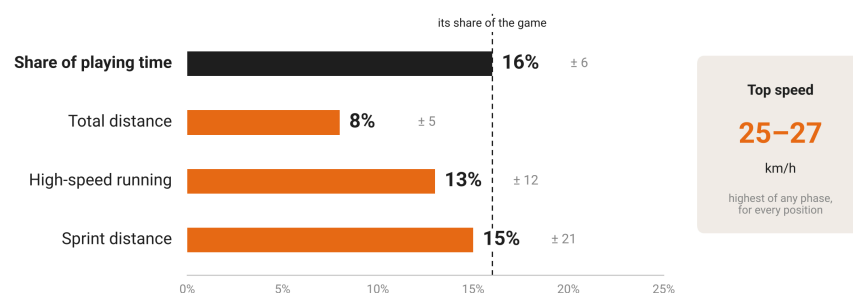
WITHOUT AN ANALYST

You've probably got neither file, or a tag sheet and nothing else. Moreland's answer to that is your own eyes: you know whether a player got to the places you asked her to get to, and whether that was legs or laziness.

What joining actually answers

What offensive pressing cost the Irish men

Pressing's share of each measure, 24 players, ten internationals, GPS lined up with video-coded phases of play



Averages; ± is one standard deviation, and the spread between players is wide. Top speed 6.97 to 7.46 m/s by position.

Source: Cunniffe, Connor, Beato, Grainger, McConnell and Blake, International Journal of Sports Science & Coaching, online 2023 (Table 4).

The Hockey Site

What offensive pressing costs, Irish men's internationals (Cunniffe et al.).

WHAT THE EVIDENCE SAYS

Cunniffe and colleagues lined up GPS data from 24 players on the Irish men's team with phases of play coded from video across ten internationals. Offensive pressing took about 16% of playing time but 8% of total distance and 13% of high-speed running, and it produced the highest top speeds of any phase. My reading, not the authors': pressing costs less volume than its share of the game, and the most top speed.

HOW HIGH PERFORMANCE DOES IT

Mick Beunen, the Belgian men's physical coach for over ten years by 2020, tracked high metabolic load distance per midfielder across a tournament, and the totals shift depending on whether the team rotates four midfielders or five. His question to the coaching staff is a tactical one: "If you play with four, are they able to produce what you want them to produce?" It isn't a claim that fatigue caused anything. It's a physical number shaping a selection question.

WITHOUT AN ANALYST

The questions travel even when the precision doesn't. When the press stops working late on, is it the legs or the shape? What does winning it high cost, and when does it stop being affordable?

The club version is a minute column

WHAT THE EVIDENCE SAYS

The cheaper GPS trackers sold to clubs and individual players, such as Catapult One, export a file by player and by minute. A hand-tag sheet has a minute column too, or can have one, and that's the whole join: the same minute in both files. Nobody has published the club version of this, so it's inferred from what the tools produce rather than observed in the wild.

HOW HIGH PERFORMANCE DOES IT

Jude Menezes, talking about Paris, describes what he says to a player who has just come off: "I've got you running at 10, the average is 15 at the moment. I need you to be at 15." His reason: "It's not waiting for after the game because once the game's over, it's over. Then you're thinking about the next game."

WITHOUT AN ANALYST

The version without an analyst is a minute column on the tag sheet, kept beside whatever physical data there is. The physical column doesn't have to come from a pod; Wouter Blondeel's starting point for a coach with no tech is "a normal standing broad jump or a triple hop jump". Do the two stories part ways in the third and fourth quarters, and what do the clips show before anyone decides which one is true?

What AI does here today, and by 2028

For field hockey, nothing joins the two files today. Kitman Labs imports Sportscodel events onto GPS load (February 2026), a data integration rather than AI. Catapult Vector 8 pushes physical data onto the video timeline (April 2025), and STATSports Sonra shows tags against physical output. In ice hockey, Pixellot and HELIOS cut each player's shifts out of the match video from wearable data (April 2026). None names a field hockey customer for this, and nothing new has been announced.

What nobody is building is a tool that says the fatigue caused the turnovers. Two numbers moving together in one match is a question for the coach and the clips, not a finding, and any tool that writes "because" is guessing. By 2028, as an expectation rather than a promise, I'd expect summaries that mention the tactical and the physical numbers in one sentence.



Free to download: the Tactical / Physical Game Data sheet.

[Click to open](#)

Read the full part (free with this link): [Two files, one game. Do they agree?](#)

Will they remember it?

In one-to-one video meetings at an Australian Football League club, players recalled about half of the summarised messages straight afterwards, and 6% of all the feedback a week later (Mason, Farrow and Hattie 2021). That was one to one, with nobody else in the room: nearly thirty messages delivered, and only a handful landing. So the question for this last chapter isn't whether the analysis was right, it's what's still there on game day.

Short, delayed and two-way

Nearly thirty messages in. About two left a week later.

What players at an AFL club recalled from one-to-one video meetings with their coach



And that was one to one, with nobody else in the room.

Source: Mason, Farrow and Hattie 2021, Int J Sports Sci & Coaching. 6 players, one AFL club, 2017 season.

The Hockey Site

Recall after one-to-one video meetings at an AFL club (Mason, Farrow and Hattie 2021).

WHAT THE EVIDENCE SAYS

In one survey of elite footballers at three Championship clubs, 54% preferred video sessions of 11 to 20 minutes, 58% wanted the video two days after the match and only 4% the same day (Wright et al. 2016). Those are footballers, not hockey players, so I'd read it as a pointer rather than a rule.

HOW HIGH PERFORMANCE DOES IT

Sebastien Roland runs video as a layer through the whole week rather than one Sunday meeting, and uses less of it as the match gets closer. His own limit is explicit: "I never do a briefing in more than 15 minutes when I use the video."

WITHOUT AN ANALYST

Emily Calderon sets the clock by age group: "For me under 14, you should try and aim for a team meeting of 15 to 20 minutes. That's the time that you keep them focused and you can keep it interesting." She goes to twenty to twenty-five minutes at under 16 and half an hour at under 19, and beyond that she changes the format, working in lines or small groups. Is Sunday night in the group chat, while everyone is still annoyed, really the moment?

Positions, not names, and the coach asks

WHAT THE EVIDENCE SAYS

The Portsmouth review of video feedback (Pearson and colleagues) finds that how feedback is delivered, coach-led in a room or led by the players themselves, changes what they learn, and that coach and player working on it together may boost engagement. My reading, and it is a reading rather than a finding, is that the player who arrives at the answer is more likely to remember it than the one who's handed it; none of these studies measured that directly.

HOW HIGH PERFORMANCE DOES IT

Roland's first rule for the group session is about names: "So talk about positions, talk about roles, but don't talk about individuals, ... don't use a name or things like that." His reasoning is practical: players who don't see themselves on

the clip stop listening, and "if they are not on the video, it can still concern them". His second rule is about who does the talking: "Sometimes we can spend 20 minutes on an eight second clip, because there are always things interesting who come from the players."

WITHOUT AN ANALYST

This one costs nothing and transfers whole. Robert Noall turns it into a game: "Sometimes during team video, we used to play a game where I would show a clip and I would pause it and I would ask two questions. What should we do? And what do we do?" Somebody owns up, somebody else offers the better option, and nobody had to be told.

Pick the clips while the match is live

WHAT THE EVIDENCE SAYS

Novice observers in Franks and Miller (1986) recalled only 42% of the critical events in one half of an international match, and qualified coaches in Laird and Waters (2008) about 59%. The camera is a correction for memory, ours before the players'. Nobody, as far as I can find, has measured how accurate club coaches' impressions of their own matches actually are.

HOW HIGH PERFORMANCE DOES IT

Roland flags his specials live: "So it's clips I decide to select during the game, not afterwards." He checks his feeling for each quarter on the video afterwards, "to be sure that My feeling was good", and those specials are "the base of the collective briefings".

WITHOUT AN ANALYST

Could whoever films mark three moments with the minute, or could someone keep a note on the bench? Those three moments would be Tuesday's clips. And how often does what you felt during the match survive contact with your own tally sheet?

What AI does here today, and by 2028

For field hockey today, AI mostly makes the clip exist: cameras that follow play by themselves mean a club can have footage without anyone on a tripod. Playerdash and similar platforms then push the clip to the player's phone, though that part isn't AI. Spiideo AI Highlights, launched in May 2026, cuts clips automatically in soccer, ice hockey, basketball and handball, not field hockey, and Hudl AI Insights writes AI match summaries in football. For field hockey, nothing has been announced.

By 2028, as an expectation rather than a promise, I think we'll probably see automatic playlists per player and plain-language clip search. What nobody is building is the choice of which eight seconds to show and what to ask about them. That's the coach's decision, and the research in this chapter says it's the part that decides whether anything changes.



Free to download: the Match to Tuesday sheet.

[Click to open](#)

Read the full part (free with this link): [You found it. Will they remember it?](#)

Where AI sits, step by step

- 1 No one sells AI that tags a field hockey match. The "automated" hockey breakdowns you can buy are done by people.
- 2 The AI that has reached hockey is the camera: it films and follows play by itself. Automatic highlights are shipping in other sports; field hockey isn't on the list yet.
- 3 You can already ask your own tags a question in plain English. AI-written match summaries exist for football; for field hockey, nothing has been announced yet.
- 4 Video tags and GPS can sit on one timeline at the top tier, but no vendor names a hockey customer, and no tool tells you why the numbers moved.
- 5 Choosing which eight seconds to show your players, and what to ask them, isn't on any vendor's roadmap. That part is still yours.

STEP	HERE FOR FIELD HOCKEY NOW	OTHER SPORTS ONLY	ANNOUNCED	NOBODY BUILDING IT
Collect	Cameras that follow play by themselves (Veo, Pixellot). Sportscode's AI chat assistants (Jul and Aug 2026) help with scripts; neither tags.	Computer-vision tagging in volleyball (Hudl Assist, Balltime). Automatic event detection in football, rugby, lacrosse (Veo).	Nothing for field hockey	Automatic tactical tagging of a hockey match
Enrich	Ask your own tags a question in plain language (Nacsport AI, May 2025)	AI-written match summaries, football beta (Hudl AI Insights, Aug 2025)	AI summaries for ice hockey, "soon" (Hudl, Dec 2025)	A model that explains why a pattern failed
Join	Nothing yet	Event data on GPS load (Kitman Labs, Feb 2026, an integration, not AI). Physical data on the video timeline (Catapult Vector 8, Apr 2025; STATSports Sonra). Wearable-cut player videos in ice hockey (Pixellot and HELIOS, Apr 2026).	Nothing	A tool that says the fatigue caused the turnovers
Translate	Clips pushed to phones (Playerdash; not AI)	Automatic highlights in soccer, ice hockey, basketball, handball (Spiideo AI Highlights, May 2026)	Nothing for field hockey	Choosing the eight seconds, and the question to ask

Checked against vendors' own pages and dated news on 10 October 2026. Two vendor claims we couldn't confirm: Veo's field hockey page says "Shots and goals are automatically clipped", while Veo's own support page (24 August 2026) limits automatic event detection to football, rugby and lacrosse. Pixellot's field hockey page says its AI can create highlight reels automatically; the page is undated and we found nothing independent to back it.

Two tools on this page are ours. **Assistant.Hockey:** live. **TheHockeySite.app:** being tested, with Pro Coach. More on page 13.

DISCLOSURE

What we're building, and why

We make two of the tools in this report. Here's where they sit, judged by the same standard as everything else.

Assistant.Hockey

Live

WHAT IT DOES

You ask a coaching question and it answers from what expert coaches have shared in the many masterclasses on The Hockey Site, and it shows where each answer comes from.

WHO IT'S FOR

Every coach, at every level, looking for inspiration or feedback, who wants to know that feedback has been tried and tested and comes from reputable sources.

HOW MUCH

It's free to start with a few questions at [assistant.hockey](#). Unlimited access comes with our Coach subscription.

WHAT IT DOESN'T DO

It doesn't see your match, your video or your data, and it doesn't create images for your drills.

TheHockeySite.app

Being tested

WHAT IT DOES

Record a voice note, upload data, and ask. Answers draw not just on what coaches have shared on The Hockey Site, but also on your own notes, data and information about your players, team and philosophy, with sources you can check.

WHO IT'S FOR

Ambitious coaches at any level. Coaches who'd rather talk than type, who want an easy way to add their own thoughts to the dashboards from their video tool, and who want one place to capture those thoughts and link them to training sessions, games, players and data.

HOW MUCH

Included with a Pro Coach subscription at The Hockey Site.

WHAT IT DOESN'T DO

It doesn't watch video, tag a match or pick the clips. You still do.



How we work: HI, SI, AI, and back to HI

At The Hockey Site we start with **HI**, human interaction: live, interactive masterclasses with expert coaches on different coaching topics.

From those come **SI**, shared insights, which we capture and share.

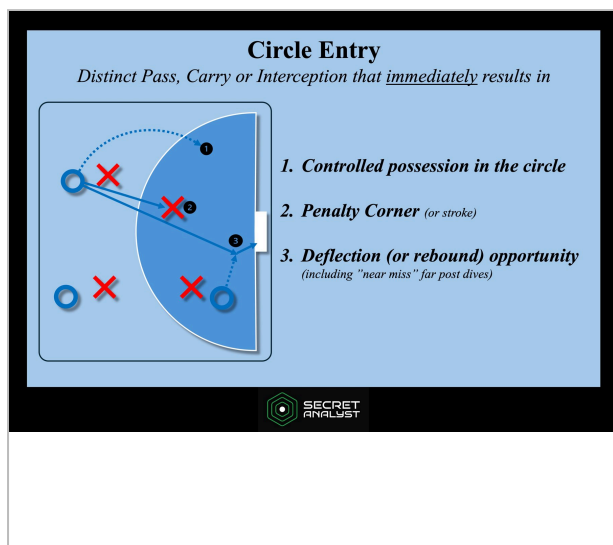
They feed our **AI** tools, which look for connections that add value.

And we bring what they find back to coaches through **HI** again, in different ways, to close the circle.

FREE TO USE

The four sheets

Print them, share them, put them on the clubhouse wall. Click a sheet to open it.



Circle entry definition

Secret Analyst's definition, reproduced with permission. Borrow it and keep it all season.

Game data sheet The Hockey Site

Entries and corners, for and against. One pencil, one match.

Match: _____ Date: _____ Recorded by: _____

What counts as a circle entry for us:

Standard definition (Secret Analyst):
Distinct pass, carry or interception that immediately results in (1) controlled possession in the circle,
(2) penalty corner (or stroke), or (3) deflection (or rebound) opportunity, including "near miss" for post dives.
(see your entry on this one and keep it in the circle all season)

Entries into the 25

	Q1	Q2	Q3	Q4	Total
For	Left				
	Centre				
	Right				
Against	Left				
	Centre				
	Right				

Entries into the circle

	Q1	Q2	Q3	Q4	Total
For	Left				
	Centre				
	Right				
Against	Left				
	Centre				
	Right				

Penalty corners

	Goal	Shot, no goal	No shot	Total
Won				
Conceded				

Before you add anything up: how did the match feel?

From "You have the numbers. What comes from the result?", part two of the data series on subscription thehockeysite.com

Game data sheet

Entries and corners, for and against. One pencil, one match.

Tactical / Physical Game Data The Hockey Site

Tactical and physical, quarter by quarter. This goes to the same quarter, and the same minute.

Match: _____ Date: _____ Recorded by: _____

TACTICAL

	Q1	Q2	Q3	Q4	Total
Circle entries for					
Circle entries against					
Turnovers in our own half					
Penalty corners won					
Penalty corners conceded					

PHYSICAL: your choice

	Q1	Q2	Q3	Q4	Total

Notes: late arrivals - high-speed sprints - recovering in motion - recovery runs - pressing efforts
Does not include anything that leads to a goal from the same quarter and session.

Minute log: the moments to check on video

Minute	Q	What happened (tactical)	What you saw (physical)

Where did the two stories disagree?
Which quarter, what each column says, and which clips you'll watch before deciding anything.

From part three of the data series, on joining tactical and physical data, at subscription thehockeysite.com

Tactical / Physical Game Data

The tag sheet with a minute column and room for the physical numbers.

Match to Tuesday The Hockey Site

Put three moments while the match is live. Show them on Tuesday. Send the rest one to one.

Match: _____ Date: _____ Filled by: _____

1 Three moments, flagged live During the match, not afterwards

Min	Q	What happened	Good	Needs work
			☐	☐
			☐	☐
			☐	☐

2 Tuesday, fifteen minutes one clip, one question, used

Clip 1 Question for the team: _____

Clip 2 Question for the team: _____

Clip 3 Question for the team: _____

In the room: positions and roles, nearer names - what should we do? And what do we do? - stop at 15 minutes

3 Individual clips one player, one clip, one line

Player	Min	One line	Spot
			☐
			☐
			☐
			☐

Example line: "Look where you checked before you received here!"

Data in Hockey Coaching, part 4: Timeline

Match to Tuesday

Three moments marked during the match, three clips on Tuesday, one question each.

SOURCES

Where this comes from

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Disclaimer

I did my best to be complete, but I never pretend to hold the absolute truth, nor do I know everything that's going on in the two fast-moving worlds of AI and field hockey. So if you think I've made a mistake or left something out anywhere, [please let me know](#).

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